



*... the world's most energy friendly microcontrollers*

# EFM32LG Reference Manual

"Leopard Gecko" Series

Preliminary

A circular graphic consisting of four concentric rings. The outermost ring is dark blue with white numbers 0, 1, 2, 3, 4. The inner rings are light green.

- 32-bit ARM Cortex-M3 processor running at up to 48 MHz
- Up to 256 KB Flash and 32 KB RAM memory
- Energy efficient and autonomous peripherals
- Ultra low power Energy Modes with Sub  $\mu$  operation
- Fast wake-up time of only 2  $\mu$ s

The EFM32LG microcontroller series revolutionizes the 8- to 32-bit market with a combination of unmatched performance and ultra low power consumption in both active- and sleep modes. EFM32LG devices consume as little as 200  $\mu$ A/MHz in run mode.

EFM32LG's low energy consumption outperforms any other available 8-, 16-, and 32-bit solution. The EFM32LG includes autonomous and energy efficient peripherals, high overall chip- and analog integration, and the performance of the industry standard 32-bit ARM Cortex-M3 processor.

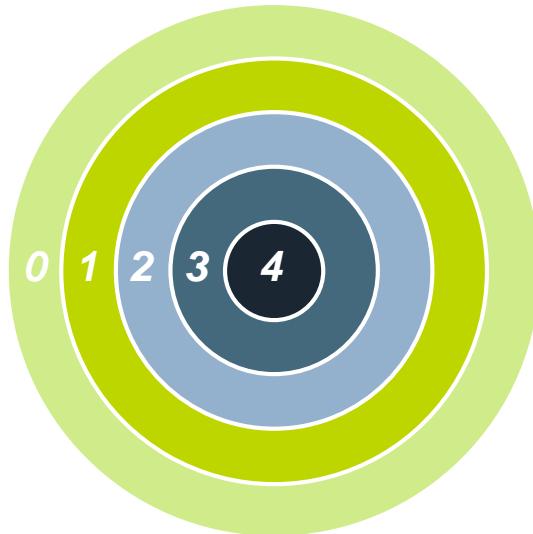
# 1 Energy Friendly Microcontrollers

## 1.1 Typical Applications

The EFM32LG Leopard Gecko is the ideal choice for demanding 8-, 16-, and 32-bit energy sensitive applications. The devices are developed to minimise the product of power and time over all phases of MCU operation. This unique combination of ultra low energy consumption and the performance of the 32-bit ARM Cortex-M3 processor helps designers get more out of the available energy source in a variety of applications.

**Ultra low energy EFM32LG microcontrollers are perfect for:**

- Gas metering
- Energy metering
- Water metering
- Smart metering
- Alarm and security systems
- Health and fitness applications
- Industrial and home automation



## 1.2 EFM32LG Development

Because EFM32LG use the Cortex-M3 CPU, embedded designers benefit from a large existing ecosystem of industry standard development. The development suite spans the whole design process and includes powerful debug tools and some of the world's top brand compilers. Libraries with documentation and user examples shorten time from idea to market release.

The range of EFM32LG devices ensures easy migration and feature upgrade possibilities.

## 2 About This Document

This document contains reference material for the EFM32LG series of microcontrollers. All modules and peripherals in the EFM32LG series devices are described in general terms. Not all modules are present in all devices and the feature set for each device might vary. Such differences, including pinout, are covered in the device-specific datasheets.

### 2.1 Conventions

#### Register Names

Register names are given with a module name prefix followed by the short register name:

TIMERn\_CTRL - Control Register

The "n" denotes the module number for modules which can exist in more than one instance.

Some registers are grouped which leads to a group name following the module prefix:

GPIO\_Px\_DOUT - Port Data Out Register

The "x" denotes the port instance (A,B,...)

#### Bit Fields

Registers contain one or more bit fields which can be 1 to 32 bits wide. Bit fields wider than 1 bit are given with start and stop bit (x:y).

#### Address

The address for each register can be found by adding the modules base address (found in Memory Map), with the offset address for the register (found in module Register Map).

#### Access Type

The register access types used in the register descriptions are explained in Table 2.1 (p. 3) .

**Table 2.1. Register Access Types**

Access Type	Description
R	Read only. Writes are ignored
RW	Readable and writable
RW1	Readable and writable. Only writes to 1 have effect
W1	Read value undefined. Only writes to 1 have effect
W	Write only. Read value undefined.
RWH	Readable, writable and updated by hardware

#### Number format

**0x** prefix is used for hexadecimal numbers

**0b** prefix is used for binary numbers

Numbers without prefix are in decimal representation.

#### Reserved

Registers and bit fields marked with *reserved* are reserved for future use. These should be written to 0 unless otherwise stated in the Register Description. Reserved bits might be read as 1 in future devices.

### Reset Value

The reset value denotes the value after reset.

Registers denoted with X have unknown value out of reset and need to be initialized before use. Note that read-modify-write operations on these registers before they are initialized results in undefined register values.

### Pin Connections

Pin connections are given with a module prefix followed by a short pin name:

USn\_TX (USART n TX pin)

The location for the pin names given in the module documentation can be found in the device-specific datasheet.

## 2.2 Related Documentation

Further documentation on the EFM32LG family and the ARM Cortex-M3 can be found at the Energy Micro and ARM web pages:

[www.energymicro.com](http://www.energymicro.com)

[www.arm.com](http://www.arm.com)

## 3 System Overview

### 3.1 Introduction

The EFM32 MCUs are the world's most energy friendly microcontrollers. With a unique combination of the powerful 32-bit ARM Cortex-M3, innovative low energy techniques, short wake-up time from energy saving modes, and a wide selection of peripherals, the EFM32LG microcontroller is well suited for any battery operated application as well as other systems requiring high performance and low-energy consumption, see Figure 3.1 (p. 7) .

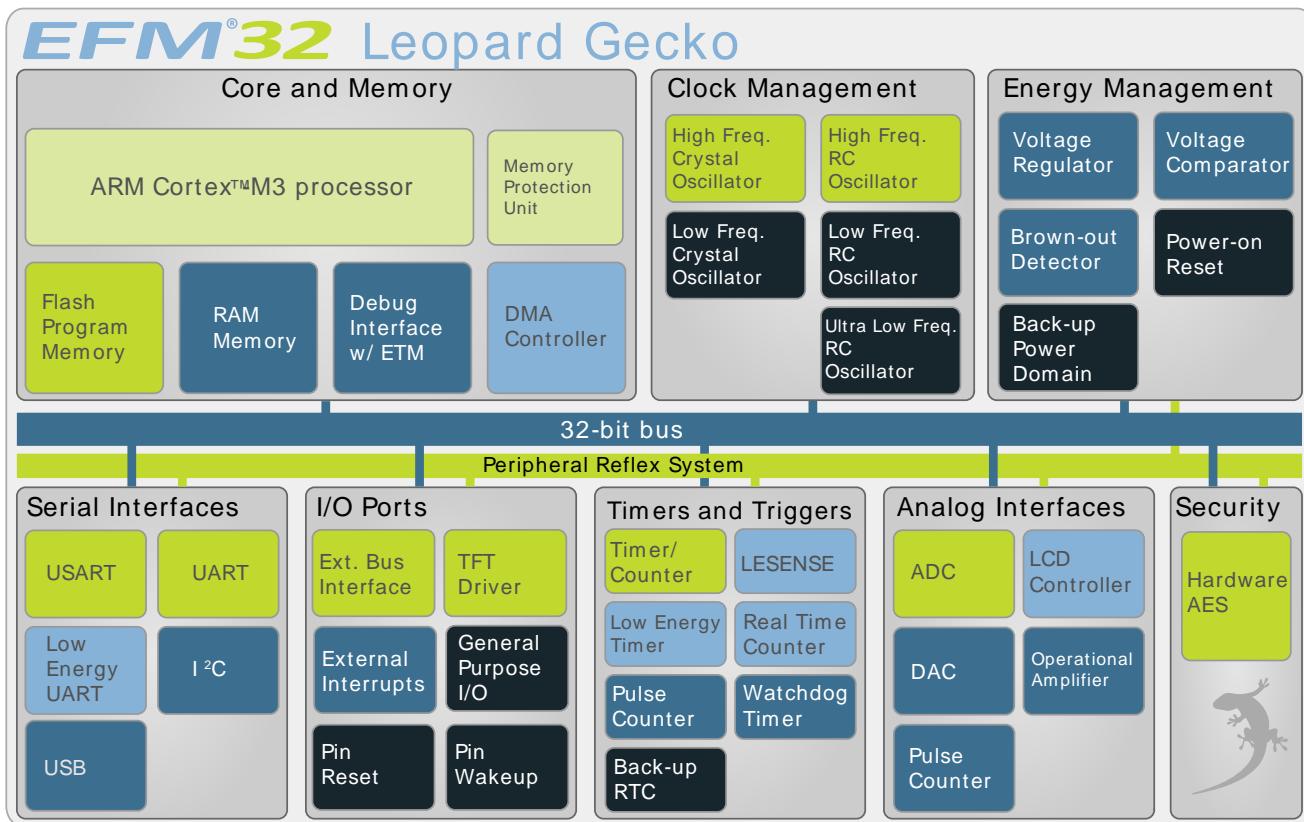
### 3.2 Features

- **ARM Cortex-M3 CPU platform**
  - High Performance 32-bit processor @ up to 48 MHz
  - Memory Protection Unit
  - Wake-up Interrupt Controller
- **Flexible Energy Management System**
  - 20 nA @ 3 V Shutoff Mode
  - 0.4µA @ 3 V Shutoff Mode with RTC
  - 0.9 µA @ 3 V Stop Mode, including Power-on Reset, Brown-out Detector, RAM and CPU retention
  - 1.2 µA @ 3 V Deep Sleep Mode, including Real Time Clock with 32.768 kHz oscillator, Power-on Reset, Brown-out Detector, RAM and CPU retention
  - 50 µA/MHz @ 3 V Sleep Mode
  - 200 µA/MHz @ 3 V Run Mode, with code executed from flash
- **256/128/64 KB Flash**
- **32 KB RAM**
- **Up to 90 General Purpose I/O pins**
  - Configurable Push-pull, Open-drain, pull-up/down, input filter, drive strength
  - Configurable peripheral I/O locations
  - 16 asynchronous external interrupts
  - Output state retention and wakeup from Shutoff Mode
- **12 Channel DMA Controller**
  - Alternate/primary descriptors with scatter-gather/ping-pong operation
- **12 Channel Peripheral Reflex System for autonomous inter-peripheral signaling**
- **External Bus Interface for up to 256 MB of external memory mapped space**
  - TFT Controller supporting Direct Drive
- **Universal Serial Bus (USB) with Host and OTG support**
  - Fully USB 2.0 compliant
  - On-chip PHY and embedded 5V to 3.3V regulator
- **Integrated LCD Controller for up to 8x36 segments**
  - Voltage boost, adjustable contrast adjustment and autonomous animation feature
- **Hardware AES with 128/256-bit keys in 54/75 cycles**
- **Communication interfaces**
  - 3x Universal Synchronous/Asynchronous Receiver/Transmitter
    - UART/SPI/SmartCard (ISO 7816)/IrDA (USART0)/I2S (USART1+USART2)
    - Triple buffered full/half-duplex operation
    - 4-16 data bits
  - 2x Universal Asynchronous Receiver/Transmitter
    - Triple buffered full/half-duplex operation
    - 8-9 data bits
  - 2x Low Energy UART

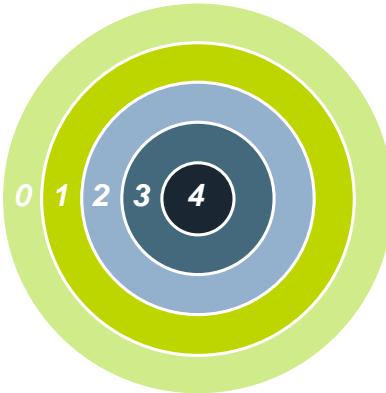
- Autonomous operation with DMA in Deep Sleep Mode
- 2x I<sup>2</sup>C Interface with SMBus support
  - Address recognition in Stop Mode
- **Timers/Counters**
  - 4x 16-bit Timer/Counter
    - 3 Compare/Capture/PWM channels
    - Dead-Time Insertion on TIMER0
  - 16-bit Low Energy Timer
  - 1x 24-bit and 1x 32-bit Real-Time Counter
  - Watchdog Timer with dedicated RC oscillator @ 50 nA
- **Backup Power Domain**
  - RTC and retention registers in a separate power domain, available in all energy modes
  - Operation from backup battery when main power drains out
- **Ultra low power precision analog peripherals**
  - 12-bit 1 Msamples/s Analog to Digital Converter
    - 8 input channels and on-chip temperature sensor
    - Single ended or differential operation
    - Conversion tailgating for predictable latency
  - 12-bit 500 ksamples/s Digital to Analog Converter
    - 2 single ended channels/1 differential channel
  - Up to 3 Operational Amplifiers
    - Supports rail-to-rail inputs and outputs
    - Programmable gain
  - 2x Analog Comparator
    - Programmable speed/current
    - Capacitive sensing with up to 8 inputs
  - Supply Voltage Comparator
- **Ultra low power sensor interface**
  - Autonomous sensor monitoring in Deep Sleep Mode
  - Wide range of sensors supported, including LC sensors and capacitive buttons
- **Ultra efficient Power-on Reset and Brown-Out Detector**
- **Debug Interface**
  - 2-pin Serial Wire Debug interface
    - 1-pin Serial Wire Viewer
    - Embedded Trace Module v3.5 (ETM)
- **Temperature range -40 - 85°C**
- **Single power supply 1.85 - 3.8 V**
- **Packages**
  - QFN64
  - TQFP64
  - LQFP100
  - LFBGA112
  - VFBGA120

### 3.3 Block Diagram

A block diagram of EFM32LG is shown in Figure 3.1 (p. 7). The color indicates peripheral availability in energy modes as described in Section 3.4 (p. 7) .

**Figure 3.1. Diagram of EFM32LG****Note**

In the block diagram, color indicates availability in different energy modes.

**Figure 3.2. Energy Mode indicator****Note**

In the energy mode indicator, the number n indicates Energy Mode n.

### 3.4 Energy Modes

There are five different Energy Modes (EM0-EM4) in the EFM32LG, see Table 3.1 (p. 8). The EFM32LG is designed to achieve a high degree of autonomous operation in low energy modes. The intelligent combination of peripherals, RAM with data retention, DMA, low-power oscillators and short wake-up times, makes it attractive to remain in low energy modes for long periods and thus saving energy consumption.

**Tip**

Throughout this document, the first figure in every module description contains an Energy Mode Indicator that shows in which energy mode(s) the module can operate (see Table 3.1 (p. 8)).

**Table 3.1. Energy Mode Description**

Energy Mode	Name	Description
	EM0 – Energy Mode 0 (Run mode)	In EM0, the CPU is running and consuming as little as 200 $\mu$ A/MHz, when running code from flash. All peripherals can also be activated.
	EM1 – Energy Mode 1 (Sleep Mode)	In EM1, the CPU is sleeping and the power consumption is only 50 $\mu$ A/MHz . The peripherals including, DMA, PRS and memory system is still available.
	EM2 – Energy Mode 2 (Deep Sleep Mode)	In EM2 the high frequency oscillator is turned off, but with the 32.768 kHz oscillator running, selected low energy peripherals (LCD, RTC, LETIMER, PCNT, WDOG, LEUART, I <sup>2</sup> C, ACMP, LESENSE , OPAMP, USB) are still available, giving a high degree of autonomous operation with a current consumption as low as 1.2 $\mu$ A with RTC enabled. Power-on Reset, Brown-out Detection and full RAM and CPU retention is also included.
	EM3 - Energy Mode 3 (Stop Mode)	In EM3 the low-frequency oscillator is disabled, but there is still full CPU and RAM retention, as well as Power-on Reset, Pin reset EM4 wake-up and Brown-out Detector, with a consumption of only 0.9 $\mu$ A. The low-power ACMP, asynchronous external interrupt, PCNT, and I <sup>2</sup> C can wake-up the device. Even in this mode, the wake-up time is in the range of a few microseconds.
	EM4 – Energy Mode 4 (Shutoff Mode)	In EM4, the current is down to 20 nA and all chip functionality is turned off except the pin reset , GPIO pin wake-up , GPIO pin retenetion , Backup RTC (including retention RAM) and the power on reset. All pins are put into their reset state.

## 3.5 Product Overview

Table 3.2 (p. 8) shows a device overview of the EFM32LG Microcontroller Series, including peripheral functionality. For more information, the reader is referred to the device specific datasheets.

**Table 3.2. EFM32LG Microcontroller Series**

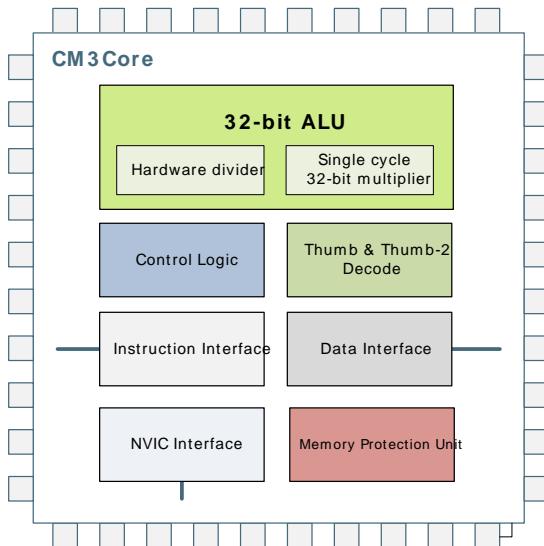
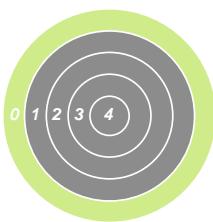
EFM32LG Part #	Flash	RAM	GPIO(pins)	USB	LCD	USART+UART	LEUART	I <sup>2</sup> C	Timer(PWM)	LETIMER	RTC	PCNT	Watchdog	ADC(pins)	DAC(pins)	ACMP(pins)	AES	EBI	LESENSE	Op-Amps	Package
230F256	256	32	56	-	-	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	-	3	Y	QFN64
232F256	256	32	53	-	-	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	-	3	Y	TQFP64
280F256	256	32	86	-	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	LQFP100
290F256	256	32	90	-	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	LFBGA112

EFM32LG Part #	Flash	RAM	GPIO(pins)	USB	LCD	USART+UART	I <sup>2</sup> C	Timer(PWM)	LETIMER	RTC	PCNT	Watchdog	ADC(pins)	DAC(pins)	ACMP(pins)	AES	EBI	LESENSE	Op-Amps	Package	
295F64	64	32	93	-	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
295F128	128	32	93	-	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
295F256	256	32	93	-	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
330F64	64	32	53	Y	-	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	-	3	Y	QFN64
330F128	128	32	53	Y	-	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	-	3	Y	QFN64
330F256	256	32	53	Y	-	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	-	3	Y	QFN64
332F64	64	32	50	Y	-	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
332F128	128	32	50	Y	-	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
332F256	256	32	50	Y	-	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
380F64	64	32	83	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LQFP100
380F128	128	32	83	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LQFP100
380F256	256	32	83	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LQFP100
390F64	64	32	87	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LFBGA112
390F128	128	32	87	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LFBGA112
390F256	256	32	87	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y	3	Y	LFBGA112
395F64	64	32	93	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
395F128	128	32	93	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
395F256	256	32	93	Y	-	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y	3	Y	VFBGA120
840F256	256	32	56	-	8x20	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (8)	Y	-	3	Y	QFN64
842F256	256	32	53	-	8x18	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	2 (8)	Y	-	3	Y	TQFP64
880F256	256	32	86	-	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	LQFP100
890F256	256	32	90	-	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	LFBGA112
895F64	64	32	93	-	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120
895F128	128	32	93	-	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120
895F256	256	32	93	-	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120
940F64	64	32	53	Y	8x18	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	QFN64
940F128	128	32	53	Y	8x18	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	QFN64

EFM32LG Part #	Flash	RAM	GPIO(pins)	USB	LCD	USART+UART	LEUART	I <sup>2</sup> C	Timer(PWM)	LETIMER	RTC	PCNT	Watchdog	ADC(pins)	DAC(pins)	ACMP(pins)	AES	EBI	LESENSE	Op-Amps	Package
940F256	256	32	53	Y	8x18	3	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	QFN64
942F64	64	32	50	Y	8x16	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
942F128	128	32	50	Y	8x16	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
942F256	256	32	50	Y	8x16	3	2	2	4 (11)	1	1	3	1	1 (8)	2 (2)	1 (4)	Y	-	3	Y	TQFP64
980F64	64	32	83	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LQFP100
980F128	128	32	83	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LQFP100
980F256	256	32	83	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LQFP100
990F64	64	32	87	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LFBGA112
990F128	128	32	87	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LFBGA112
990F256	256	32	87	Y	8x34	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (12)	Y	Y <sup>1</sup>	3	Y	LFBGA112
995F64	64	32	93	Y	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120
995F128	128	32	93	Y	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120
995F256	256	32	93	Y	8x36	3+2	2	2	4 (12)	1	1	3	1	1 (8)	2 (2)	2 (16)	Y	Y <sup>1</sup>	3	Y	VFBGA120

<sup>1</sup>EBI and LCD overlaps in the part. Only a reduced pin count LCD driver can be used simultaneously with the EBI.

## 4 System Processor



### Quick Facts

#### What?

The industry leading Cortex-M3 processor from ARM is the CPU in the EFM32LG microcontrollers.

#### Why?

The ARM Cortex-M3 is designed for exceptional short response time, high code density, and high 32-bit throughput while maintaining a strict cost and power consumption budget.

#### How?

Combined with the ultra low energy peripherals available in EFM32LG devices, the Cortex-M3 processor's Harvard architecture and 3 stage pipeline, single cycle instructions and Thumb-2 instruction set support, and fast interrupt handling makes it perfect for 8- to 32-bit applications.

### 4.1 Introduction

The ARM Cortex-M3 32-bit RISC processor provides outstanding computational performance and exceptional system response to interrupts while meeting low cost requirements and low power consumption.

The ARM Cortex-M3 implemented is revision r2p1.

### 4.2 Features

- Harvard architecture
  - Separate data and program memory buses (No memory bottleneck as in a single bus system)
- 3-stage pipeline
- Thumb-2 instruction set
  - Enhanced levels of performance, energy efficiency, and code density
- Single cycle multiply and hardware divide instructions
  - 32-bit multiplication in a single cycle
  - Signed and unsigned divide operations between 2 and 12 cycles
- Atomic bit manipulation with bit banding
  - Direct access to single bits of data
  - Two 1MB bit banding regions for memory and peripherals mapping to 32MB alias regions
  - Atomic operation, cannot be interrupted by other bus activities
- 1.25 DMIPS/MHz
- Memory Protection Unit
  - Up to 8 protected memory regions
- 24 bits System Tick Timer for Real Timer OS
- Excellent 32-bit migration choice for 8/16 bit architecture based designs

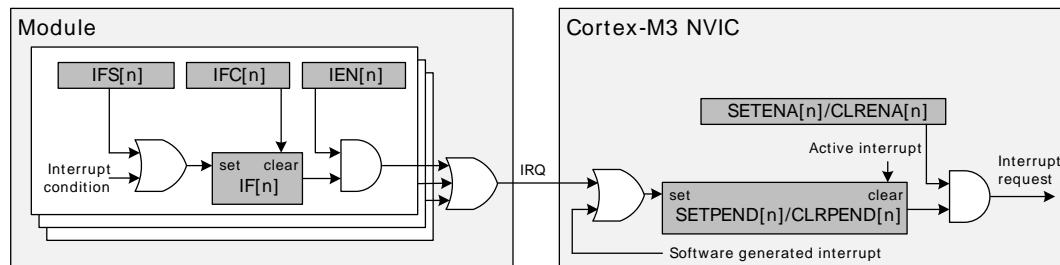
- Simplified stack-based programmer's model is compatible with traditional ARM architecture and retains the programming simplicity of legacy 8- and 16-bit architectures
- Unaligned data storage and access
  - Continuous storage of data requiring different byte lengths
  - Data access in a single core access cycle
- Integrated power modes
  - Sleep Now mode for immediate transfer to low power state
  - Sleep on Exit mode for entry into low power state after the servicing of an interrupt
  - Ability to extend power savings to other system components
- Optimized for low latency, nested interrupts

## 4.3 Functional Description

For a full functional description of the ARM Cortex-M3 (r2p1) implementation in the EFM32LG family, the reader is referred to the *EFM32 Cortex-M3 Reference Manual*.

### 4.3.1 Interrupt Operation

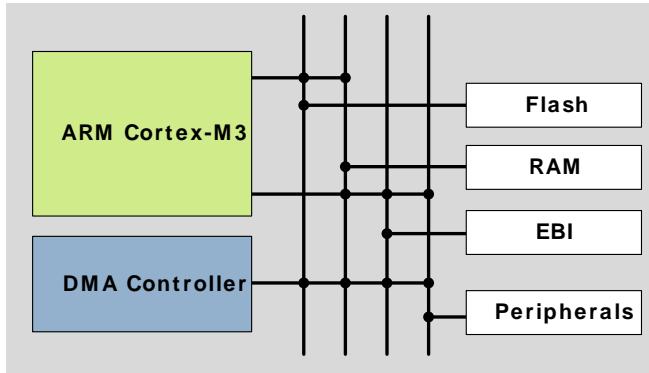
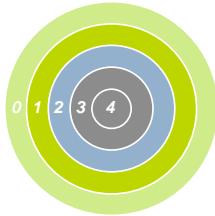
**Figure 4.1. Interrupt Operation**



The EFM32LG devices have up to 31 interrupt request lines (IRQ) which are connected to the Cortex-M3. Each of these lines (shown in Table 4.1 (p. 13)) is connected to one or more interrupt flags in one or more modules. The interrupt flags are set by hardware on an interrupt condition. It is also possible to set/clear the interrupt flags through the IFS/IFC registers. Each interrupt flag is then qualified with its own interrupt enable bit (IEN register), before being OR'ed with the other interrupt flags to generate the IRQ. A high IRQ line will set the corresponding pending bit (can also be set/cleared with the SETPEND/CLRPEND bits in ISPR0/ICPR0) in the Cortex-M3 NVIC. The pending bit is then qualified with a enable bit (set/cleared with SETENA/CLRENA bits in ISER0/ICER0) before generating an interrupt request to the core. Figure 4.1 (p. 12) illustrates the interrupt system. For more information on how the interrupts are handled inside the Cortex-M3, the reader is referred to the *EFM32 Cortex-M3 Reference Manual*.

IRQ #	Source
0	DMA
1	GPIO_EVEN
2	TIMER0
3	USART0_RX
4	USART0_TX
5	USB
6	ACMP0/ACMP1
7	ADC0
8	DAC0
9	I2C0
10	I2C1
11	GPIO_ODD
12	TIMER1
13	TIMER2
14	TIMER3
15	USART1_RX
16	USART1_TX
17	LESENSE
18	USART2_RX
19	USART2_TX
20	UART0_RX
21	UART0_TX
22	UART1_RX
23	UART1_TX
24	LEUART0
25	LEUART1
26	LETIMER0
27	PCNT0
28	PCNT1
29	PCNT2
30	RTC
31	BURTC
32	CMU
33	VCMP
34	LCD
35	MSC
36	AES
37	EBI

# 5 Memory and Bus System



## Quick Facts

### What?

A low latency memory system including low energy Flash and RAM with data retention which makes the energy modes attractive.

### Why?

RAM retention reduces the need for storing data in Flash and enables frequent use of the ultra low energy modes EM2 and EM3 with as little as 0.9 µA current consumption.

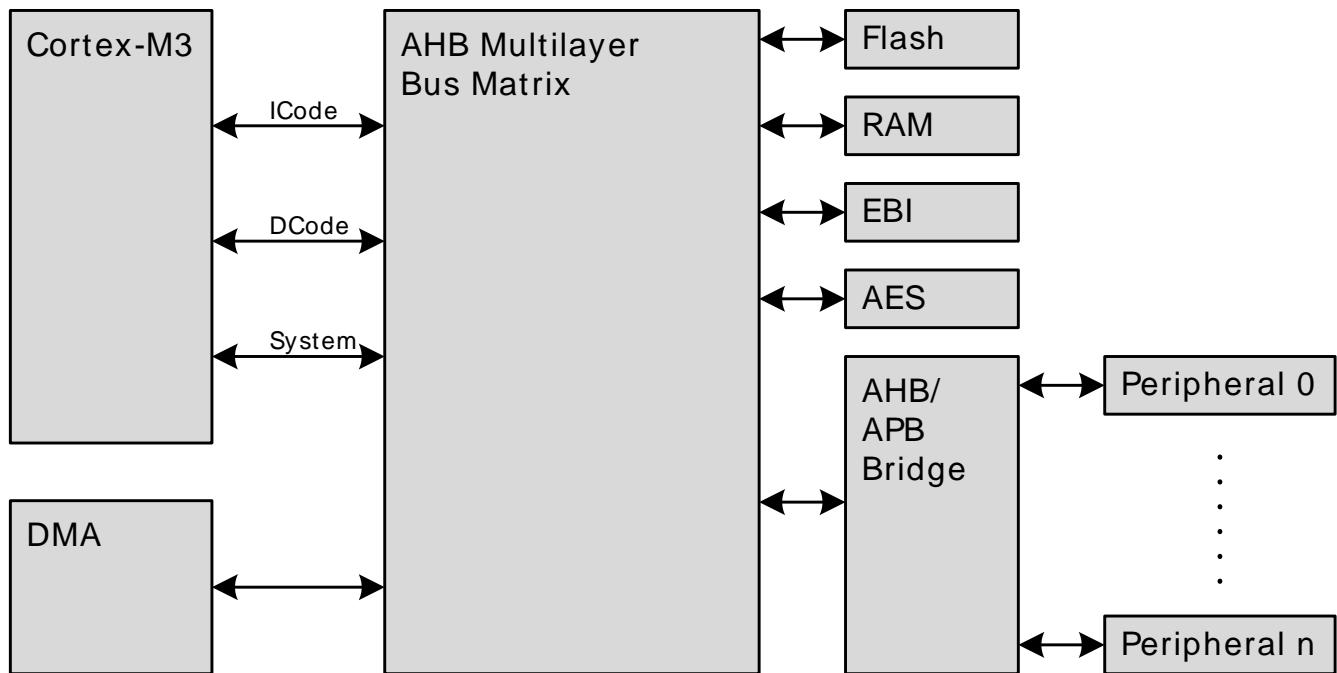
### How?

Low energy and non-volatile Flash memory stores program and application data in all energy modes and can easily be reprogrammed in system. Low leakage RAM with data retention in EM0 to EM3 removes the data restore time penalty, and the DMA ensures fast autonomous transfers with predictable response time.

## 5.1 Introduction

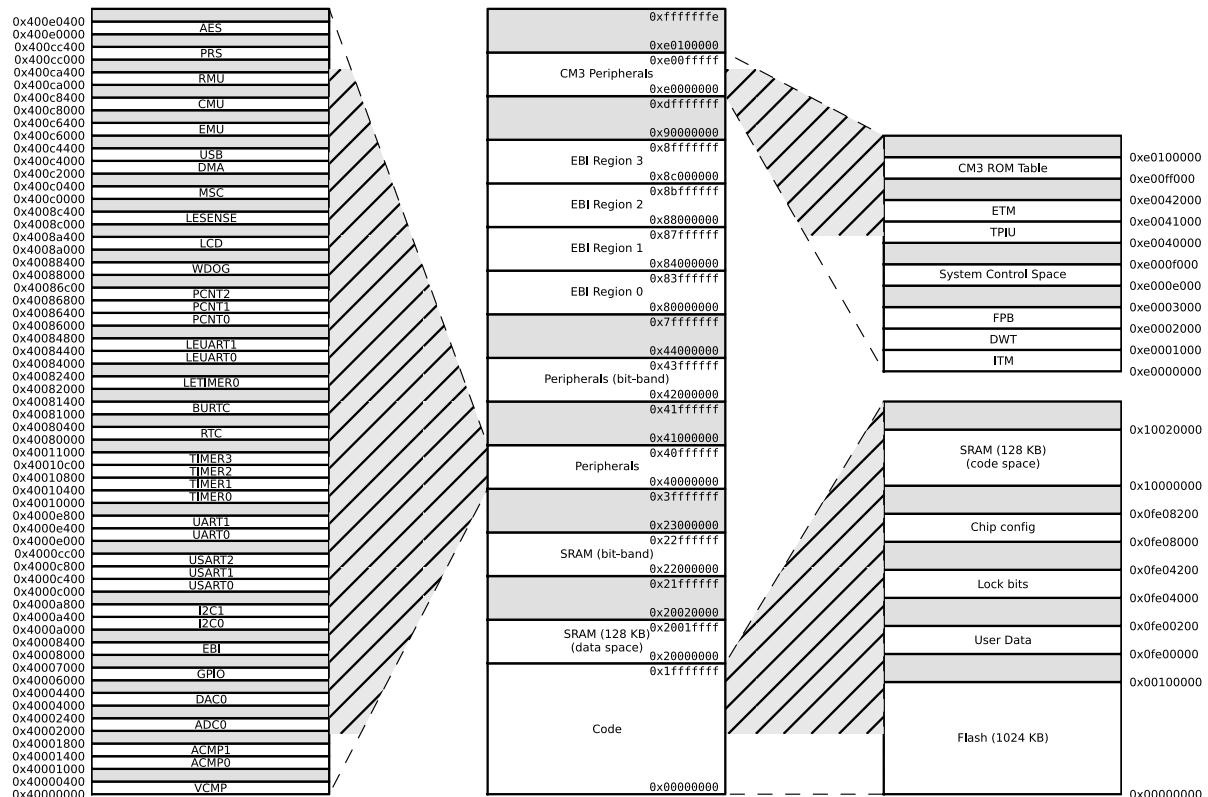
The EFM32LG contains an AMBA AHB Bus system to allow bus masters to access the memory mapped address space. A multilayer AHB bus matrix, using a Round-robin arbitration scheme, connects the 4 master bus interfaces to the AHB slaves (Figure 5.1 (p. 15)). The bus matrix allows several AHB slaves to be accessed simultaneously. An AMBA APB interface is used for the peripherals, which are accessed through an AHB-to-APB bridge connected to the AHB bus matrix. The 4 AHB bus masters are:

- **Cortex-M3 ICode:** Used for instruction fetches from Code memory (0x00000000 - 0x1FFFFFFF)
- **Cortex-M3 DCode:** Used for debug and data access to Code memory (0x00000000 - 0x1FFFFFFF)
- **Cortex-M3 System:** Used for instruction fetches, data and debug access to system space (0x20000000 - 0xDFFFFFFF, 0xE0100000 - 0xFFFFFFFF)
- **DMA:** Can access entire memory space (0x00000000 - 0xFFFFFFFF)

**Figure 5.1. EFM32LG Bus System**

## 5.2 Functional Description

The memory segments are mapped together with the internal segments of the Cortex-M3 into the system memory map shown by Figure 5.2 (p. 15)

**Figure 5.2. System Address Space**

The embedded SRAM is located at address 0x20000000 in the memory map of the EFM32LG. When running code located in SRAM starting at this address, the Cortex-M3 uses the System bus interface to fetch instructions. This results in reduced performance as the Cortex-M3 accesses stack, other data in SRAM and peripherals using the System bus interface. To be able to run code from SRAM efficiently, the SRAM is also mapped in the code space at address 0x10000000. When running code from this space, the Cortex-M3 fetches instructions through the I/D-Code bus interface, leaving the System bus interface for data access. The SRAM mapped into the code space can however only be accessed by the CPU, i.e. not the DMA.

## 5.2.1 Bit-banding

The SRAM bit-band alias and peripheral bit-band alias regions are located at 0x22000000 and 0x42000000 respectively. Read and write operations to these regions are converted into masked single-bit reads and atomic single-bit writes to the embedded SRAM and peripherals of the EFM32LG.

Using a standard approach to modify a single register or SRAM bit in the aliased regions, would require software to read the value of the byte, half-word or word containing the bit, modify the bit, and then write the byte, half-word or word back to the register or SRAM address. Using bit-banding, this can be done in a single operation. As read-writeback, bit-masking and bit-shift operations are not necessary in software, code size is reduced and execution speed improved.

The bit-band regions allow each bit in the SRAM and Peripheral areas of the memory map to be addressed. To set or clear a bit in the embedded SRAM, write a 1 or a 0 to the following address:

### **Memory SRAM Area Set/Clear Bit**

$$\text{bit\_address} = 0x22000000 + (\text{address} - 0x20000000) \times 32 + \text{bit} \times 4 \quad (5.1)$$

where address is the address of the 32-bit word containing the bit to modify, and bit is the index of the bit in the 32-bit word.

To modify a bit in the Peripheral area, use the following address:

### **Memory Peripheral Area Bit Modification**

$$\text{bit\_address} = 0x42000000 + (\text{address} - 0x40000000) \times 32 + \text{bit} \times 4 \quad (5.2)$$

## 5.2.2 Peripherals

The peripherals are mapped into the peripheral memory segment, each with a fixed size address range according to Table 5.1 (p. 17) , Table 5.2 (p. 18) , and Table 5.3 (p. 19)

**Table 5.1. Memory System Core Peripherals**

Core peripherals	
Address range	Peripheral
0x400E0400 – 0x41FFFFFF	Reserved
0x400E0000 – 0x400E03FF	AES
0x400CC400 – 0x400FFFFF	Reserved
0x400CC000 – 0x400CC3FF	PRS
0x400CA400 – 0x400CBFFF	Reserved
0x400CA000 – 0x400CA3FF	RMU
0x400C8400 – 0x400C9FFF	Reserved
0x400C8000 – 0x400C83FF	CMU
0x400C6400 – 0x400C7FFF	Reserved
0x400C6000 – 0x400C63FF	EMU
0x400C4400 – 0x400C5FFF	Reserved
0x400C4000 – 0x400C43FF	USB
0x400C2000 – 0x400C3FFF	DMA
0x400C0400 – 0x400C1FFF	Reserved
0x400C0000 – 0x400C03FF	MSC

**Table 5.2. Memory System Low Energy Peripherals**

Low energy peripherals	
Address range	Peripheral
0x4008C400 – 0x400BFFFF	Reserved
0x4008C000 – 0x4008C3FF	LESENSE
0x4008A400 – 0x4008BFFF	Reserved
0x4008A000 – 0x4008A3FF	LCD
0x40088400 – 0x40089FFF	Reserved
0x40088000 – 0x400883FF	WDOG
0x40086C00 – 0x40087FFF	Reserved
0x40086800 – 0x40086BFF	PCNT2
0x40086400 – 0x400867FF	PCNT1
0x40086000 – 0x400863FF	PCNT0
0x40084800 – 0x40085FFF	Reserved
0x40084400 – 0x400847FF	LEUART1
0x40084000 – 0x400843FF	LEUART0
0x40082400 – 0x40083FFF	Reserved
0x40082000 – 0x400823FF	LETIMER0
0x40081400 – 0x40081FFF	Reserved
0x40081000 – 0x400813FF	BCKRTC
0x40080400 – 0x40080FFF	Reserved
0x40080000 – 0x400803FF	RTC

**Table 5.3. Memory System Peripherals**

Peripherals	
Address range	Peripheral
0x40011000 – 0x4007FFFF	Reserved
0x40010C00 – 0x40010FFF	TIMER3
0x40010800 – 0x40010BFF	TIMER2
0x40010400 – 0x400107FF	TIMER1
0x40010000 – 0x400103FF	TIMERO
0x4000E800 – 0x4000FFFF	Reserved
0x4000E400 – 0x4000E7FF	UART1
0x4000E000 – 0x4000E3FF	UART0
0x4000CC00 – 0x4000DFFF	Reserved
0x4000C800 – 0x4000CBFF	USART2
0x4000C400 – 0x4000C7FF	USART1
0x4000C000 – 0x4000C3FF	USART0
0x4000A800 – 0x4000BFFF	Reserved
0x4000A400 – 0x4000A7FF	I2C1
0x4000A000 – 0x4000A3FF	I2C0
0x40008400 – 0x40009FFF	Reserved
0x40008000 – 0x400083FF	EBI
0x40007000 – 0x40007FFF	Reserved
0x40006000 – 0x40006FFF	GPIO
0x40004400 – 0x40005FFF	Reserved
0x40004000 – 0x400043FF	DAC0
0x40002400 – 0x40003FFF	Reserved
0x40002000 – 0x400023FF	ADC0
0x40001800 – 0x40001FFF	Reserved
0x40001400 – 0x400017FF	ACMP1
0x40001000 – 0x400013FF	ACMP0
0x40000400 – 0x40000FFF	Reserved
0x40000000 - 0x400003FF	VCMP

### 5.2.3 Bus Matrix

The Bus Matrix connects the memory segments to the bus masters:

- Code: CPU instruction or data fetches from the code space
- System: CPU read and write to the SRAM, EBI and peripherals
- DMA: Access to code space, SRAM, EBI and peripherals

### 5.2.3.1 Arbitration

The Bus Matrix uses a round-robin arbitration algorithm which enables high throughput and low latency while starvation of simultaneous accesses to the same bus slave are eliminated. Round-robin does not assign a fixed priority to each bus master. The arbiter does not insert any bus wait-states.

### 5.2.3.2 Access Performance

The Bus Matrix is a multi-layer energy optimized AMBA AHB compliant bus with an internal bandwidth of 4x a single AHB interface.

The Bus Matrix accepts new transfers to be initiated by each master in each cycle without inserting any wait-states. However, the slaves may insert wait-states depending on their internal throughput and the clock frequency.

The Cortex-M3 and the DMA Controller, and the peripherals (not peripherals in the low frequency clock domain) run on clocks which can be prescaled separately. When accessing a peripheral which runs on a frequency equal to or faster than the HFCORECLK, the number of wait cycles per access, in addition to master arbitration, is given by:

#### ***Memory Wait Cycles with Clock Equal or Faster than the HFCORECLK***

$$N_{cycles} = 2 + N_{slave\ cycles} \quad (5.3)$$

where  $N_{slave\ cycles}$  is the wait cycles introduced by the slave.

When accessing a peripheral which runs on a slower clock than the HFCORECLK, wait cycles are introduced to allow the transfer to complete on the peripheral clock. The number of wait cycles per access, in addition to master arbitration, is given by:

#### ***Memory Wait Cycles with Clock Slower than the CPU***

$$N_{cycles} = (2 + N_{slave\ cycles}) \times f_{HFCORECLK}/f_{HFPERCLK} \quad (5.4)$$

where  $N_{slave\ cycles}$  is the wait cycles introduced by the slave.

Clocks and prescaling are described in more detail in Chapter 11 (p. 126).

## 5.3 Access to Low Energy Peripherals (Asynchronous Registers)

### 5.3.1 Introduction

The Low Energy Peripherals are capable of running when the high frequency oscillator and core system is powered off, i.e. in energy mode EM2 and in some cases also EM3. This enables the peripherals to perform tasks while the system energy consumption is minimal.

The Low Energy Peripherals are:

- Liquid Crystal Display driver - LCD
- Low Energy Timer - LETIMER
- Low Energy UART - LEUART
- Pulse Counter - PCNT
- Real Time Counter - RTC
- Watchdog - WDOG
- Low Energy Sensor Interface - LESENSE
- Backup RTC - BURTC

All Low Energy Peripherals are memory mapped, with automatic data synchronization. Because the Low Energy Peripherals are running on clocks asynchronous to the core clock, there are some constraints on how register accesses are performed, as described in the following sections.

### 5.3.1.1 Writing

Every Low Energy Peripheral has one or more registers with data that needs to be synchronized into the Low Energy clock domain to maintain data consistency and predictable operation. There are two different synchronization mechanisms on the Leopard Gecko, immediate synchronization, and delayed synchronization. Immediate synchronization is available for the RTC, LETIMER and LESENSE, and results in an immediate update of the target registers. Delayed synchronization is used for the remaining Low Energy Peripherals, and for these peripherals, a write operation requires 3 positive edges of the clock on the Low Energy Peripheral being accessed. Registers requiring synchronization are marked "Asynchronous" in their description header.

**Note**

On the Gecko series of devices, all LE peripherals are subject to delayed synchronization.

#### 5.3.1.1.1 Delayed synchronization

After writing data to a register which value is to be synchronized into the Low Energy Peripheral using delayed synchronization, a corresponding busy flag in the <module\_name>\_SYNCBUSY register (e.g. LCD\_SYNCBUSY) is set. This flag is set as long as synchronization is in progress and is cleared upon completion.

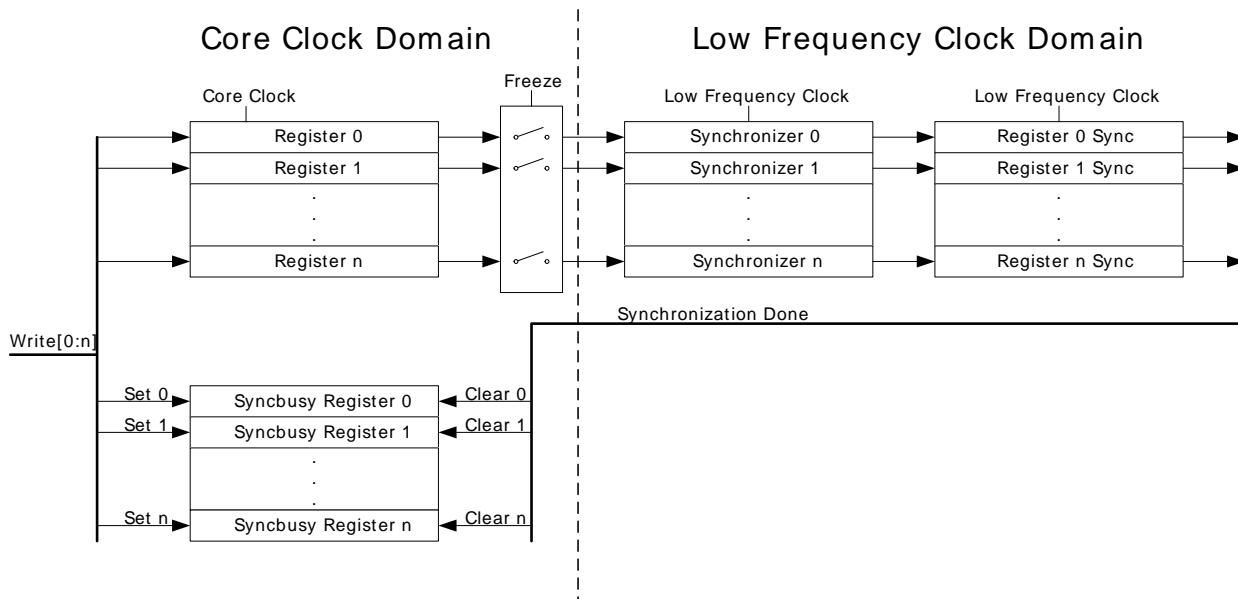
**Note**

Subsequent writes to the same register before the corresponding busy flag is cleared is not supported. Write before the busy flag is cleared may result in undefined behavior.

In general the SYNCBUSY register only needs to be observed if there is a risk of multiple write access to a register (which must be prevented). It is not required to wait until the relevant flag in the SYNCBUSY register is cleared after writing a register. E.g can EM2 be entered directly after writing a register.

See Figure 5.3 (p. 21) for an overview of the writing mechanism operation.

**Figure 5.3. Write operation to Low Energy Peripherals**



#### 5.3.1.1.2 Immediate synchronization

In contrast to the peripherals with delayed synchronization, peripherals with immediate synchronization don't experience a delay from a value is written to it takes effect in the peripheral. They are updated

immediately on the peripheral write access. If such a write is done close to an edge on the clock of the peripheral, the write is delayed to after the clock edge. This will introduce wait-states on the peripheral access.

On peripherals with delayed synchronization, the SYNCBUSY registers are still present. These have two purposes: Commands written to a peripheral with immediate synchronization are not executed before the first peripheral clock after the write. In this period, the SYNCBUSY flag for the command register is set, indicating that the command has not yet been performed. The second reason is backwards compatibility. To maintain compatibility with the Gecko series, the rest of the SYNCBUSY registers are also present, but these are always 0, indicating that register writes are always safe.

#### Note

If compatibility with the Gecko series is a requirement for a given application, the rules that apply to delayed synchronization with respect to SYNCBUSY should also be followed for the peripherals that support immediate synchronization.

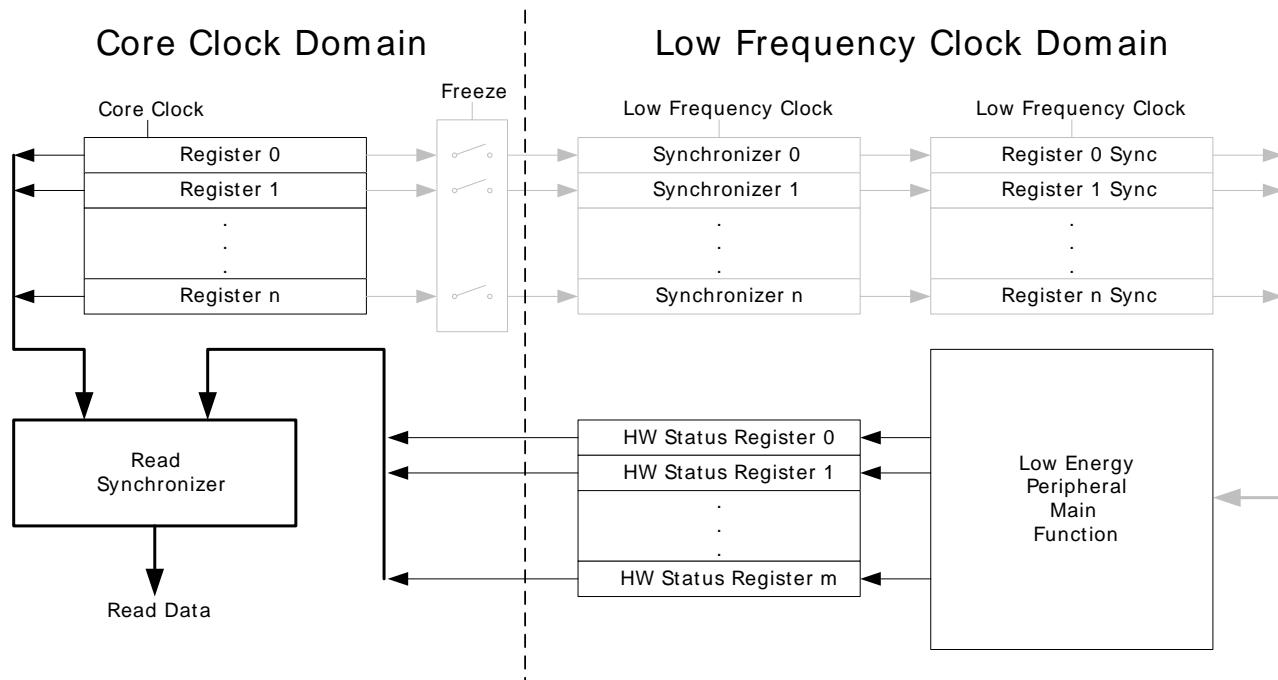
### 5.3.1.2 Reading

When reading from a Low Energy Peripheral, the data read is synchronized regardless if it originates in the Low Energy clock domain or core clock domain. Registers which are updated/ maintained by the Low Energy Peripheral are read directly from the Low Energy clock domain. Registers which originate in the core clock domain, are read from the core clock domain. See Figure 5.4 (p. 22) for an overview of the reading operation.

#### Note

Writing a register and then immediately reading the new value of the register may give the impression that the write operation is complete. This may not be the case. Please refer to the SYNCBUSY register for correct status of the write operation to the Low Energy Peripheral.

**Figure 5.4. Read operation form Low Energy Peripherals**



### 5.3.2 FREEZE register

In Low Energy Peripheral with delayed synchronization there is a <module\_name>\_FREEZE register (e.g. RTC\_FREEZE). The register contains a bit named REGFREEZE. If precise control of the synchronization process is required, this bit may be utilized. When REGFREEZE is set, the synchronization process is halted allowing the software to write multiple Low Energy registers before

starting the synchronization process, thus providing precise control of the module update process. The synchronization process is started by clearing the REGFREEZE bit.

**Note**

The FREEZE register is also present on peripherals with immediate synchronization, but there it has no effect

## 5.4 Flash

The Flash retains data in any state and typically stores the application code, special user data and security information. The Flash memory is typically programmed through the debug interface, but can also be erased and written to from software.

- Up to 256 KB of memory
- Page size of 512 bytes (minimum erase unit)
- Minimum 20K erase cycles endurance
- Greater than 10 years data retention at 85°C
- Lock-bits for memory protection
- Data retention in any state

## 5.5 SRAM

The primary task of the SRAM memory is to store application data. Additionally, it is possible to execute instructions from SRAM, and the DMA may be set up to transfer data between the SRAM, Flash and peripherals.

- Up to 128 KB memory
- Bit-band access support
- 32KB blocks may be individually powered down when not in use
- Data retention of the entire memory in EM0 to EM3, with option of turning off retention in EM2/EM3

## 5.6 Device Information (DI) Page

The DI page contains calibration values, a unique identification number and other useful data. See the table below for a complete overview.

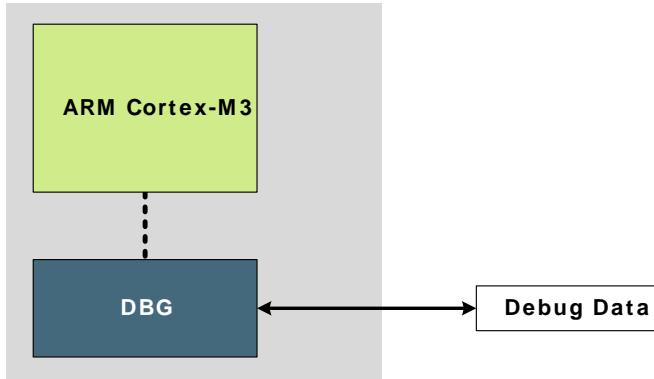
**Table 5.4. Device Information Table**

DI Address	Register	Description
0x0FE08020	CMU_LFRCOCTRL	Register reset value
0x0FE08028	CMU_HFRCOCTRL	Register reset value
0x0FE08030	CMU_AUXHFRCOCTRL	Register reset value
0x0FE08040	ADC0_CAL	Register reset value
0x0FE08048	ADC0_BIASPROG	Register reset value
0x0FE08050	DAC0_CAL	Register reset value
0x0FE08058	DAC0_BIASPROG	Register reset value
0x0FE08060	ACMP0_CTRL	Register reset value
0x0FE08068	ACMP1_CTRL	Register reset value
0x0FE08078	CMU_LCDCTRL	Register reset value
0x0FE080A0	DAC0_OPACTRL	Register reset value
0x0FE080A8	DAC0_OPAOFFSET	Register reset value

DI Address	Register	Description
0x0FE081B0	DI_CRC	[15:0]: DI data CRC-16
0x0FE081B2	CAL_TEMP_0	[7:0] Calibration temperature (DegC)
0x0FE081B3	RESERVED	[7:0]: Reserved for other temperature information
0x0FE081B4	ADC0_CAL_1V25	[14:8]: Gain for 1V25 reference [6:0]: Offset for 1V25 reference
0x0FE081B6	ADC0_CAL_2V5	[14:8]: Gain for 2V5 reference [6:0]: Offset for 2V5 reference
0x0FE081B8	ADC0_CAL_VDD	[14:8]: Gain for VDD reference [6:0]: Offset for VDD reference
0x0FE081BA	ADC0_CAL_5VDIFF	[14:8]: Gain for 5VDIFF reference [6:0]: Offset for 5VDIFF reference
0x0FE081BC	ADC0_CAL_2XVDD	[14:8]: Reserved (gain for this reference cannot be calibrated) [6:0]: Offset for 2XVDD reference
0x0FE081BE	ADC0_TEMP_0_READ_1V25	[15:4] Temperature reading at 1V25 reference [3:0] Reserved
0x0FE081C0	RESERVED	[15:0] Reserved for other temperature information
0x0FE081C2	RESERVED	[15:0] Reserved
0x0FE081C4	RESERVED	[31:0] Reserved
0x0FE081C8	DAC0_CAL_1V25	[22:16]: Gain for 1V25 reference [13:8]: Channel 1 offset for 1V25 reference [5:0]: Channel 0 offset for 1V25 reference
0x0FE081CC	DAC0_CAL_2V5	[22:16]: Gain for 2V5 reference [13:8]: Channel 1 offset for 2V5 reference [5:0]: Channel 0 offset for 2V5 reference
0x0FE081D0	DAC0_CAL_VDD	[22:16]: Reserved (gain for this reference cannot be calibrated) [13:8]: Channel 1 offset for VDD reference [5:0]: Channel 0 offset for VDD reference
0x0FE081D4	AUXHFRCO_CALIB_BAND_1	[7:0]: 1 MHz tuning
0x0FE081D5	AUXHFRCO_CALIB_BAND_7	[7:0]: 7 MHz tuning
0x0FE081D6	AUXHFRCO_CALIB_BAND_11	[7:0]: 11 MHz tuning
0x0FE081D7	AUXHFRCO_CALIB_BAND_14	[7:0]: 14 MHz tuning
0x0FE081D8	AUXHFRCO_CALIB_BAND_21	[7:0]: 21 MHz tuning
0x0FE081D9	AUXHFRCO_CALIB_BAND_28	[7:0]: 28 MHz tuning
0x0FE081DC	HFRCO_CALIB_BAND_1	[7:0]: 1 MHz tuning
0x0FE081DD	HFRCO_CALIB_BAND_7	[7:0]: 7 MHz tuning
0x0FE081DE	HFRCO_CALIB_BAND_11	[7:0]: 11 MHz tuning
0x0FE081DF	HFRCO_CALIB_BAND_14	[7:0]: 14 MHz tuning
0x0FE081E0	HFRCO_CALIB_BAND_21	[7:0]: 21 MHz tuning
0x0FE081E1	HFRCO_CALIB_BAND_28	[7:0]: 28 MHz tuning
0x0FE081E2	RESERVED	[15:0] Reserved
0x0FE081E4	RESERVED	23:0] Reserved
0x0FE081E7	MEM_INFO_PAGE_SIZE	[7:0] Flash page size in bytes coded as $2^{((MEM\_INFO\_PAGE\_SIZE + 10) \& 0xFF)}$
0x0FE081F0	UNIQUE_0	[31:0] Unique number
0x0FE081F4	UNIQUE_1	[63:32] Unique number

DI Address	Register	Description
0x0FE081F8	MEM_INFO_FLASH	[15:0]: Flash size, kbyte count as unsigned integer (eg. 128)
0x0FE081FA	MEM_INFO_RAM	[15:0]: Ram size, kbyte count as unsigned integer (eg. 16)
0x0FE081FC	PART_NUMBER	[15:0]: EFM32 part number as unsigned integer (eg. 230)
0x0FE081FE	PART_FAMILY	[7:0]: EFM32 part family number (Gecko = 71d, Giant Gecko = 72d, Tiny Gecko = 73d, Leopard Gecko=74d)
0x0FE081FF	PROD_REV	[7:0]: EFM32 Production ID

# 6 DBG - Debug Interface



## Quick Facts

### What?

The DBG (Debug Interface) is used to program and debug EFM32LG devices.

### Why?

The Debug Interface makes it easy to re-program and update the system in field, and allows debugging with minimal I/O pin use.

### How?

The Cortex-M3 supports advanced debugging features. EFM32LG devices only use two port pins for debugging or programming. The systems internal and external state can be examined with debug extensions supporting instruction or data access break- and watch points.

## 6.1 Introduction

The EFM32LG devices include hardware debug support through a 2-pin serial-wire debug interface and an Embedded Trace Module (ETM) for data/instruction tracing. In addition there is also a 1-wire Serial Wire Viewer pin which can be used to output profiling information, data trace and software-generated messages.

## 6.2 Features

- Flash Patch and Breakpoint (FPB) unit
  - Implement breakpoints and code patches
- Data Watch point and Trace (DWT) unit
  - Implement watch points, trigger resources, and system profiling
- Instrumentation Trace Macrocell (ITM)
  - Application-driven trace source that supports printf style debugging
- Embedded Trace Macrocell v3.5 (ETM)
  - The ETM provides instruction and data trace information of the processor in real time.

## 6.3 Functional Description

There are three debug pins and four trace pins available on the device. Operation of the pins are described in the following sections.

### 6.3.1 Debug Pins

There are three debug pins on the device, which also can be used as GPIO. The three debug pins are:

- SWCLK Serial Wire Clock input. This pin is enabled after reset and has a built-in pull down.
- SWDIO Serial Wire data Input/Output. This pin is enabled after a reset and has a built in pull-up.
- SWV Serial Wire Viewer. This pin is disabled after a reset.

For more information on how to enable the debug pin outputs/inputs the reader is referred to Section 32.3.4.1 (p. 753) , the ARM Cortex-M3 Technical Reference Manual and the ARM CoreSight Technical Reference Manual

## Note

Leaving the debug pins enabled will lead to an increase in current consumption in EM2-EM4

### 6.3.2 Embedded Trace Macrocell v3.5 (ETM)

The ETM makes it possible to trace both instruction and data from the processor in real time. The trace can be controlled through a set of triggering and filtering resources. The resources include 4 address comparators, 2 data value comparators, 2 counters, a context ID comparator and a sequencer. Before enabling the ETM, the AUXHFRCO clock needs to be enabled by setting AUXHFRCOEN in CMU\_OSCENCMD. The trace can be exported through a set of trace pins, which include:

- TCLK Trace Clock. Functions as a sample clock for the trace. This pin is disabled after a reset.
  - TD0-TD3 Trace Data 0 - Trace Data 3. The data pins provide the compressed trace stream. These pins are disabled after a reset.

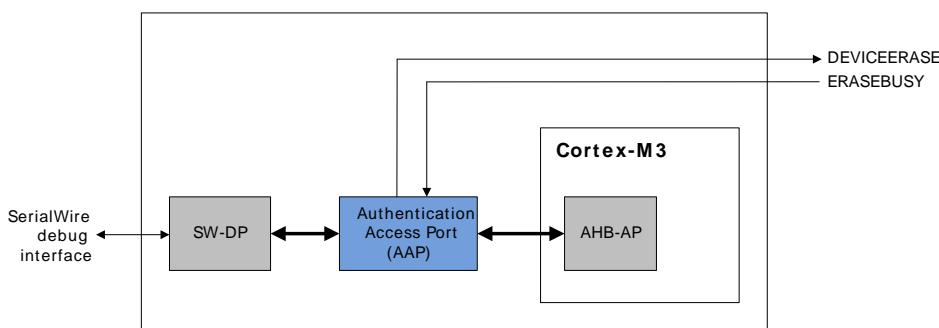
For information on how to configure the ETM, see the ARM Cortex-M3 Technical Reference Manual and the ARM CoreSight Technical Reference Manual. The Trace clock and Trace Data pins can be enabled through the GPIO. For more information on how to enable the ETM Trace pins, the reader is referred to Section 32.3.4.2 (p. 753) .

## 6.4 Debug Lock and Device Erase

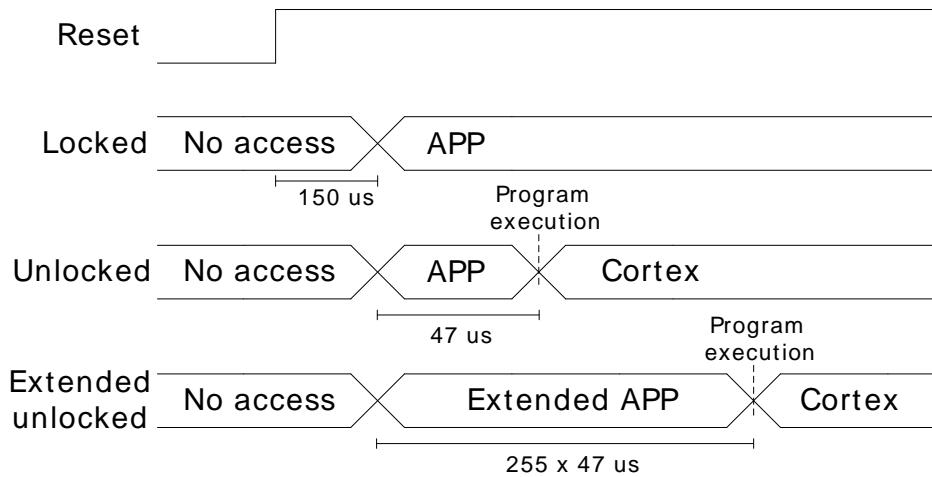
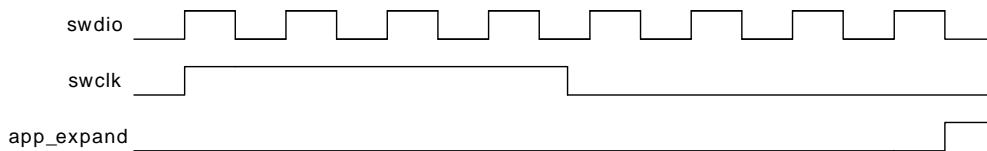
The debug access to the Cortex-M3 is locked by clearing the Debug Lock Word (DLW), see Section 7.3.2 (p. 33)

When debug access is locked, the debug interface remains accessible, but the connection to the Cortex-M3 core is blocked as shown in Figure 6.2 (p. 28). This mechanism is controlled by the Authentication Access Port (AAP) as illustrated by Figure 6.1 (p. 27).

**Figure 6.1. AAP - Authentication Access Port**



Obtaining debug access by unlocking the device must take place during the APP window. The APP window can also be extended giving the debugger more time to access the device by issuing the bit pattern on swdio/swclk as shown in Figure 6.3 (p. 28). After the APP window has closed, program execution will start if the device was successfully unlocked.

**Figure 6.2. Device Unlock****Figure 6.3. APP Expansion**

The device is unlocked by writing to the AAP\_CMDKEY register and then setting the DEVICEERASE bit of the AAP\_CMD register via the debug interface. This erase operation erases the main block of flash, all lock bits are reset and debug access through the AHB-AP is enabled. The operation takes 125 ms to complete. Note that the SRAM contents will also be deleted during a device erase.

The debugger may read the status from the AAP\_STATUS register. When the ERASEBUSY bit is set low after DEVICEERASE of the AAP\_CMD register is set, the debugger may set the SYSRESETREQ bit in the AAP\_CMD register. After reset, the debugger may resume a normal debug session through the AHB-AP.

#### Note

If the debug pins are reconfigured for other I/O purposes than debug, a device erase may no longer be executed. The pins are configured for debug in their reset state.

## 6.5 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	AAP_CMD	W1	Command Register
0x004	AAP_CMDKEY	W1	Command Key Register
0x008	AAP_STATUS	R	Status Register
0x0FC	AAP_IDR	R	AAP Identification Register

## 6.6 Register Description

### **6.6.1 AAP\_CMD - Command Register**

### **6.6.2 AAP\_CMDKEY - Command Key Register**

Bit	Name	Reset	Access	Description
The key value must be written to this register to write enable the AAP_CMD register.				
	Value	Mode		Description
	0xCFACC118	WRITEN		Enable write to AAP_CMD

### 6.6.3 AAP\_STATUS - Status Register

Offset	Bit Position																																			
0x008	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																																				
Access																																			R	0
Name																																			ERASEBUSY	

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	ERASEBUSY	0	R	<b>Device Erase Command Status</b>

This bit is set when a device erase is executing.

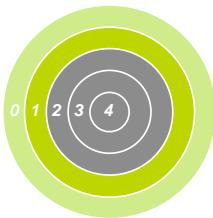
### 6.6.4 AAP\_IDR - AAP Identification Register

Offset	Bit Position																																			
0x0FC	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																																		0x16E60001		
Access																																			R	
Name																																			ID	

Bit	Name	Reset	Access	Description
31:0	ID	0x16E60001	R	<b>AAP Identification Register</b>

Access port identification register in compliance with the ARM ADI v5 specification (JEDEC Manufacturer ID) .

# 7 MSC - Memory System Controller



```
01000101011011100110010101110010  
01100111011110010010000001001101  
01101001011000110111001001101111  
00100000011100100111010101101100  
01100101011100110010000001110100  
01101000011001010010000001110111  
01101111011100100110110001100100  
00100000011011110110011000100000  
01101100011011110111001011011100101101  
01100101011011100110010101110010  
01100111011110010010000001101101  
01101001011000110111001001101111  
01100011011011110110111001110100  
01110010011011110110110001101100  
01100101011100100010000001100100  
01100101011100110110100101100111  
0110111000100001010001010110111010
```

## Quick Facts

### What?

The user can perform Flash memory read, read configuration and write operations through the Memory System Controller (MSC) .

### Why?

The MSC allows the application code, user data and flash lock bits to be stored in non-volatile Flash memory. Certain memory system functions, such as program memory wait-states and bus faults are also configured from the MSC peripheral register interface, giving the developer the ability to dynamically customize the memory system performance, security level, energy consumption and error handling capabilities to the requirements at hand.

### How?

The MSC integrates a low-energy Flash IP with a charge pump, enabling minimum energy consumption while eliminating the need for external programming voltage to erase the memory. An easy to use write and erase interface is supported by an internal, fixed-frequency oscillator and autonomous flash timing and control reduces software complexity while not using other timer resources.

Application code may dynamically scale between high energy optimization and high code execution performance through advanced read modes.

A highly efficient low energy instruction cache reduces the number of flash reads significantly, thus saving energy. Performance is also improved when wait-states are used, since many of the wait-states are eliminated. Built-in performance counters can be used to measure the efficiency of the instruction cache.

Instruction prefetcher improves program execution performance by reducing the number of wait-state cycles needed.

## 7.1 Introduction

The Memory System Controller (MSC) is the program memory unit of the EFM32LG microcontroller. The flash memory is readable and writable from both the Cortex-M3 and DMA. The flash memory is divided

into two blocks; the main block and the information block. Program code is normally written to the main block. Additionally, the information block is available for special user data and flash lock bits. There is also a read-only page in the information block containing system and device calibration data. Read and write operations are supported in the energy modes EM0 and EM1.

## 7.2 Features

- AHB read interface
  - Scalable access performance to optimize the Cortex-M3 code interface
    - Zero wait-state access up to 16 MHz and one wait-state for up to 32 MHz and two wait-states for up to 48 MHz
    - Advanced energy optimization functionality
      - Conditional branch target prefetch suppression
      - Cortex-M3 disfolding of if-then (IT) blocks
      - Instruction Cache
      - Instruction Prefetch
  - DMA read support in EM0 and EM1
- Command and status interface
  - Flash write and erase
    - Accessible from Cortex-M3 in EM0
    - DMA write support in EM0 and EM1
    - Read-while-write support on parts with 512 kB or more flash
    - Write two words at a time on parts with 512 kB or more flash
  - Core clock independent Flash timing
    - Internal oscillator and internal timers for precise and autonomous Flash timing
      - General purpose timers are not occupied during Flash erase and write operations
  - Configurable interrupt erase abort
    - Improved interrupt predictability
  - Memory and bus fault control
- Security features
  - Lockable debug access
  - Page lock bits
- End-of-write and end-of-erase interrupts

## 7.3 Functional Description

The size of the main block is device dependent. The largest size available is 256 KB (256 pages). The information block has 2048 bytes available for user data. The information block also contains chip configuration data located in a reserved area. The main block is mapped to address 0x00000000 and the information block is mapped to address 0x0FE00000. Table 7.1 (p. 33) outlines how the Flash is mapped in the memory space. All Flash memory is organized into 2048 or 4096 byte pages, depending on the total size of the flash. For a device with a flash of 512 kB or larger, the page size is 4096 bytes. For devices with less than 512 kB of flash, the page size is 2048 bytes.

**Table 7.1. MSC Flash Memory Mapping**

Block	Page	Base address	Write/Erase by	Software readable	Purpose/Name	Size
Main <sup>1</sup>	0	0x00000000	Software, debug	Yes	User code and data	64 KB - 512 KB
	.		Software, debug	Yes		
	255	0x0007F800	Software, debug	Yes		
Reserved	-	0x00100000	-	-	Reserved for flash expansion	~24 MB
Information	0	0x0FE00000	Software, debug	Yes	User Data (UD)	2 KB
	-	0x0FE00800	-	-	Reserved	-
	1	0x0FE04000	Write: Software, debug Erase: Debug only	Yes	Lock Bits (LB)	2 KB
	-	0x0FE04800	-	-	Reserved	-
	2	0x0FE08000	-	Yes	Device Information (DI)	2 KB
	-	0x0FE08800	-	-	Reserved	-
Reserved	-	0x0FE10000	-	-	Reserved for flash expansion	Rest of code space

<sup>1</sup>Block/page erased by a device erase

### 7.3.1 User Data (UD) Page Description

This is the user data page in the information block. The page can be erased and written by software. The page is erased by the ERASEPAGE command of the MSC\_WRITECMD register. Note that the page is not erased by a device erase operation. The device erase operation is described in Section 6.4 (p. 27) .

### 7.3.2 Lock Bits (LB) Page Description

This page contains the following information:

- Main block Page Lock Words (PLWs)
- User data page Lock Word (ULW)
- Debug Lock Word (DLW)
- Mass erase Lock Word (MLW)

The words in this page are organized as shown in Table 7.2 (p. 33) :

**Table 7.2. Lock Bits Page Structure**

127	DLW
126	ULW
125	MLW
N	PLW[N]
...	...
1	PLW[1]
0	PLW[0]

There are 32 page lock bits per page lock word (PLW). Bit 0 refers to the first page and bit 31 refers to the last page within a PLW. Thus, PLW[0] contains lock bits for page 0-31 in the main block, PLW[1] contains lock bits for page 32-63 etc. A page is locked when the bit is 0. A locked page cannot be erased or written.

Word 127 is the debug lock word (DLW). The four LSBs of this word are the debug lock bits. If these bits are 0xF, then debug access is enabled. Debug access to the core is disabled from power-on reset until the DLW is evaluated immediately before the Cortex-M3 starts execution of the user application code. If the bits are not 0xF, then debug access to the core remains blocked.

Word 126 is the user page lock word (ULW). Bit 0 of this word is the User Data Page lock bit. Bit 1 in this word locks the Lock Bits Page. The lock bits can be reset by a device erase operation initiated from the Authentication Access Port (AAP) registers. The AAP is described in more detail in Section 6.4 (p. 27) . Note that the AAP is only accessible from the debug interface, and cannot be accessed from the Cortex-M3 core.

Word 125 is the mass erase lock word (MLW). For devices that support read-while-write, bit 0 locks the lower half of the flash, preventing mass erase, and bit 1 locks the upper half of the flash. For devices that do not support read-while-write, bit 0 locks the entire flash. The mass erase lock bits will not have any effect on device erases initiated from the Authenitcation Access Port (AAP) registers. The AAP is described in more detail in Section 6.4 (p. 27) .

### 7.3.3 Device Information (DI) Page

This read-only page holds oscillator, DAC and ADC calibration data from the production test as well as an unique device ID. The page is further described in Section 5.6 (p. 23) .

### 7.3.4 Device Revision

The device revision number is read from the ROM Table. The Revision number is extracted from the PID2 and PID3 registers, as illustrated in Figure 7.1 (p. 34) .The Rev[7:4] and Rev[3:0] must be combined to form the complete revision number Revision[7:0].

**Figure 7.1. Revision Number Extraction**

PID2 (0xE00FFE8)			PID3 (0xE00FFFEC)		
31:8	7:4	3:0	31:8	7:4	3:0
	Rev[7:4]			Rev[3:0]	

The Revision number is to be interpreted according to Table 7.3 (p. 34) .

**Table 7.3. Revision Number Interpretation**

Revision[7:0]	Revision
0x00	A

### 7.3.5 Post-reset Behavior

Calibration values are automatically written to registers by the MSC before application code startup. The values are also available to read from the DI page for later reference by software. Other information such as the device ID and production date is also stored in the DI page and is readable from software.

#### 7.3.5.1 One Wait-state Access

After reset, the HFCORECLK is normally 14 MHz from the HFRCO and the MODE field of the MSC\_READCTRL register is set to WS1 (one wait-state). The reset value must be WS1 as an uncalibrated HFRCO may produce a frequency higher than 16 MHz. Software must not select a zero wait-state mode unless the clock is guaranteed to be 16 MHz or below, otherwise the resulting behavior

is undefined. If a HFCORECLK frequency above 16 MHz is to be set by software, the MODE field of the MSC\_READCTRL register must be set to WS1 or WS1SCBTP before the core clock is switched to the higher frequency clock source.

When changing to a lower frequency, the MODE field of the MSC\_READCTRL register must be set to WS0 or WS0SCBTP only after the frequency transition has completed. If the HFRCO is used, wait until the oscillator is stable on the new frequency. Otherwise, the behavior is unpredictable.

To run at a frequency higher than 32 MHz, WS2 or WS2SCBTP must be selected to insert two wait-states for every flash access.

### 7.3.5.2 Zero Wait-state Access

At 16 MHz and below, read operations from flash may be performed without any wait-states. Zero wait-state access greatly improves code execution performance at frequencies from 16 MHz and below. By default, the Cortex-M3 uses speculative prefetching and If-Then block folding to maximize code execution performance at the cost of additional flash accesses and energy consumption.

### 7.3.5.3 Operation Above 32 MHz

To run at frequencies higher than 32 MHz, MODE in MSC\_READCTRL must be set to WS2 or WS2SCBTP.

### 7.3.5.4 Suppressed Conditional Branch Target Prefetch (SCBTP)

MSC offers a special instruction fetch mode which optimizes energy consumption by cancelling Cortex-M3 conditional branch target prefetches. Normally, the Cortex-M3 core prefetches both the next sequential instruction and the instruction at the branch target address when a conditional branch instruction reaches the pipeline decode stage. This prefetch scheme improves performance while one extra instruction is fetched from memory at each conditional branch, regardless of whether the branch is taken or not. To optimize for low energy, the MSC can be configured to cancel these speculative branch target prefetches. With this configuration, energy consumption is more optimal, as the branch target instruction fetch is delayed until the branch condition is evaluated.

The performance penalty with this mode enabled is source code dependent, but is normally less than 1% for core frequencies from 16 MHz and below. To enable the mode at frequencies from 16 MHz and below write WS0SCBTP to the MODE field of the MSC\_READCTRL register. For frequencies above 16 MHz, use the WS1SCBTP mode, and for frequencies above 32 MHz, use the WS2SCBTP mode. An increased performance penalty per clock cycle must be expected compared to WS0SCBTP mode. The performance penalty in WS1SCBTP/WS2SCBTP mode depends greatly on the density and organization of conditional branch instructions in the code.

### 7.3.5.5 Cortex-M3 If-Then Block Folding

The Cortex-M3 offers a mechanism known as if-then block folding. This is a form of speculative prefetching where small if-then blocks are collapsed in the prefetch buffer if the condition evaluates to false. The instructions in the block then appear to execute in zero cycles. With this scheme, performance is optimized at the cost of higher energy consumption as the processor fetches more instructions from memory than it actually executes. To disable the mode, write a 1 to the DISFOLD bit in the NVIC Auxiliary Control Register; see the Cortex-M3 Technical Reference Manual for details. Normally, it is expected that this feature is most efficient at core frequencies above 16 MHz. Folding is enabled by default.

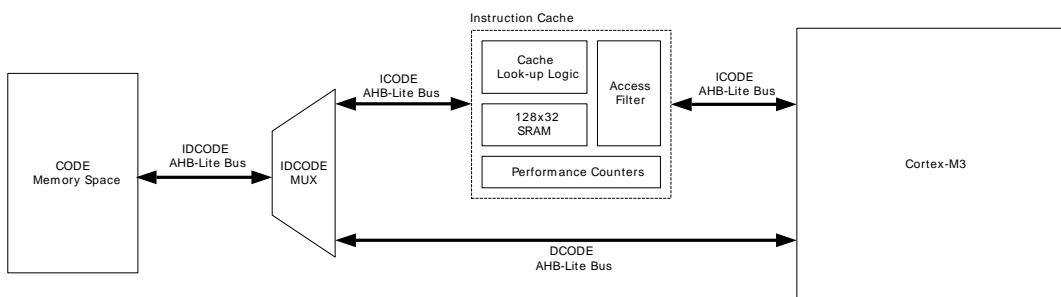
### 7.3.5.6 Instruction Cache

The MSC includes an instruction cache. The instruction cache for the internal flash memory is enabled by default, but can be disabled by setting IFCDIS in MSC\_READCTRL. When enabled, the instruction cache typically reduces the number of flash reads significantly, thus saving energy. In most cases a cache hit-rate of more than 70 % is achievable. When a 32-bit instruction fetch hits in the cache the data

is returned to the processor in one clock cycle. Thus, performance is also improved when wait-states are used (i.e. running at frequencies above 16 MHz).

The instruction cache is connected directly to the ICODE bus on the Cortex-M3 and functions as a memory access filter between the processor and the memory system, as illustrated in Figure 7.2 (p. 36). The cache consists of an access filter, lookup logic, a 128x32 SRAM (512 bytes) and two performance counters. The access filter checks that the address for the access is to on-chip flash memory (instructions in RAM are not cached). If the address matches, the cache lookup logic and SRAM is enabled. Otherwise, the cache is bypassed and the access is forwarded to the memory system. The cache is then updated when the memory access completes. The access filter also disables cache updates for interrupt context accesses if caching in interrupt context is disabled. The performance counters, when enabled, keep track of the number of cache hits and misses. The cache consists of 16 8-word cachelines organized as 4 sets with 4 ways. The cachelines are filled up continuously one word at a time as the individual words are requested by the processor. Thus, not all words of a cacheline might be valid at a given time.

**Figure 7.2. Instruction Cache**



By default, the instruction cache is automatically invalidated when the contents of the flash is changed (i.e. written or erased). In many cases, however, the application only makes changes to data in the flash, not code. In this case, the automatic invalidate feature can be disabled by setting AIDIS in MSC\_READCTRL. The cache can (independent of the AIDIS setting) be manually invalidated by writing 1 to INV CACHE in MSC\_CMD.

In general it is highly recommended to keep the cache enabled all the time. However, for some sections of code with very low cache hit-rate more energy-efficient execution can be achieved by disabling the cache temporarily. To measure the hit-rate of a code-section, the built-in performance counters can be used. Before the section, start the performance counters by writing 1 to STARTPC in MSC\_CMD. This starts the performance counters, counting from 0. At the end of the section, stop the performance counters by writing 1 to STOPPC in MSC\_CMD. The number of cache hits and cache misses for that section can then be read from MSC\_CACHEHITS and MSC\_CACHEMISSES respectively. The total number of 32-bit instruction fetches will be MSC\_CACHEHITS + MSC\_CACHEMISSES. Thus, the cache hit-ratio can be calculated as MSC\_CACHEHITS / (MSC\_CACHEHITS + MSC\_CACHEMISSES). When MSC\_CACHEHITS overflows the CHOF interrupt flag is set. When MSC\_CACHEMISSES overflows the CMOF interrupt flag is set. These flags must be cleared explicitly by software. The range of the performance counters can thus be extended by increasing a counter in the MSC interrupt routine. The performance counters only count when a cache lookup is performed. If the lookup fails, MSC\_CACHEMISSES is increased. If the lookup is successful, MSC\_CACHEHITS is increased. For example, a cache lookup is not performed if the cache is disabled or the code is executed from RAM. When caching of vector fetches and instructions in interrupt routines is disabled (ICCDIS in MSC\_READCTRL is set), the performance counters do not count when these types of fetches occur (i.e. while in interrupt context).

By default, interrupt vector fetches and instructions in interrupt routines are also cached. Some applications may get better cache utilization by not caching instructions in interrupt context. This is done by setting ICCDIS in MSC\_READCTRL. You should only set this bit based on the results from a cache hit ratio measurement. In general, it is recommended to keep the ICCDIS bit cleared. Note that lookups in the cache are still performed, regardless of the ICCDIS setting - but instructions are not cached when

cache misses occur inside the interrupt routine. So, for example, if a cached function is called from the interrupt routine, the instructions for that function will be taken from the cache.

The cache content is not retained in EM2, EM3 and EM4. The cache is therefore invalidated regardless of the setting of AIDIS in MSC\_READCTRL when entering these energy modes. Applications that switch frequently between EM0 and EM2/3 and executes the very same non-looping code almost every time will most likely benefit from putting this code in RAM. The interrupt vectors can also be put in RAM to reduce current consumption even further.

The cache also supports caching of instruction fetches from the external bus interface (EBI) when accessing the EBI through code space. By default, this is enabled, but it can be disabled by setting EBICDIS in MSC\_READCTRL.

### 7.3.5.7 Instruction Prefetch

The MSC also includes instruction prefetch capability for the internal flash memory. This feature is by default disabled, but can be enabled by setting PREFETCH in MSC\_READCTRL. The prefetcher works by the assumption that the next instruction word will be needed in the next fetch. This next word is fetched before the word is actually needed. If it turns out that this next word is actually needed by the CPU, the prefetched word can be returned in one clock cycle, removing the wait-states that would otherwise potentially be needed by a flash read. With the prefetcher enabled, the number of waitstates to the flash when accessing code that is not in the cache is effectively halved.

### 7.3.6 Erase and Write Operations

The AUXHFRCO is used for timing during flash write and erase operations. To achieve correct timing, the MSC\_TIMEBASE register has to be configured according to the settings in CMU\_AUXHFRCOCTRL. BASE in MSC\_TIMEBASE defines how many AUXCLK cycles - 1 there is in 1 us or 5 us, depending on the configuration of PERIOD. To ensure that timing of flash write and erase operations is within the specification of the flash, the value written to BASE should give at least a 10% margin with respect to the period, i.e. for the 1 us PERIOD, the number of cycles should at least span 1.1 us, and for the 5 us period they should span at least 5.5 us. For the 7MHz and 1MHz bands, it is recommended to set PERIOD in MSC\_TIMEBASE to 5US to achieve sufficient timing resolution.

Both page erase and write operations require that the address is written into the MSC\_ADDRB register. For erase operations, the address may be any within the page to be erased. Load the address by writing 1 to the LADDRIM bit in the MSC\_WRITECMD register. The LADDRIM bit only has to be written once when loading the first address. After each word is written the internal address register ADDR will be incremented automatically by 4. The INVADDR bit of the MSC\_STATUS register is set if the loaded address is outside the flash and the LOCKED bit of the MSC\_STATUS register is set if the page addressed is locked. Any attempts to command erase or write to the page are ignored if INVADDR or the LOCKED bits of the MSC\_STATUS register are set. To abort an ongoing erase, set the ERASEABORT bit in the MSC\_WRITECMD register.

When a word is written to the MSC\_WDATA register, the WDATAREADY bit of the MSC\_STATUS register is cleared. When this status bit is set, software or DMA may write the next word.

A single word write is commanded by setting the WRITEONCE bit of the MSC\_WRITECMD register. The operation is complete when the BUSY bit of the MSC\_STATUS register is cleared and control of the flash is handed back to the AHB interface, allowing application code to resume execution.

For a DMA write the software must write the first word to the MSC\_WDATA register and then set the WRITETRIG bit of the MSC\_WRITECMD register. DMA triggers when the WDATAREADY bit of the MSC\_STATUS register is set.

It is possible to write words twice between each erase by keeping at 1 the bits that are not to be changed. Let us take as an example writing two 16 bit values, 0xAAAA and 0x5555. To safely write them in the same flash word this method can be used:

- Write 0xFFFFAAAA (word in flash becomes 0xFFFFAAAA)
- Write 0x5555FFFF (word in flash becomes 0x5555AAAA)

**Note**

During a write or erase, flash read accesses not subject to read-while-write will be stalled, effectively halting code execution from flash. Code execution continues upon write/erase completion. Code residing in RAM may be executed during a write/erase operation regardless of whether read-while-write is enabled or not.

### 7.3.6.1 Double-Word Writes

Parts with 512 kB flash or more have the ability to do double writes to the flash. This is enabled by setting WDOUBLE in MSC\_WRITECTRL, and only has effect on the main pages of the flash. When double writes are enabled, MSC\_WDATA accepts two words before a flash write is started. This is signaled by WDATAREADY in MSC\_STATUS going high again after the first word is written. When the second word is written, the actual write begins.

### 7.3.6.2 Low-Power Erase

Parts with 512 KB flash or more consume twice the amount of current while doing erase operations. To limit maximum current, the erase operation can be slowed down. Set LPERASE in MSC\_WRITECTRL to double the erase time, halving the erase current.

### 7.3.6.3 Low-Power Write

Parts with 512 KB flash or more consume twice the amount of current while doing write operations. To limit maximum current, write operations can be slowed down by setting LPWRITE in MSC\_WRITECTRL. For single-word writes, this has no effect on write time, but for consecutive writes, the write-time doubles. LPWRITE cannot be set while WDOUBLE is set.

### 7.3.6.4 Read-While-Write

Parts with 512 kB flash or more have the ability to read from the flash while writing to it. On these parts, reading from the lower half of the flash is possible while writing/erasing from the upper half of the flash and vice versa. Enable read-while-write by setting RWWEN in MSC\_WRITECTRL.

The information pages can be written and erased while running from the lower half of the flash

### 7.3.6.5 Mass erase

A mass erase can be initiated from software using ERASEMAIN0 and ERASEMAIN1 in MSC\_WRITECMD. These commands will for devices supporting read-while-write start a mass erase on the lower and upper half of the flash respectively. For devices not supporting read-while-write, MASSERASE0 will start a mass erase of the entire flash. Prior to initiating a mass erase, MSC\_MASSLOCK must be unlocked by writing 0x631A to it. After a mass erase has been started, this register can be locked again to prevent runaway code from accidentally triggering a mass erase.

The regular flash page lock bits will not prevent a mass erase. To prevent software from initiating mass erases, use the mass erase lock bits in the mass erase lock word (MLW).

## 7.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	MSC_CTRL	RW	Memory System Control Register
0x004	MSC_READCTRL	RW	Read Control Register
0x008	MSC_WRITECTRL	RW	Write Control Register
0x00C	MSC_WRITECMD	W1	Write Command Register
0x010	MSC_ADDRB	RW	Page Erase/Write Address Buffer
0x018	MSC_WDATA	RW	Write Data Register
0x01C	MSC_STATUS	R	Status Register
0x02C	MSC_IF	R	Interrupt Flag Register
0x030	MSC_IFS	W1	Interrupt Flag Set Register
0x034	MSC_IFC	W1	Interrupt Flag Clear Register
0x038	MSC_IEN	RW	Interrupt Enable Register
0x03C	MSC_LOCK	RW	Configuration Lock Register
0x040	MSC_CMD	W1	Command Register
0x044	MSC_CACHEHITS	R	Cache Hits Performance Counter
0x048	MSC_CACHEMISSES	R	Cache Misses Performance Counter
0x050	MSC_TIMEBASE	RW	Flash Write and Erase Timebase
0x054	MSC_MASSLOCK	RW	Mass Erase Lock Register

## 7.5 Register Description

### **7.5.1 MSC\_CTRL - Memory System Control Register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	BUSFAULT	1	RW	<b>Bus Fault Response Enable</b>
When this bit is set, the memory system generates bus error response				
Value		Mode	Description	
0		GENERATE	A bus fault is generated on access to unmapped code and system space	
1		IGNORE	Accesses to unmapped address space is ignored	

## 7.5.2 MSC\_READCTRL - Read Control Register

Offset	Bit Position																															
0x004	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9									
Reset																																
Access																	RW	0x0														
Name																																

Bit	Name	Reset	Access	Description
31:18	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
17:16	BUSSTRATEGY	0x0	RW	<b>Strategy for bus matrix</b>
	Specify which master has low latency to bus matrix			
	Value	Mode	Description	
	0	CPU		
	1	DMA		
	2	DMAEM1		
	3	NONE		
15:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8	PREFETCH	0	RW	<b>Prefetch Mode</b>
	Set to configure level of prefetching.			
7	RAMCEN	0	RW	<b>RAM Cache Enable</b>
	Enable instruction caching for RAM in code-space			
6	EBICDIS	0	RW	<b>External Bus Interface Cache Disable</b>
	Disable instruction cache for external bus interface.			
5	ICCDIS	0	RW	<b>Interrupt Context Cache Disable</b>
	Set this bit to automatically disable caching of vector fetches and instruction fetches in interrupt context. Cache lookup will still be performed in interrupt context. When set, the performance counters will not count when these types of fetches occur.			
4	AIDIS	0	RW	<b>Automatic Invalidate Disable</b>
	When this bit is set the cache is not automatically invalidated when a write or page erase is performed.			
3	IFCDIS	0	RW	<b>Internal Flash Cache Disable</b>
	Disable instruction cache for internal flash memory.			
2:0	MODE	0x1	RW	<b>Read Mode</b>

After reset, the core clock is 14 MHz from the HFRCO and the MODE field of MSC\_READCTRL register is set to WS1. The reset value is WS1 because the HFRCO may produce a frequency above 16 MHz before it is calibrated. WS1 or WS1SCBTP mode is required for a frequency above 16 MHz. If software wants to set a core clock frequency above 16 MHz, this register must be set to WS1 or WS1SCBTP before the core clock is switched to the higher frequency. When changing to a lower frequency, this register can be set to WS0 or WS0SCBTP after the frequency transition has been completed. If the HFRCO is used as clock source, wait until the oscillator is stable on the new frequency to avoid unpredictable behavior.

Value	Mode	Description
0	WS0	Zero wait-states inserted in fetch or read transfers
1	WS1	One wait-state inserted for each fetch or read transfer. This mode is required for a core frequency above 16 MHz.
2	WS0SCBTP	Zero wait-states inserted with the Suppressed Conditional Branch Target Prefetch (SCBTP) function enabled. SCBTP saves energy by delaying Cortex-M3 conditional branch target prefetches until the conditional branch instruction is in the execute stage. When the instruction reaches this stage, the evaluation of the branch condition is completed and the core does not perform a speculative prefetch of both the branch target address and the next sequential address. With the SCBTP function enabled, one instruction fetch is saved for each branch not taken, with a negligible performance penalty.
3	WS1SCBTP	One wait-state access with SCBTP enabled.

Bit	Name	Reset	Access	Description
	Value	Mode		Description
4	WS2			Two wait-states inserted for each fetch or read transfer. This mode is required for a core frequency above 32 MHz
5	WS2SCBTP			Two wait-state access with SCBTP enabled.

### 7.5.3 MSC\_WRITECTRL - Write Control Register

Offset	Bit Position																			
0x008	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
Reset																				
Access																				
Name																				

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	RWWEN	0	RW	<b>Read-While-Write Enable</b>
				When set, reads to the upper half of the flash can be done while writes/erases are being done in the lower half of the flash, and vice versa. Reading from the same half as a flash write/erase will stall the access until the write/erase has completed.
4	LPERASE	0	RW	<b>Low-Power Erase</b>
				When set, the erase time doubles while halving the erase current
3	LPWRITE	0	RW	<b>Low-Power Erase</b>
				When set, write times might double while reducing current consumption
2	WDOUBLE	0	RW	<b>Write two words at a time</b>
				When set, two words are written to the flash at a time.
1	IRQERASEABORT	0	RW	<b>Abort Page Erase on Interrupt</b>
				When this bit is set to 1, any Cortex-M3 interrupt aborts any current page erase operation. Executing that interrupt vector from Flash will halt the CPU.
0	WREN	0	RW	<b>Enable Write/Erase Controller</b>
				When this bit is set, the MSC write and erase functionality is enabled

### 7.5.4 MSC\_WRITECMD - Write Command Register

Offset	Bit Position																			
0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	10
Reset																				
Access																				
Name																				

Bit	Name	Reset	Access	Description
31:13	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

Bit	Name	Reset	Access	Description
12	CLEARWDATA	0	W1	<b>Clear WDATA state</b> Will set WDATAREADY and DMA request. Should only be used when no write is active.
11:10	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
9	ERASEMAIN1	0	W1	<b>Mass erase region 1</b> Initiate mass erase of region 1. For devices supporting read-while-write, this is the upper half of the flash. Before use MSC_MASSLOCK must be unlocked. To completely prevent access from software, clear bit 1 in the mass erase lock-word (MLW)
8	ERASEMAIN0	0	W1	<b>Mass erase region 0</b> Initiate mass erase of region 0. For devices supporting read-while-write, this is the lower half of the flash. For other devices it is the entire flash. Before use MSC_MASSLOCK must be unlocked. To completely prevent access from software, clear bit 0 in the mass erase lock-word (MLW)
7:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	ERASEABORT	0	W1	<b>Abort erase sequence</b> Writing to this bit will abort an ongoing erase sequence.
4	WRITETRIG	0	W1	<b>Word Write Sequence Trigger</b> Start write of the first word written to MSC_WDATA, then add 4 to ADDR and write the next word if available within a 30us timeout. When ADDR is incremented past the page boundary, ADDR is set to the base of the page. If WDOUBLE is set, two words are required every time, and ADDR is incremented by 8.
3	WRITEONCE	0	W1	<b>Word Write-Once Trigger</b> Write the word in MSC_WDATA to ADDR. Flash access is returned to the AHB interface as soon as the write operation completes. The WREN bit in the MSC_WRITECTRL register must be set in order to use this command.
2	WRITEEND	0	W1	<b>End Write Mode</b> Write 1 to end write mode when using the WRITETRIG command.
1	ERASEPAGE	0	W1	<b>Erase Page</b> Erase any user defined page selected by the MSC_ADDRB register. The WREN bit in the MSC_WRITECTRL register must be set in order to use this command.
0	LADDRIM	0	W1	<b>Load MSC_ADDRB into ADDR</b> Load the internal write address register ADDR from the MSC_ADDRB register. The internal address register ADDR is incremented automatically by 4 after each word is written. When ADDR is incremented past the page boundary, ADDR is set to the base of the page.

## 7.5.5 MSC\_ADDRB - Page Erase/Write Address Buffer

Offset	Bit Position																															
0x010	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	0x00000000																															
Access	RW																															
Name	ADDRB																															

Bit	Name	Reset	Access	Description
31:0	ADDRB	0x00000000	RW	<b>Page Erase or Write Address Buffer</b> This register holds the page address for the erase or write operation. This register is loaded into the internal MSC_ADDR register when the LADDRIM field in MSC_CMD is set. The MSC_ADDR register is not readable.

## 7.5.6 MSC\_WDATA - Write Data Register

Offset	Bit Position																															
0x018	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	0x00000000																															
Access	RW																															
Name	WDATA																															

Bit	Name	Reset	Access	Description
31:0	WDATA	0x00000000	RW	<b>Write Data</b>
The data to be written to the address in MSC_ADDR. This register must be written when the WDATAREADY bit of MSC_STATUS is set, otherwise the data is ignored.				

## 7.5.7 MSC\_STATUS - Status Register

Offset	Bit Position																																
0x01C	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	PCRUNNING	ERASEABORTED	WORDTIMEOUT	WDATAREADY	INVADDR	LOCKED	BUSY	
Reset																																	
Access																																	
Name																																	

Bit	Name	Reset	Access	Description																													
31:7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
6	PCRUNNING	0	R	<b>Performance Counters Running</b>																													
This bit is set while the performance counters are running. When one performance counter reaches the maximum value, this bit is cleared.																																	
5	ERASEABORTED	0	R	<b>The Current Flash Erase Operation Aborted</b>																													
When set, the current erase operation was aborted by interrupt.																																	
4	WORDTIMEOUT	0	R	<b>Flash Write Word Timeout</b>																													
When this bit is set, MSC_WDATA was not written within the timeout. The flash write operation timed out and access to the flash is returned to the AHB interface. This bit is cleared when the ERASEPAGE, WRITETRIG or WRITEONCE commands in MSC_WRITECMD are triggered.																																	
3	WDATAREADY	1	R	<b>WDATA Write Ready</b>																													
When this bit is set, the content of MSC_WDATA is read by MSC Flash Write Controller and the register may be updated with the next 32-bit word to be written to flash. This bit is cleared when writing to MSC_WDATA.																																	
2	INVADDR	0	R	<b>Invalid Write Address or Erase Page</b>																													
Set when software attempts to load an invalid (unmapped) address into ADDR																																	
1	LOCKED	0	R	<b>Access Locked</b>																													

Bit	Name	Reset	Access	Description
When set, the last erase or write is aborted due to erase/write access constraints				
0	BUSY	0	R	<b>Erase/Write Busy</b>
When set, an erase or write operation is in progress and new commands are ignored				

## 7.5.8 MSC\_IF - Interrupt Flag Register

Offset	Bit Position																																	
0x02C	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					
Reset																																		
Access																																		
Name																																		

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	CMOF	0	R	<b>Cache Misses Overflow Interrupt Flag</b>
	Set when MSC_CACHEMISSSES overflows			
2	CHOF	0	R	<b>Cache Hits Overflow Interrupt Flag</b>
	Set when MSC_CACHEHITS overflows			
1	WRITE	0	R	<b>Write Done Interrupt Read Flag</b>
	Set when a write is done			
0	ERASE	0	R	<b>Erase Done Interrupt Read Flag</b>
	Set when erase is done			

## 7.5.9 MSC\_IFS - Interrupt Flag Set Register

Offset	Bit Position																																		
0x030	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						
Reset																																			
Access																																			
Name																																			

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	CMOF	0	W1	<b>Cache Misses Overflow Interrupt Set</b>
	Set the CMOF flag and generate interrupt			
2	CHOF	0	W1	<b>Cache Hits Overflow Interrupt Set</b>
	Set the CHOF flag and generate interrupt			
1	WRITE	0	W1	<b>Write Done Interrupt Set</b>
	Set the write done bit and generate interrupt			

Bit	Name	Reset	Access	Description
0	ERASE	0	W1	Erase Done Interrupt Set Set the erase done bit and generate interrupt

### 7.5.10 MSC\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																												
0x034	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	
Reset																													
Access																													
Name																													

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	CMOF	0	W1	<b>Cache Misses Overflow Interrupt Clear</b> Clear the CMOF interrupt flag
2	CHOF	0	W1	<b>Cache Hits Overflow Interrupt Clear</b> Clear the CHOF interrupt flag
1	WRITE	0	W1	<b>Write Done Interrupt Clear</b> Clear the write done bit
0	ERASE	0	W1	<b>Erase Done Interrupt Clear</b> Clear the erase done bit

### 7.5.11 MSC\_IEN - Interrupt Enable Register

Offset	Bit Position																												
0x038	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	
Reset																													
Access																													
Name																													

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	CMOF	0	RW	<b>Cache Misses Overflow Interrupt Enable</b> Enable the cache misses performance counter overflow interrupt
2	CHOF	0	RW	<b>Cache Hits Overflow Interrupt Enable</b> Enable the cache hits performance counter overflow interrupt
1	WRITE	0	RW	<b>Write Done Interrupt Enable</b> Enable the write done interrupt
0	ERASE	0	RW	<b>Erase Done Interrupt Enable</b>

Bit	Name	Reset	Access	Description
				Enable the erase done interrupt

## 7.5.12 MSC\_LOCK - Configuration Lock Register

Offset	Bit Position																											
0x03C	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																												0x0000
Access																												RW
Name																												LOCKKEY

Bit	Name	Reset	Access	Description																					
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
15:0	LOCKKEY	0x0000	RW	<b>Configuration Lock</b>																					
		Write any other value than the unlock code to lock access to MSC_CTRL, MSC_READCTRL, MSC_WRITECMD and MSC_TIMEBASE. Write the unlock code to enable access. When reading the register, bit 0 is set when the lock is enabled.																							
		<table border="1"> <thead> <tr> <th>Mode</th> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Read Operation</td> <td></td> <td></td> </tr> <tr> <td>UNLOCKED</td> <td>0</td> <td>MSC registers are unlocked</td> </tr> <tr> <td>LOCKED</td> <td>1</td> <td>MSC registers are locked</td> </tr> <tr> <td>Write Operation</td> <td></td> <td></td> </tr> <tr> <td>LOCK</td> <td>0</td> <td>Lock MSC registers</td> </tr> <tr> <td>UNLOCK</td> <td>0x1B71</td> <td>Unlock MSC registers</td> </tr> </tbody> </table>		Mode	Value	Description	Read Operation			UNLOCKED	0	MSC registers are unlocked	LOCKED	1	MSC registers are locked	Write Operation			LOCK	0	Lock MSC registers	UNLOCK	0x1B71	Unlock MSC registers	
Mode	Value	Description																							
Read Operation																									
UNLOCKED	0	MSC registers are unlocked																							
LOCKED	1	MSC registers are locked																							
Write Operation																									
LOCK	0	Lock MSC registers																							
UNLOCK	0x1B71	Unlock MSC registers																							

## 7.5.13 MSC\_CMD - Command Register

Offset	Bit Position																											
0x040	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																											0 1 0 0 0 0
Reset																												W1 W1 W1
Access																												W1 W1 W1
Name																												STOPPC STARTPC INVCACHE

Bit	Name	Reset	Access	Description
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	STOPPC	0	W1	<b>Stop Performance Counters</b>
		Use this command bit to stop the performance counters.		
1	STARTPC	0	W1	<b>Start Performance Counters</b>
		Use this command bit to start the performance counters. The performance counters always start counting from 0.		
0	INVCACHE	0	W1	<b>Invalidate Instruction Cache</b>
		Use this register to invalidate the instruction cache.		

## 7.5.14 MSC CACHEHITS - Cache Hits Performance Counter

Bit	Name	Reset	Access	Description
31:20	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
19:0	CACHEHITS	0x00000	R	<b>Cache hits since last performance counter start command.</b>  Use to measure cache performance for a particular code section.

## 7.5.15 MSC\_CACHEMISSES - Cache Misses Performance Counter

Bit	Name	Reset	Access	Description
31:20	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
19:0	CACHEMISSES	0x00000	R	<b>Cache misses since last performance counter start command.</b>  Use to measure cache performance for a particular code section.

## 7.5.16 MSC\_TIMEBASE - Flash Write and Erase Timebase

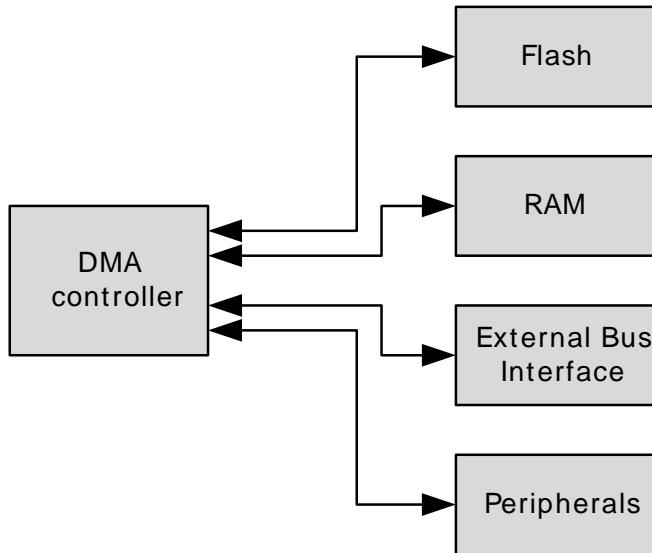
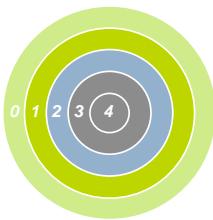
Bit	Name	Reset	Access	Description									
31:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
16	PERIOD	0	RW	<b>Sets the timebase period</b>  Decides whether TIMEBASE specifies the number of AUX cycles in 1 us or 5 us									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>1US</td><td>TIMEBASE period is 1 us</td></tr> <tr> <td>1</td><td>5US</td><td>TIMEBASE period is 5 us</td></tr> </tbody> </table>	Value	Mode	Description	0	1US	TIMEBASE period is 1 us	1	5US	TIMEBASE period is 5 us
Value	Mode	Description											
0	1US	TIMEBASE period is 1 us											
1	5US	TIMEBASE period is 5 us											
15:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
5:0	BASE	0x10	RW	<b>Timebase used by MSC to time flash writes and erases</b>  Should be set to the number of AUX clock cycles-1 in 1.1 us if PERIOD is cleared, or the number of AUX clock cycles-1 in 5.5 us if PERIOD is set. The value should be rounded up to make sure the number of clock cycles generate at least the specified time. The resetvalue of the timebase matches a 14 MHz AUXHFRCO, which is the default frequency of the AUXHFRCO.									

## 7.5.17 MSC\_MASSLOCK - Mass Erase Lock Register

Offset	Bit Position																															
0x054	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																																
Access																																
Name																										LOCKKEY						

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	LOCKKEY	0x0001	RW	<b>Mass Erase Lock</b>
Write any other value than the unlock code to lock access the the ERASEMAIN0 and ERASEMAIN1 commands. Write the unlock code 631A to enable access. When reading the register, bit 0 is set when the lock is enabled. Locked by default				
Mode		Value		Description
Read Operation				
UNLOCKED		0		Mass erase unlocked
LOCKED		1		Mass erase locked
Write Operation				
LOCK		0		Lock mass erase
UNLOCK		0x631A		Unlock mass erase

## 8 DMA - DMA Controller



### Quick Facts

#### What?

The DMA controller can move data without CPU intervention, effectively reducing the energy consumption for a data transfer.

#### Why?

The DMA can perform data transfers more energy efficiently than the CPU and allows autonomous operation in low energy modes. The LEUART can for instance provide full UART communication in EM2, consuming only a few  $\mu$ A by using the DMA to move data between the LEUART and RAM.

#### How?

The DMA controller has multiple highly configurable, prioritized DMA channels. Advanced transfer modes such as ping-pong and scatter-gather make it possible to tailor the controller to the specific needs of an application.

## 8.1 Introduction

The Direct Memory Access (DMA) controller performs memory operations independently of the CPU. This has the benefit of reducing the energy consumption and the workload of the CPU, and enables the system to stay in low energy modes when moving for instance data from the USART to the RAM, or from the External Bus Interface to the DAC. The DMA controller uses the PL230  $\mu$ DMA controller licensed from ARM<sup>1</sup>. Each of the PL230s channels can on the EFM32 be connected to any of the EFM32 peripherals.

## 8.2 Features

- The DMA controller is accessible as a memory mapped peripheral
- Possible data transfers include
  - RAM/External Bus Interface/Flash to peripheral
  - Peripheral to RAM/External Bus Interface
  - RAM/External Bus Interface/Flash to RAM/External Bus Interface
- The DMA controller has 12 independent channels
- Each channel has one (primary) or two (primary and alternate) descriptors
- The configuration for each channel includes
  - Transfer mode
  - Priority
  - Word-count
  - Word-size (8, 16, 32 bit)
- The transfer modes include
  - Basic (using the primary or alternate DMA descriptor)

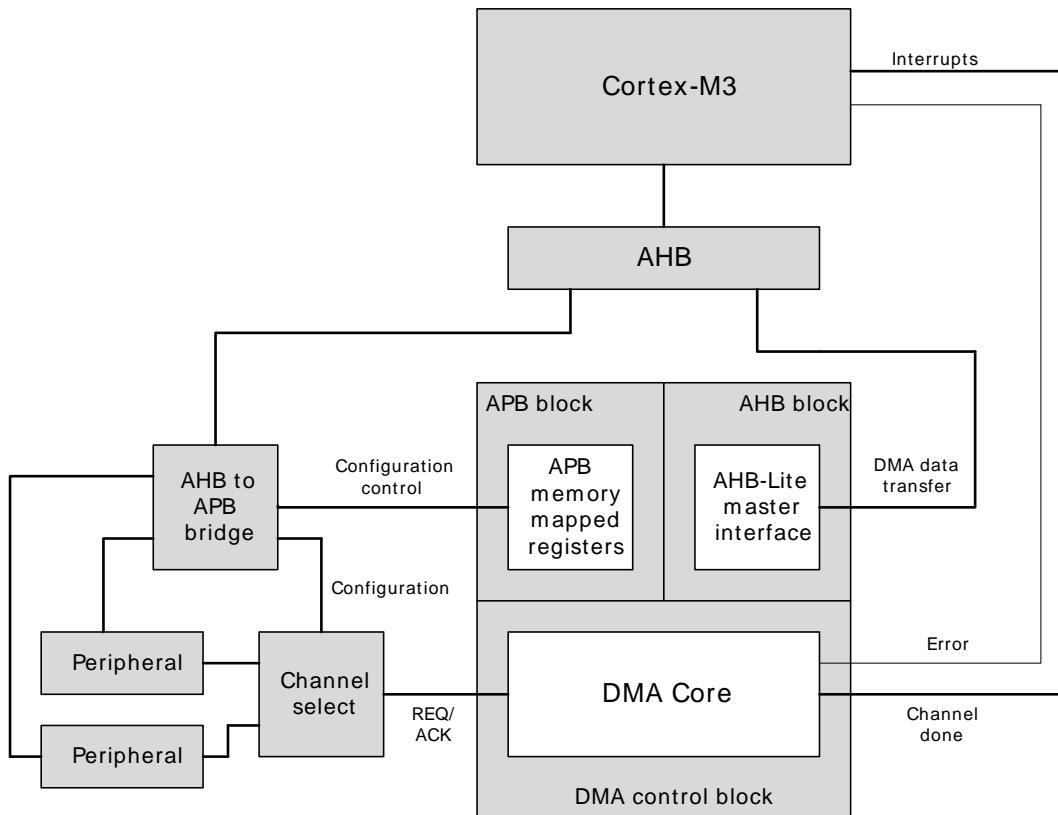
<sup>1</sup>ARM PL230 homepage [<http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.ddi0417a/index.html>]

- Ping-pong (switching between the primary or alternate DMA descriptors, for continuous data flow to/from peripherals)
- Scatter-gather (using the primary descriptor to configure the alternate descriptor)
- Each channel has a programmable transfer length
- Channels 0 and 1 support looped transfers
- Channel 0 supports 2D copy
- A DMA channel can be triggered by any of several sources:
  - Communication modules (USART, UART, LEUART)
  - Timers (TIMER)
  - Analog modules (DAC, ADC)
  - External Bus Interface (EBI)
  - Software
- Programmable mapping between channel number and peripherals - any DMA channel can be triggered by any of the available sources
- Interrupts upon transfer completion
- Data transfer to/from LEUART in EM2 is supported by the DMA, providing extremely low energy consumption while performing UART communications

## 8.3 Block Diagram

An overview of the DMA and the modules it interacts with is shown in Figure 8.1 (p. 50) .

**Figure 8.1. DMA Block Diagram**



The DMA Controller consists of four main parts:

- An APB block allowing software to configure the DMA controller
- An AHB block allowing the DMA to read and write the DMA descriptors and the source and destination data for the DMA transfers
- A DMA control block controlling the operation of the DMA, including request/acknowledge signals for the connected peripherals

- A channel select block routing the right peripheral request to each DMA channel

## 8.4 Functional Description

The DMA Controller is highly flexible. It is capable of transferring data between peripherals and memory without involvement from the processor core. This can be used to increase system performance by off-loading the processor from copying large amounts of data or avoiding frequent interrupts to service peripherals needing more data or having available data. It can also be used to reduce the system energy consumption by making the DMA work autonomously with the LEUART for data transfer in EM2 without having to wake up the processor core from sleep.

The DMA Controller contains 12 independent channels. Each of these channels can be connected to any of the available peripheral trigger sources by writing to the configuration registers, see Section 8.4.1 (p. 51) . In addition, each channel can be triggered by software (for large memory transfers or for debugging purposes).

What the DMA Controller should do when one of its channels is triggered, is configured through channel descriptors residing in system memory. Before enabling a channel, the software must therefore take care to write this configuration to memory. When the channel is triggered, the DMA Controller will first read the channel descriptor from system memory, and then it will proceed to perform the memory transfers as specified by the descriptor. The descriptor contains the memory address to read from, the memory address to write to, the number of bytes to be transferred, etc. The channel descriptor is described in detail in Section 8.4.3 (p. 62) .

In addition to the basic transfer mode, the DMA Controller also supports two advanced transfer modes; ping-pong and scatter-gather. Ping-pong transfers are ideally suited for streaming data for high-speed peripheral communication as the DMA will be ready to retrieve the next incoming data bytes immediately while the processor core is still processing the previous ones (and similarly for outgoing communication). Scatter-gather involves executing a series of tasks from memory, and allows sophisticated schemes to be implemented by software.

Using different priority levels for the channels and setting the number of bytes after which the DMA Controller rearbitrates, it is possible to ensure that timing-critical transfers are serviced on time.

### 8.4.1 Channel Select Configuration

The channel select block allows selecting which peripheral's request lines (dma\_req, dma\_sreq) to connect to each DMA channel.

This configuration is done by software through the extra registers DMA\_CH0\_CTRL-DMA\_CH11\_CTRL, with SOURCESEL and SIGSEL components. SOURCESEL selects which peripheral to listen to. SIGSEL selects which of the peripheral's output signals is selected.

All peripherals are connected to dma\_req. When this signal is triggered, the DMA performs a number of transfers as specified by the channel descriptor ( $2^R$ ). The USARTs are additionally connected to the dma\_sreq line. When only dma\_sreq is asserted but not dma\_req, then the DMA will perform exactly one transfer only (given that dma\_sreq is enabled by software).

### 8.4.2 DMA control

#### 8.4.2.1 DMA arbitration rate

You can configure when the controller arbitrates during a DMA transfer. This enables you to reduce the latency to service a higher priority channel.

The controller provides four bits that configure how many AHB bus transfers occur before it rearbitrates. These bits are known as the R\_power bits because the value you enter, R, is raised to the power of two

and this determines the arbitration rate. For example, if  $R = 4$  then the arbitration rate is  $2^4$ , that is, the controller arbitrates every 16 DMA transfers.

Table 8.1 (p. 52) lists the arbitration rates.

**Table 8.1. AHB bus transfer arbitration interval**

R_power	Arbitrate after x DMA transfers
b0000	x = 1
b0001	x = 2
b0010	x = 4
b0011	x = 8
b0100	x = 16
b0101	x = 32
b0110	x = 64
b0111	x = 128
b1000	x = 256
b1001	x = 512
b1010 - b1111	x = 1024

#### Note

You must take care not to assign a low-priority channel with a large R\_power because this prevents the controller from servicing high-priority requests, until it rearbitrates.

When  $N > 2^R$  and is not an integer multiple of  $2^R$  then the controller always performs sequences of  $2^R$  transfers until  $N < 2^R$  remain to be transferred. The controller performs the remaining N transfers at the end of the DMA cycle.

You store the value of the R\_power bits in the channel control data structure. See Section 8.4.3.3 (p. 65) for more information about the location of the R\_power bits in the data structure.

#### 8.4.2.2 Priority

When the controller arbitrates, it determines the next channel to service by using the following information:

- the channel number
- the priority level, default or high, that is assigned to the channel.

You can configure each channel to use either the default priority level or a high priority level by setting the DMA\_CHPRIS register.

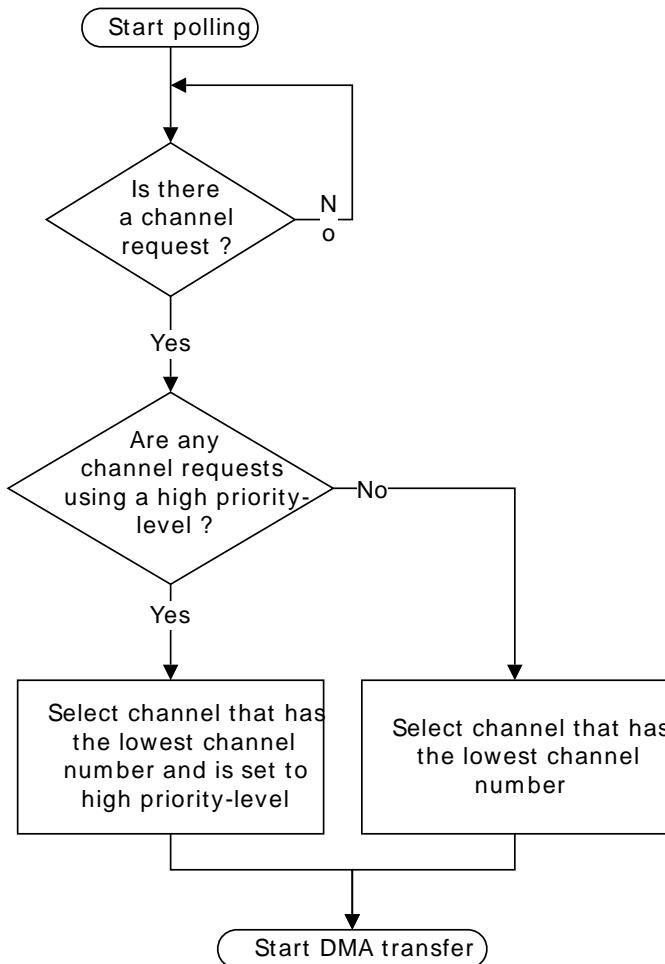
Channel number zero has the highest priority and as the channel number increases, the priority of a channel decreases. Table 8.2 (p. 52) lists the DMA channel priority levels in descending order of priority.

**Table 8.2. DMA channel priority**

Channel number	Priority level setting	Descending order of channel priority
0	High	Highest-priority DMA channel

Channel number	Priority level setting	Descending order of channel priority
1	High	-
2	High	-
3	High	-
4	High	-
5	High	-
6	High	-
7	High	-
8	High	-
9	High	-
10	High	-
11	High	-
0	Default	-
1	Default	-
2	Default	-
3	Default	-
4	Default	-
5	Default	-
6	Default	-
7	Default	-
8	Default	-
9	Default	-
10	Default	-
11	Default	Lowest-priority DMA channel

After a DMA transfer completes, the controller polls all the DMA channels that are available. Figure 8.2 (p. 54) shows the process it uses to determine which DMA transfer to perform next.

**Figure 8.2. Polling flowchart**

#### 8.4.2.3 DMA cycle types

The cycle\_ctrl bits control how the controller performs a DMA cycle. You can set the cycle\_ctrl bits as Table 8.3 (p. 54) lists.

**Table 8.3. DMA cycle types**

cycle_ctrl	Description
b000	Channel control data structure is invalid
b001	Basic DMA transfer
b010	Auto-request
b011	Ping-pong
b100	Memory scatter-gather using the primary data structure
b101	Memory scatter-gather using the alternate data structure
b110	Peripheral scatter-gather using the primary data structure
b111	Peripheral scatter-gather using the alternate data structure

#### Note

The cycle\_ctrl bits are located in the channel\_cfg memory location that Section 8.4.3.3 (p. 65) describes.

For all cycle types, the controller arbitrates after  $2^R$  DMA transfers. If you set a low-priority channel with a large  $2^R$  value then it prevents all other channels from performing a DMA transfer, until the low-priority

DMA transfer completes. Therefore, you must take care when setting the R\_power, that you do not significantly increase the latency for high-priority channels.

#### 8.4.2.3.1 Invalid

After the controller completes a DMA cycle it sets the cycle type to invalid, to prevent it from repeating the same DMA cycle.

#### 8.4.2.3.2 Basic

In this mode, you configure the controller to use either the primary, or alternate, data structure. After you enable the channel, and the controller receives a request then the flow for this DMA cycle is:

1. The controller performs  $2^R$  transfers. If the number of transfers remaining is zero the flow continues at step 3 (p. 55) .
2. The controller arbitrates:
  - if a higher-priority channel is requesting service then the controller services that channel
  - if the peripheral or software signals a request to the controller then it continues at step 1 (p. 55) .
3. The controller sets `dma_done[C]` HIGH for one `HFCORECLK` cycle. This indicates to the host processor that the DMA cycle is complete.

#### 8.4.2.3.3 Auto-request

When the controller operates in this mode, it is only necessary for it to receive a single request to enable it to complete the entire DMA cycle. This enables a large data transfer to occur, without significantly increasing the latency for servicing higher priority requests, or requiring multiple requests from the processor or peripheral.

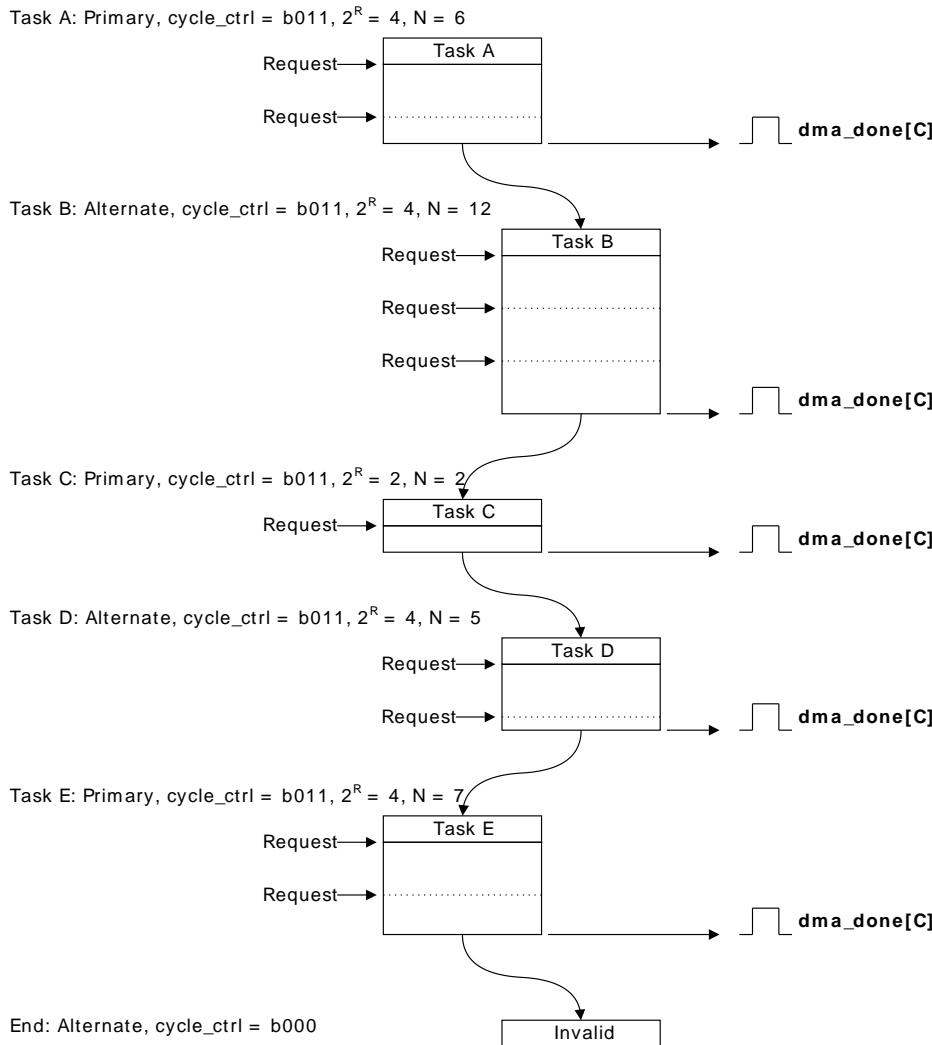
You can configure the controller to use the primary, or alternate, data structure. After you enable the channel, and the controller receives a request for this channel, then the flow for this DMA cycle is:

1. The controller performs  $2^R$  transfers for channel C. If the number of transfers remaining is zero the flow continues at step 3 (p. 55) .
2. The controller arbitrates. When channel C has the highest priority then the DMA cycle continues at step 1 (p. 55) .
3. The controller sets `dma_done[C]` HIGH for one `HFCORECLK` cycle. This indicates to the host processor that the DMA cycle is complete.

#### 8.4.2.3.4 Ping-pong

In ping-pong mode, the controller performs a DMA cycle using one of the data structures and it then performs a DMA cycle using the other data structure. The controller continues to switch from primary to alternate to primary... until it reads a data structure that is invalid, or until the host processor disables the channel.

Figure 8.3 (p. 56) shows an example of a ping-pong DMA transaction.

**Figure 8.3. Ping-pong example**

In Figure 8.3 (p. 56) :

- Task A**
1. The host processor configures the primary data structure for task A.
  2. The host processor configures the alternate data structure for task B. This enables the controller to immediately switch to task B after task A completes, provided that a higher priority channel does not require servicing.
  3. The controller receives a request and performs four DMA transfers.
  4. The controller arbitrates. After the controller receives a request for this channel, the flow continues if the channel has the highest priority.
  5. The controller performs the remaining two DMA transfers.
  6. The controller sets `dma_done[C]` HIGH for one HFCORECLK cycle and enters the arbitration process.

After task A completes, the host processor can configure the primary data structure for task C. This enables the controller to immediately switch to task C after task B completes, provided that a higher priority channel does not require servicing.

After the controller receives a new request for the channel and it has the highest priority then task B commences:

- Task B**
7. The controller performs four DMA transfers.
  8. The controller arbitrates. After the controller receives a request for this channel, the flow continues if the channel has the highest priority.

9. The controller performs four DMA transfers.
10. The controller arbitrates. After the controller receives a request for this channel, the flow continues if the channel has the highest priority.
11. The controller performs the remaining four DMA transfers.
12. The controller sets `dma_done[C]` HIGH for one HFCORECLK cycle and enters the arbitration process.

After task B completes, the host processor can configure the alternate data structure for task D.

After the controller receives a new request for the channel and it has the highest priority then task C commences:

- Task C
13. The controller performs two DMA transfers.
  14. The controller sets `dma_done[C]` HIGH for one HFCORECLK cycle and enters the arbitration process.

After task C completes, the host processor can configure the primary data structure for task E.

After the controller receives a new request for the channel and it has the highest priority then task D commences:

- Task D
15. The controller performs four DMA transfers.
  16. The controller arbitrates. After the controller receives a request for this channel, the flow continues if the channel has the highest priority.
  17. The controller performs the remaining DMA transfer.
  18. The controller sets `dma_done[C]` HIGH for one HFCORECLK cycle and enters the arbitration process.

After the controller receives a new request for the channel and it has the highest priority then task E commences:

- Task E
19. The controller performs four DMA transfers.
  20. The controller arbitrates. After the controller receives a request for this channel, the flow continues if the channel has the highest priority.
  21. The controller performs the remaining three DMA transfers.
  22. The controller sets `dma_done[C]` HIGH for one HFCORECLK cycle and enters the arbitration process.

If the controller receives a new request for the channel and it has the highest priority then it attempts to start the next task. However, because the host processor has not configured the alternate data structure, and on completion of task D the controller set the `cycle_ctrl` bits to b000, then the ping-pong DMA transaction completes.

**Note**

You can also terminate the ping-pong DMA cycle in Figure 8.3 (p. 56) , if you configure task E to be a basic DMA cycle by setting the `cycle_ctrl` field to 3'b001.

#### 8.4.2.3.5 Memory scatter-gather

In memory scatter-gather mode the controller receives an initial request and then performs four DMA transfers using the primary data structure. After this transfer completes, it starts a DMA cycle using the alternate data structure. After this cycle completes, the controller performs another four DMA transfers

using the primary data structure. The controller continues to switch from primary to alternate to primary... until either:

- the host processor configures the alternate data structure for a basic cycle
- it reads an invalid data structure.

**Note**

After the controller completes the N primary transfers it invalidates the primary data structure by setting the `cycle_ctrl` field to b000.

The controller only asserts `dma_done` [ C ] when the scatter-gather transaction completes using an auto-request cycle.

In scatter-gather mode, the controller uses the primary data structure to program the alternate data structure. Table 8.4 (p. 58) lists the fields of the `channel_cfg` memory location for the primary data structure, that you must program with constant values and those that can be user defined.

**Table 8.4. `channel_cfg` for a primary data structure, in memory scatter-gather mode**

Bit	Field	Value	Description
Constant-value fields:			
[31:30]	<code>dst_inc</code>	b10	Configures the controller to use word increments for the address
[29:28]	<code>dst_size</code>	b10	Configures the controller to use word transfers
[27:26]	<code>src_inc</code>	b10	Configures the controller to use word increments for the address
[25:24]	<code>src_size</code>	b10	Configures the controller to use word transfers
[17:14]	<code>R_power</code>	b0010	Configures the controller to perform four DMA transfers
[3]	<code>next_useburst</code>	0	For a memory scatter-gather DMA cycle, this bit must be set to zero
[2:0]	<code>cycle_ctrl</code>	b100	Configures the controller to perform a memory scatter-gather DMA cycle
User defined values:			
[23:21]	<code>dst_prot_ctrl</code>	-	Configures the state of HPROT when the controller writes the destination data
[20:18]	<code>src_prot_ctrl</code>	-	Configures the state of HPROT when the controller reads the source data
[13:4]	<code>n_minus_1</code>	$N^1$	Configures the controller to perform N DMA transfers, where N is a multiple of four

<sup>1</sup>Because the `R_power` field is set to four, you must set N to be a multiple of four. The value given by  $N/4$  is the number of times that you must configure the alternate data structure.

See Section 8.4.3.3 (p. 65) for more information.

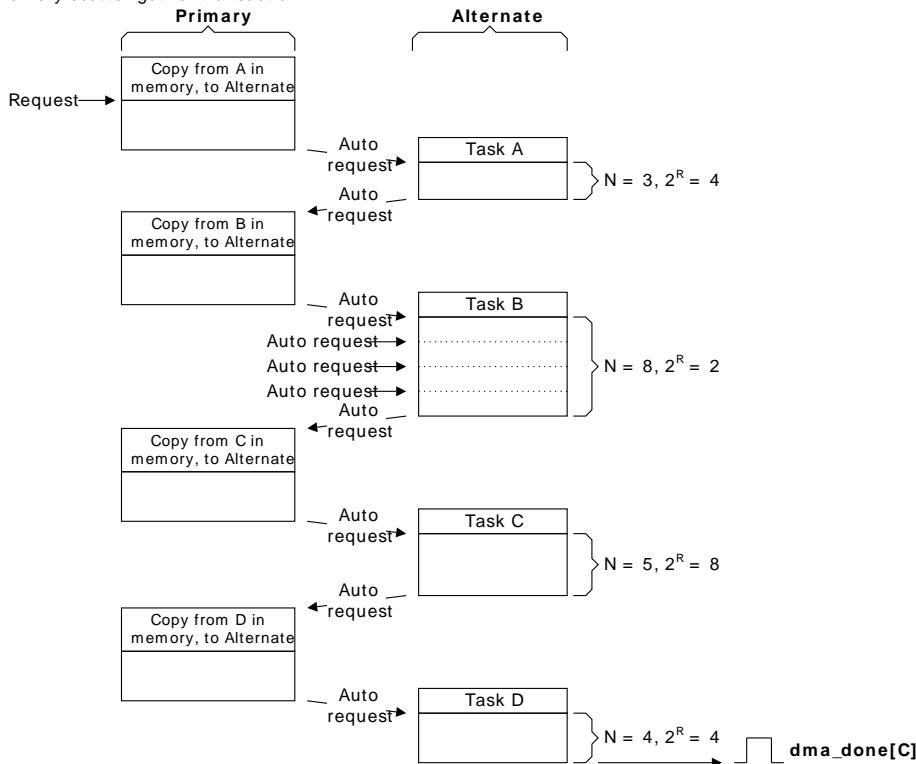
Figure 8.4 (p. 59) shows a memory scatter-gather example.

**Figure 8.4. Memory scatter-gather example**

Initialization: 1. Configure primary to enable the copy A, B, C, and D operations: cycle\_ctrl = b100,  $2^R = 4$ , N = 16.  
 2. Write the primary source data to memory, using the structure shown in the following table.

	src_data_end_ptr	dst_data_end_ptr	channel_cfg	Unused
Data for Task A	0x0A000000	0x0AE00000	cycle_ctrl = b101, $2^R = 4$ , N = 3	0XXXXXXXXX
Data for Task B	0x0B000000	0x0BE00000	cycle_ctrl = b101, $2^R = 2$ , N = 8	0XXXXXXXXX
Data for Task C	0x0C000000	0x0CE00000	cycle_ctrl = b101, $2^R = 8$ , N = 5	0XXXXXXXXX
Data for Task D	0x0D000000	0x0DE00000	cycle_ctrl = b010, $2^R = 4$ , N = 4	0XXXXXXXXX

Memory scatter-gather transaction:



In Figure 8.4 (p. 59) :

#### Initialization

1. The host processor configures the primary data structure to operate in memory scatter-gather mode by setting cycle\_ctrl to b100. Because a data structure for a single channel consists of four words then you must set  $2^R$  to 4. In this example, there are four tasks and therefore N is set to 16.
2. The host processor writes the data structure for tasks A, B, C, and D to the memory locations that the primary src\_data\_end\_ptr specifies.
3. The host processor enables the channel.

The memory scatter-gather transaction commences when the controller receives a request on dma\_req[ ] or a manual request from the host processor. The transaction continues as follows:

#### Primary, copy A

1. After receiving a request, the controller performs four DMA transfers. These transfers write the alternate data structure for task A.

2. The controller generates an auto-request for the channel and then arbitrates.

#### Task A

3. The controller performs task A. After it completes the task, it generates an auto-request for the channel and then arbitrates.

#### Primary, copy B

4. The controller performs four DMA transfers. These transfers write the alternate data structure for task B.

5. The controller generates an auto-request for the channel and then arbitrates.

#### Task B

6. The controller performs task B. After it completes the task, it generates an auto-request for the channel and then arbitrates.

#### Primary, copy C

7. The controller performs four DMA transfers. These transfers write the alternate data structure for task C.

- |                 |   |
|-----------------|---|
| Task C          | 8. The controller generates an auto-request for the channel and then arbitrates.<br>9. The controller performs task C. After it completes the task, it generates an auto-request for the channel and then arbitrates.   |
| Primary, copy D | 10. The controller performs four DMA transfers. These transfers write the alternate data structure for task D.<br>11. The controller sets the cycle_ctrl bits of the primary data structure to b000, to indicate that this data structure is now invalid.<br>12. The controller generates an auto-request for the channel and then arbitrates.<br>13. The controller performs task D using an auto-request cycle.<br>14. The controller sets dma_done[C] HIGH for one HFCORECLK cycle and enters the arbitration process. |
| Task D          |   |

#### 8.4.2.3.6 Peripheral scatter-gather

In peripheral scatter-gather mode the controller receives an initial request from a peripheral and then it performs four DMA transfers using the primary data structure. It then immediately starts a DMA cycle using the alternate data structure, without rearbitrating.

**Note**

These are the only circumstances, where the controller does not enter the arbitration process after completing a transfer using the primary data structure.

After this cycle completes, the controller rearbitrates and if the controller receives a request from the peripheral that has the highest priority then it performs another four DMA transfers using the primary data structure. It then immediately starts a DMA cycle using the alternate data structure, without re-arbitrating. The controller continues to switch from primary to alternate to primary... until either:

- the host processor configures the alternate data structure for a basic cycle
- it reads an invalid data structure.

**Note**

After the controller completes the N primary transfers it invalidates the primary data structure by setting the cycle\_ctrl field to b000.

The controller asserts dma\_done[C] when the scatter-gather transaction completes using a basic cycle.

In scatter-gather mode, the controller uses the primary data structure to program the alternate data structure. Table 8.5 (p. 60) lists the fields of the channel\_cfg memory location for the primary data structure, that you must program with constant values and those that can be user defined.

**Table 8.5. channel\_cfg for a primary data structure, in peripheral scatter-gather mode**

Bit	Field	Value	Description
Constant-value fields:			
[31:30]	dst_inc	b10	Configures the controller to use word increments for the address
[29:28]	dst_size	b10	Configures the controller to use word transfers
[27:26]	src_inc	b10	Configures the controller to use word increments for the address
[25:24]	src_size	b10	Configures the controller to use word transfers
[17:14]	R_power	b0010	Configures the controller to perform four DMA transfers
[2:0]	cycle_ctrl	b110	Configures the controller to perform a peripheral scatter-gather DMA cycle
User defined values:			
[23:21]	dst_prot_ctrl	-	Configures the state of HPROT when the controller writes the destination data
[20:18]	src_prot_ctrl	-	Configures the state of HPROT when the controller reads the source data

Bit	Field	Value	Description
[13:4]	n_minus_1	N <sup>1</sup>	Configures the controller to perform N DMA transfers, where N is a multiple of four
[3]	next_useburst	-	When set to 1, the controller sets the chnl_useburst_set [C] bit to 1 after the alternate transfer completes

<sup>1</sup>Because the R\_power field is set to four, you must set N to be a multiple of four. The value given by N/4 is the number of times that you must configure the alternate data structure.

See Section 8.4.3.3 (p. 65) for more information.

Figure 8.5 (p. 61) shows a peripheral scatter-gather example.

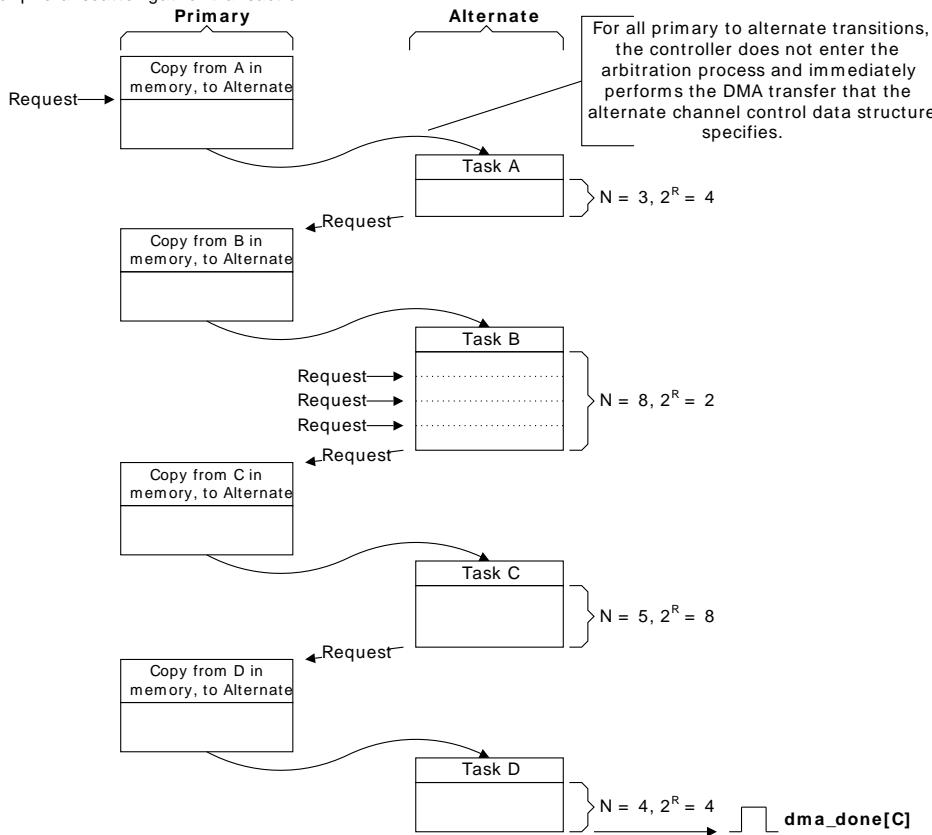
### Figure 8.5. Peripheral scatter-gather example

Initialization:1. Configure primary to enable the copy A, B, C, and D operations: cycle\_ctrl = b110,  $2^R = 4$ , N = 16.

2. Write the primary source data in memory, using the structure shown in the following table.

	src_data_end_ptr	dst_data_end_ptr	channel_cfg	Unused
Data for Task A	0x0A000000	0xAE000000	cycle_ctrl = b111, $2^R = 4$ , N = 3	0xFFFFFFFF
Data for Task B	0x0B000000	0xB0E00000	cycle_ctrl = b111, $2^R = 2$ , N = 8	0xFFFFFFFF
Data for Task C	0x0C000000	0xCCE00000	cycle_ctrl = b111, $2^R = 8$ , N = 5	0xFFFFFFFF
Data for Task D	0x0D000000	0xDE000000	cycle_ctrl = b001, $2^R = 4$ , N = 4	0xFFFFFFFF

Peripheral scatter-gather transaction:



In Figure 8.5 (p. 61) :

Initialization

1. The host processor configures the primary data structure to operate in peripheral scatter-gather mode by setting cycle\_ctrl to b110. Because a data structure for a single channel consists of four words then you must set  $2^R$  to 4. In this example, there are four tasks and therefore N is set to 16.
2. The host processor writes the data structure for tasks A, B, C, and D to the memory locations that the primary src\_data\_end\_ptr specifies.
3. The host processor enables the channel.

The peripheral scatter-gather transaction commences when the controller receives a request on dma\_req[ ]. The transaction continues as follows:

- |                 |  |
|-----------------|--|
| Primary, copy A | 1. After receiving a request, the controller performs four DMA transfers. These transfers write the alternate data structure for task A. |
| Task A          | 2. The controller performs task A.   |
|                 | 3. After the controller completes the task it enters the arbitration process.  |

After the peripheral issues a new request and it has the highest priority then the process continues with:

- |                 |   |
|-----------------|---|
| Primary, copy B | 4. The controller performs four DMA transfers. These transfers write the alternate data structure for task B.                         |
| Task B          | 5. The controller performs task B. To enable the controller to complete the task, the peripheral must issue a further three requests. |
|                 | 6. After the controller completes the task it enters the arbitration process.   |

After the peripheral issues a new request and it has the highest priority then the process continues with:

- |                 |   |
|-----------------|---|
| Primary, copy C | 7. The controller performs four DMA transfers. These transfers write the alternate data structure for task C. |
| Task C          | 8. The controller performs task C.  |
|                 | 9. After the controller completes the task it enters the arbitration process.                                 |

After the peripheral issues a new request and it has the highest priority then the process continues with:

- |                 |  |
|-----------------|--|
| Primary, copy D | 10.The controller performs four DMA transfers. These transfers write the alternate data structure for task D.                          |
| Task D          | 11.The controller sets the cycle_ctrl bits of the primary data structure to b000, to indicate that this data structure is now invalid. |
|                 | 12.The controller performs task D using a basic cycle.   |
|                 | 13.The controller sets <code>dma_done[C]</code> HIGH for one HFCORECLK cycle and enters the arbitration process.                       |

#### 8.4.2.4 Error signaling

If the controller detects an ERROR response on the AHB-Lite master interface, it:

- disables the channel that corresponds to the ERROR
- sets `dma_err` HIGH.

After the host processor detects that `dma_err` is HIGH, it must check which channel was active when the ERROR occurred. It can do this by:

1. Reading the DMA\_CHENS register to create a list of disabled channels.

When a channel asserts `dma_done[ ]` then the controller disables the channel. The program running on the host processor must always keep a record of which channels have recently asserted their `dma_done[ ]` outputs.

2. It must compare the disabled channels list from step 1 (p. 62), with the record of the channels that have recently set their `dma_done[ ]` outputs. The channel with no record of `dma_done[C]` being set is the channel that the ERROR occurred on.

#### 8.4.3 Channel control data structure

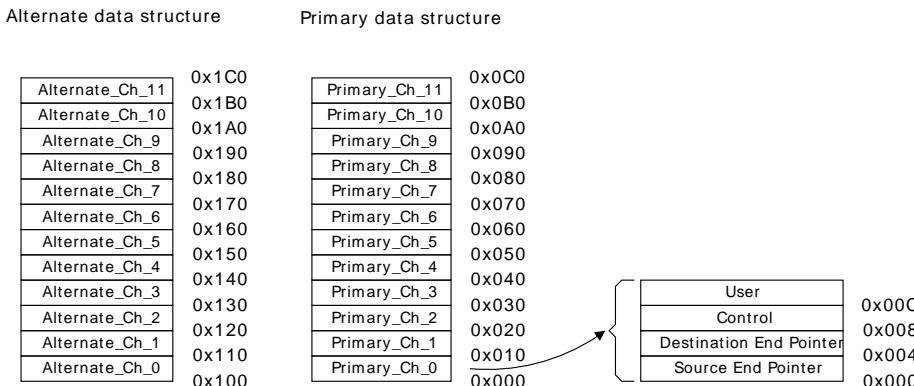
You must provide an area of system memory to contain the channel control data structure. This system memory must:

- provide a contiguous area of system memory that the controller and host processor can access

- have a base address that is an integer multiple of the total size of the channel control data structure.

Figure 8.6 (p. 63) shows the memory that the controller requires for the channel control data structure, when all 12 channels and the optional alternate data structure are in use.

**Figure 8.6. Memory map for 12 channels, including the alternate data structure**



This structure in Figure 8.6 (p. 63) uses 448 bytes of system memory. The controller uses the lower 8 address bits to enable it to access all of the elements in the structure and therefore the base address must be at 0xxxxxxxxx00.

You can configure the base address for the primary data structure by writing the appropriate value in the DMA\_CTRLBASE register.

You do not need to set aside the full 448 bytes if not all 12 channels are used or not all alternate descriptors are used. If e.g. only 4 channels are used and they only need the primary descriptors, then only 64 bytes need be set aside.

Table 8.6 (p. 63) lists the address bits that the controller uses when it accesses the elements of the channel control data structure.

**Table 8.6. Address bit settings for the channel control data structure**

Address bits					
[8]	[7]	[6]	[5]	[4]	[3:0]
A	C[3]	C[2]	C[1]	C[0]	0x0, 0x4, or 0x8

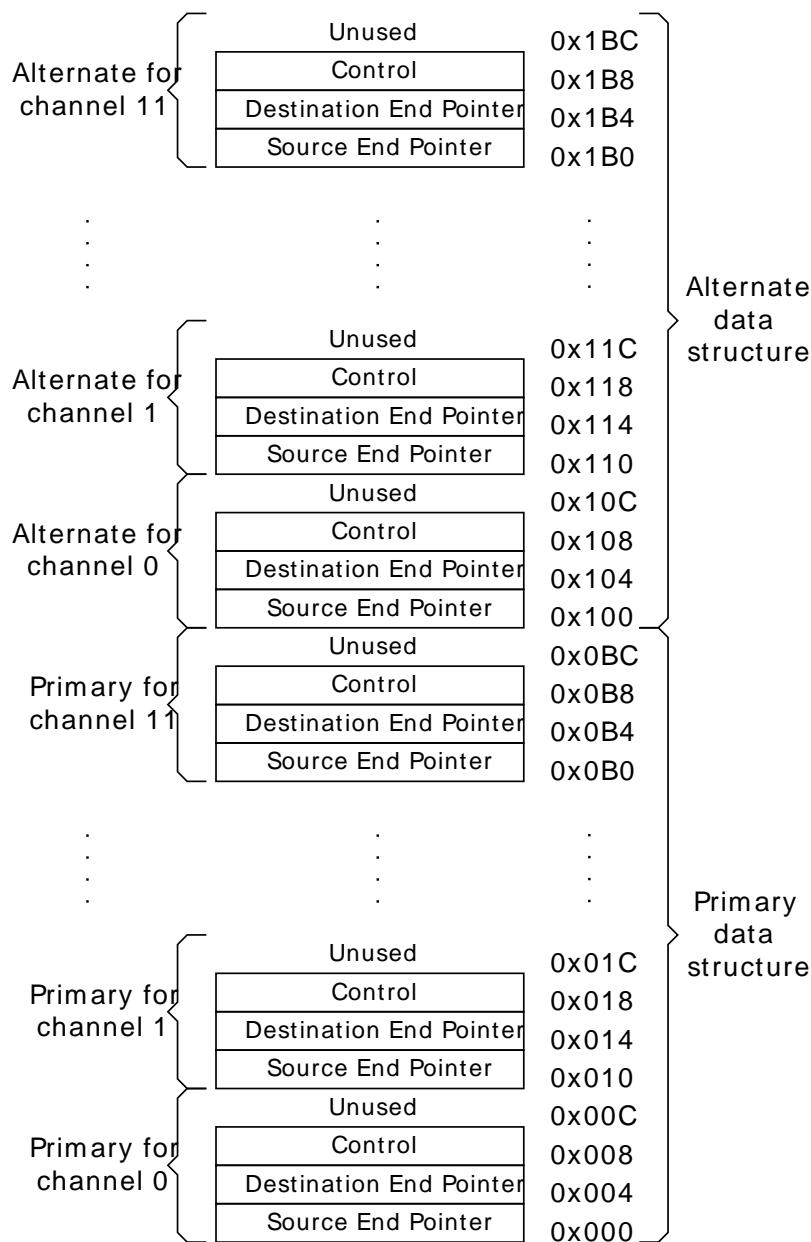
Where:

- A              Selects one of the channel control data structures:  
           A = 0    Selects the primary data structure.  
           A = 1    Selects the alternate data structure.
- C[3:0]         Selects the DMA channel.
- Address[3:0]    Selects one of the control elements:  
           0x0    Selects the source data end pointer.  
           0x4    Selects the destination data end pointer.  
           0x8    Selects the control data configuration.  
           0xC    The controller does not access this address location. If required, you can enable the host processor to use this memory location as system memory.

#### Note

It is not necessary for you to calculate the base address of the alternate data structure because the DMA\_ALTCTRLBASE register provides this information.

Figure 8.7 (p. 64) shows a detailed memory map of the descriptor structure.

**Figure 8.7. Detailed memory map for the 12 channels, including the alternate data structure**

The controller uses the system memory to enable it to access two pointers and the control information that it requires for each channel. The following subsections will describe these 32-bit memory locations and how the controller calculates the DMA transfer address.

#### 8.4.3.1 Source data end pointer

The `src_data_end_ptr` memory location contains a pointer to the end address of the source data. Figure 8.7 (p. 64) lists the bit assignments for this memory location.

**Table 8.7. `src_data_end_ptr` bit assignments**

Bit	Name	Description
[31:0]	<code>src_data_end_ptr</code>	Pointer to the end address of the source data

Before the controller can perform a DMA transfer, you must program this memory location with the end address of the source data. The controller reads this memory location when it starts a  $2^R$  DMA transfer.

##### Note

The controller does not write to this memory location.

### 8.4.3.2 Destination data end pointer

The dst\_data\_end\_ptr memory location contains a pointer to the end address of the destination data. Table 8.8 (p. 65) lists the bit assignments for this memory location.

**Table 8.8. dst\_data\_end\_ptr bit assignments**

Bit	Name	Description
[31:0]	dst_data_end_ptr	Pointer to the end address of the destination data

Before the controller can perform a DMA transfer, you must program this memory location with the end address of the destination data. The controller reads this memory location when it starts a  $2^R$  DMA transfer.

**Note**

The controller does not write to this memory location.

### 8.4.3.3 Control data configuration

For each DMA transfer, the channel\_cfg memory location provides the control information for the controller. Figure 8.8 (p. 65) shows the bit assignments for this memory location.

**Figure 8.8. channel\_cfg bit assignments**

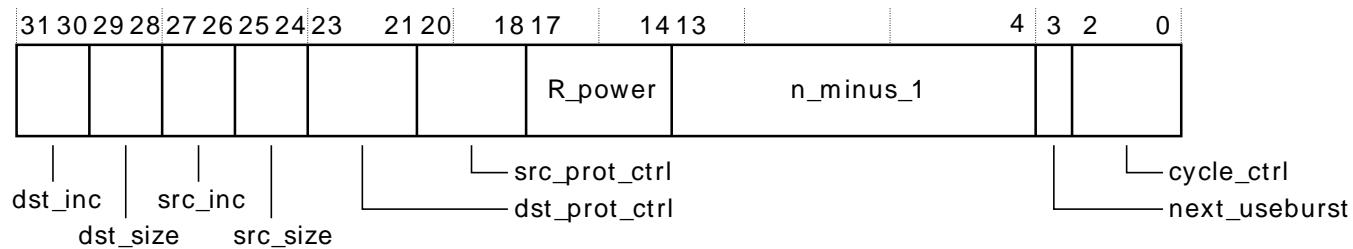


Table 8.9 (p. 65) lists the bit assignments for this memory location.

**Table 8.9. channel\_cfg bit assignments**

Bit	Name	Description
[31:30]	dst_inc	Destination address increment.  The address increment depends on the source data width as follows:  Source data width = byte      b00 = byte. b01 = halfword. b10 = word. b11 = no increment. Address remains set to the value that the dst_data_end_ptr memory location contains.
		Source data width = halfword      b00 = reserved. b01 = halfword. b10 = word. b11 = no increment. Address remains set to the value that the dst_data_end_ptr memory location contains.
		Source data width = word      b00 = reserved. b01 = reserved. b10 = word. b11 = no increment. Address remains set to the value that the dst_data_end_ptr memory location contains.
[29:28]	dst_size	Destination data size.

Bit	Name	Description																																					
<b>Note</b>																																							
You must set dst_size to contain the same value that src_size contains.																																							
[27:26]	src_inc	<p>Set the bits to control the source address increment. The address increment depends on the source data width as follows:</p> <table> <tr> <td>Source data width = byte</td><td>b00 = byte.</td><td></td></tr> <tr> <td></td><td>b01 = halfword.</td><td></td></tr> <tr> <td></td><td>b10 = word.</td><td></td></tr> <tr> <td></td><td>b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.</td><td></td></tr> <tr> <td>Source data width = halfword</td><td>b00 = reserved.</td><td></td></tr> <tr> <td></td><td>b01 = halfword.</td><td></td></tr> <tr> <td></td><td>b10 = word.</td><td></td></tr> <tr> <td></td><td>b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.</td><td></td></tr> <tr> <td>Source data width = word</td><td>b00 = reserved.</td><td></td></tr> <tr> <td></td><td>b01 = reserved.</td><td></td></tr> <tr> <td></td><td>b10 = word.</td><td></td></tr> <tr> <td></td><td>b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.</td><td></td></tr> </table>	Source data width = byte	b00 = byte.			b01 = halfword.			b10 = word.			b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.		Source data width = halfword	b00 = reserved.			b01 = halfword.			b10 = word.			b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.		Source data width = word	b00 = reserved.			b01 = reserved.			b10 = word.			b11 = no increment. Address remains set to the value that the src_data_end_ptr memory location contains.		
Source data width = byte	b00 = byte.																																						
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[25:24]	src_size	<p>Set the bits to match the size of the source data:</p> <table> <tr> <td>b00 = byte</td><td></td></tr> <tr> <td>b01 = halfword</td><td></td></tr> <tr> <td>b10 = word</td><td></td></tr> <tr> <td>b11 = reserved.</td><td></td></tr> </table>	b00 = byte		b01 = halfword		b10 = word		b11 = reserved.																														
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b10 = word																																							
b11 = reserved.																																							
[23:21]	dst_prot_ctrl	<p>Set the bits to control the state of HPROT when the controller writes the destination data.</p> <table> <tr> <td>Bit [23]</td><td>This bit has no effect on the DMA.</td></tr> <tr> <td>Bit [22]</td><td>This bit has no effect on the DMA.</td></tr> <tr> <td>Bit [21]</td><td>Controls the state of HPROT as follows:</td></tr> <tr> <td></td><td>0 = HPROT is LOW and the access is non-privileged.</td></tr> <tr> <td></td><td>1 = HPROT is HIGH and the access is privileged.</td></tr> </table>	Bit [23]	This bit has no effect on the DMA.	Bit [22]	This bit has no effect on the DMA.	Bit [21]	Controls the state of HPROT as follows:		0 = HPROT is LOW and the access is non-privileged.		1 = HPROT is HIGH and the access is privileged.																											
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Bit [22]	This bit has no effect on the DMA.																																						
Bit [21]	Controls the state of HPROT as follows:																																						
	0 = HPROT is LOW and the access is non-privileged.																																						
	1 = HPROT is HIGH and the access is privileged.																																						
[20:18]	src_prot_ctrl	<p>Set the bits to control the state of HPROT when the controller reads the source data.</p> <table> <tr> <td>Bit [20]</td><td>This bit has no effect on the DMA.</td></tr> <tr> <td>Bit [19]</td><td>This bit has no effect on the DMA.</td></tr> <tr> <td>Bit [18]</td><td>Controls the state of HPROT as follows:</td></tr> <tr> <td></td><td>0 = HPROT is LOW and the access is non-privileged.</td></tr> <tr> <td></td><td>1 = HPROT is HIGH and the access is privileged.</td></tr> </table>	Bit [20]	This bit has no effect on the DMA.	Bit [19]	This bit has no effect on the DMA.	Bit [18]	Controls the state of HPROT as follows:		0 = HPROT is LOW and the access is non-privileged.		1 = HPROT is HIGH and the access is privileged.																											
Bit [20]	This bit has no effect on the DMA.																																						
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Bit [18]	Controls the state of HPROT as follows:																																						
	0 = HPROT is LOW and the access is non-privileged.																																						
	1 = HPROT is HIGH and the access is privileged.																																						
[17:14]	R_power	<p>Set these bits to control how many DMA transfers can occur before the controller rearbitrates. The possible arbitration rate settings are:</p> <table> <tr> <td>b0000</td><td>Arbitrates after each DMA transfer.</td></tr> <tr> <td>b0001</td><td>Arbitrates after 2 DMA transfers.</td></tr> <tr> <td>b0010</td><td>Arbitrates after 4 DMA transfers.</td></tr> <tr> <td>b0011</td><td>Arbitrates after 8 DMA transfers.</td></tr> <tr> <td>b0100</td><td>Arbitrates after 16 DMA transfers.</td></tr> <tr> <td>b0101</td><td>Arbitrates after 32 DMA transfers.</td></tr> <tr> <td>b0110</td><td>Arbitrates after 64 DMA transfers.</td></tr> <tr> <td>b0111</td><td>Arbitrates after 128 DMA transfers.</td></tr> <tr> <td>b1000</td><td>Arbitrates after 256 DMA transfers.</td></tr> <tr> <td>b1001</td><td>Arbitrates after 512 DMA transfers.</td></tr> <tr> <td>b1010 - b1111</td><td>Arbitrates after 1024 DMA transfers. This means that no arbitration occurs during the DMA transfer because the maximum transfer size is 1024.</td></tr> </table>	b0000	Arbitrates after each DMA transfer.	b0001	Arbitrates after 2 DMA transfers.	b0010	Arbitrates after 4 DMA transfers.	b0011	Arbitrates after 8 DMA transfers.	b0100	Arbitrates after 16 DMA transfers.	b0101	Arbitrates after 32 DMA transfers.	b0110	Arbitrates after 64 DMA transfers.	b0111	Arbitrates after 128 DMA transfers.	b1000	Arbitrates after 256 DMA transfers.	b1001	Arbitrates after 512 DMA transfers.	b1010 - b1111	Arbitrates after 1024 DMA transfers. This means that no arbitration occurs during the DMA transfer because the maximum transfer size is 1024.															
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b0001	Arbitrates after 2 DMA transfers.																																						
b0010	Arbitrates after 4 DMA transfers.																																						
b0011	Arbitrates after 8 DMA transfers.																																						
b0100	Arbitrates after 16 DMA transfers.																																						
b0101	Arbitrates after 32 DMA transfers.																																						
b0110	Arbitrates after 64 DMA transfers.																																						
b0111	Arbitrates after 128 DMA transfers.																																						
b1000	Arbitrates after 256 DMA transfers.																																						
b1001	Arbitrates after 512 DMA transfers.																																						
b1010 - b1111	Arbitrates after 1024 DMA transfers. This means that no arbitration occurs during the DMA transfer because the maximum transfer size is 1024.																																						

Bit	Name	Description
[13:4]	n_minus_1	<p>Prior to the DMA cycle commencing, these bits represent the total number of DMA transfers that the DMA cycle contains. You must set these bits according to the size of DMA cycle that you require.</p> <p>The 10-bit value indicates the number of DMA transfers, minus one. The possible values are:</p> <ul style="list-style-type: none"> <li>b000000000 = 1 DMA transfer</li> <li>b000000001 = 2 DMA transfers</li> <li>b000000010 = 3 DMA transfers</li> <li>b000000011 = 4 DMA transfers</li> <li>b000000100 = 5 DMA transfers</li> <li>.</li> <li>.</li> <li>b111111111 = 1024 DMA transfers.</li> </ul> <p>The controller updates this field immediately prior to it entering the arbitration process. This enables the controller to store the number of outstanding DMA transfers that are necessary to complete the DMA cycle.</p>
[3]	next_useburst	<p>Controls if the chnl_useburst_set [C] bit is set to a 1, when the controller is performing a peripheral scatter-gather and is completing a DMA cycle that uses the alternate data structure.</p> <p><b>Note</b></p> <p>Immediately prior to completion of the DMA cycle that the alternate data structure specifies, the controller sets the chnl_useburst_set [C] bit to 0 if the number of remaining transfers is less than <math>2^R</math>. The setting of the next_useburst bit controls if the controller performs an additional modification of the chnl_useburst_set [C] bit.</p> <p>In peripheral scatter-gather DMA cycle then after the DMA cycle that uses the alternate data structure completes , either:</p> <p>0 = the controller does not change the value of the chnl_useburst_set [C] bit. If the chnl_useburst_set [C] bit is 0 then for all the remaining DMA cycles in the peripheral scatter-gather transaction, the controller responds to requests on dma_req[ ] and dma_sreq[ ], when it performs a DMA cycle that uses an alternate data structure.</p> <p>1 = the controller sets the chnl_useburst_set [C] bit to a 1. Therefore, for the remaining DMA cycles in the peripheral scatter-gather transaction, the controller only responds to requests on dma_req[ ], when it performs a DMA cycle that uses an alternate data structure.</p>
[2:0]	cycle_ctrl	<p>The operating mode of the DMA cycle. The modes are:</p> <ul style="list-style-type: none"> <li>b000 Stop. Indicates that the data structure is invalid.</li> <li>b001 Basic. The controller must receive a new request, prior to it entering the arbitration process, to enable the DMA cycle to complete.</li> <li>b010 Auto-request. The controller automatically inserts a request for the appropriate channel during the arbitration process. This means that the initial request is sufficient to enable the DMA cycle to complete.</li> <li>b011 Ping-pong. The controller performs a DMA cycle using one of the data structures. After the DMA cycle completes, it performs a DMA cycle using the other data structure. After the DMA cycle completes and provided that the host processor has updated the original data structure, it performs a DMA cycle using the original data structure. The controller continues to perform DMA cycles until it either reads an invalid data structure or the host processor changes the cycle_ctrl bits to b001 or b010. See Section 8.4.2.3.4 (p. 55) .</li> <li>b100 Memory scatter/gather. See Section 8.4.2.3.5 (p. 57) .</li> </ul> <p>When the controller operates in memory scatter-gather mode, you must only use this value in the primary data structure.</p> <ul style="list-style-type: none"> <li>b101 Memory scatter/gather. See Section 8.4.2.3.5 (p. 57) .</li> </ul> <p>When the controller operates in memory scatter-gather mode, you must only use this value in the alternate data structure.</p> <ul style="list-style-type: none"> <li>b110 Peripheral scatter/gather. See Section 8.4.2.3.6 (p. 60) .</li> </ul> <p>When the controller operates in peripheral scatter-gather mode, you must only use this value in the primary data structure.</p> <ul style="list-style-type: none"> <li>b111 Peripheral scatter/gather. See Section 8.4.2.3.6 (p. 60) .</li> </ul>

Bit	Name	Description
		When the controller operates in peripheral scatter-gather mode, you must only use this value in the alternate data structure.

At the start of a DMA cycle, or  $2^R$  DMA transfer, the controller fetches the channel\_cfg from system memory. After it performs  $2^R$ , or N, transfers it stores the updated channel\_cfg in system memory.

The controller does not support a dst\_size value that is different to the src\_size value. If it detects a mismatch in these values, it uses the src\_size value for source and destination and when it next updates the n\_minus\_1 field, it also sets the dst\_size field to the same as the src\_size field.

After the controller completes the N transfers it sets the cycle\_ctrl field to b000, to indicate that the channel\_cfg data is invalid. This prevents it from repeating the same DMA transfer.

#### 8.4.3.4 Address calculation

To calculate the source address of a DMA transfer, the controller performs a left shift operation on the n\_minus\_1 value by a shift amount that src\_inc specifies, and then subtracts the resulting value from the source data end pointer. Similarly, to calculate the destination address of a DMA transfer, it performs a left shift operation on the n\_minus\_1 value by a shift amount that dst\_inc specifies, and then subtracts the resulting value from the destination end pointer.

Depending on the value of src\_inc and dst\_inc, the source address and destination address can be calculated using the equations:

src\_inc = b00 and dst\_inc = b00

- source address = src\_data\_end\_ptr - n\_minus\_1

src\_inc = b01 and dst\_inc = b01

- destination address = dst\_data\_end\_ptr - n\_minus\_1.

src\_inc = b10 and dst\_inc = b10

- source address = src\_data\_end\_ptr - (n\_minus\_1 << 1)

src\_inc = b11 and dst\_inc = b11

- destination address = dst\_data\_end\_ptr - (n\_minus\_1 << 1).

- source address = src\_data\_end\_ptr - (n\_minus\_1 << 2)

- destination address = dst\_data\_end\_ptr - (n\_minus\_1 << 2).

- source address = src\_data\_end\_ptr

- destination address = dst\_data\_end\_ptr.

Table 8.10 (p. 68) lists the destination addresses for a DMA cycle of six words.

**Table 8.10. DMA cycle of six words using a word increment**

Initial values of channel\_cfg, prior to the DMA cycle

src\_size = b10, dst\_inc = b10, n\_minus\_1 = b101, cycle\_ctrl = 1

DMA transfers	End Pointer	Count	Difference <sup>1</sup>	Address
	0x2AC	5	0x14	0x298
	0x2AC	4	0x10	0x29C
	0x2AC	3	0xC	0x2A0
	0x2AC	2	0x8	0x2A4
	0x2AC	1	0x4	0x2A8
	0x2AC	0	0x0	0x2AC

Final values of channel\_cfg, after the DMA cycle

src\_size = b10, dst\_inc = b10, n\_minus\_1 = 0, cycle\_ctrl = 0

<sup>1</sup>This value is the result of count being shifted left by the value of dst\_inc.

Table 8.11 (p. 69) lists the destination addresses for a DMA transfer of 12 bytes using a halfword increment.

**Table 8.11. DMA cycle of 12 bytes using a halfword increment**

Initial values of channel_cfg, prior to the DMA cycle				
src_size = b00, dst_inc = b01, n_minus_1 = b1011, cycle_ctrl = 1, R_power = b11				
DMA transfers	End Pointer	Count	Difference <sup>1</sup>	Address
	0x5E7	11	0x16	0x5D1
	0x5E7	10	0x14	0x5D3
	0x5E7	9	0x12	0x5D5
	0x5E7	8	0x10	0x5D7
	0x5E7	7	0xE	0x5D9
	0x5E7	6	0xC	0x5DB
	0x5E7	5	0xA	0x5DD
Values of channel_cfg after 2 <sup>R</sup> DMA transfers	End Pointer	Count	Difference	Address
	0x5E7	3	0x6	0x5E1
	0x5E7	2	0x4	0x5E3
	0x5E7	1	0x2	0x5E5
	0x5E7	0	0x0	0x5E7
	Final values of channel_cfg, after the DMA cycle			
	src_size = b00, dst_inc = b01, n_minus_1 = 0, cycle_ctrl = 0 <sup>2</sup> , R_power = b11			

<sup>1</sup>This value is the result of count being shifted left by the value of dst\_inc.<sup>2</sup>After the controller completes the DMA cycle it invalidates the channel\_cfg memory location by clearing the cycle\_ctrl field.

## 8.4.4 Looped Transfers

A regular DMA channel is done when it has performed the number of transfers given by the channel descriptor. If an application wants a continuous flow of data, one option is to use ping-pong mode, alternating between two descriptors and having software update one descriptor while the other is being used. Another way is to use looped transfers.

For DMA channels 0 and 1, looping can be enabled by setting EN in DMA\_LOOP0 and DMA\_LOOP1 respectively. A looping DMA channel will on completion set the respective DONE interrupt flag, but then reload n\_minus\_1 in the channel descriptor with the loop width defined by WIDTH in DMA\_LOOPx and continue transmitting data.

The total length of the transfer is given by the original value of n\_minus\_1 in the channel descriptor and WIDTH in DMA\_LOOPx times the number of loops taken. The loop feature can for instance be used to implement a ring buffer, continuously overwriting old data when new data is available. To end the loop clear EN in DMA\_LOOPx. The channel will then complete the last loop before stopping.

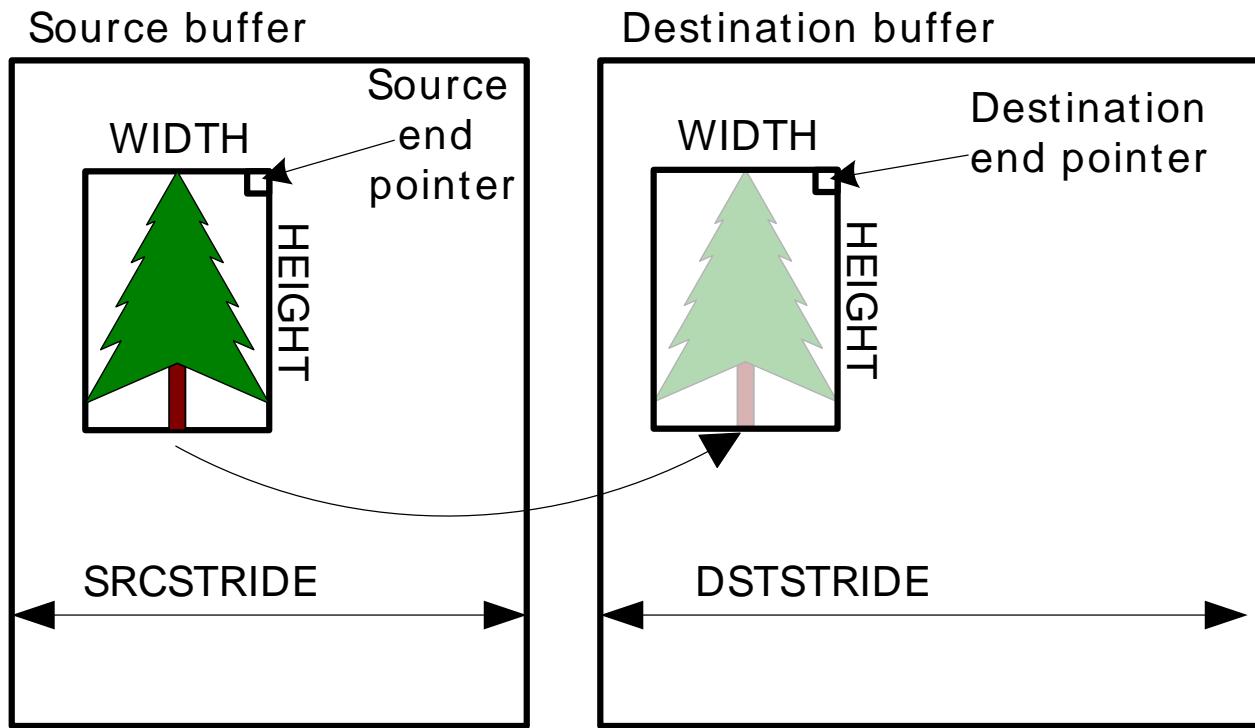
## 8.4.5 2D Copy

In addition to looped transfers, DMA channel 0 has the ability to do rectangle transfers, or 2D copy. For an application working with graphics, this would mean the ability to copy a rectangle of a given width and height from one picture to another. The DMA also has the ability to copy from linear data to a rectangle, and from a rectangle to linear data.

To set up rectangle copy for DMA channel 0, configure WIDTH in DMA\_LOOP0 to one less than the rectangle width, and HEIGHT in DMA\_RECT0 to one less than the rectangle height. Then

set SRCSTRIDE in DMA\_RECT0 to the outer rectangle width of the source, and DSTSTRIDE in DMA\_RECT0 to the outer rectangle width of the destination rectangle. Finally, the channel descriptor for channel 0 has to be configured. The source and destination end pointers should be set to the last element of the first line of the source data and destination data respectively. The number of elements to be transferred, n\_minus\_1 should be set equal to WIDTH in DMA\_LOOP0. The parameters are visualized in Figure 8.9 (p. 70) .

**Figure 8.9. 2D copy**



When doing a rectangle copy, the source and destination address of the channel descriptor will be incremented line for line as the DMA works its way through the rectangle. The operation is done when the number of lines specified by HEIGHT in DMA\_RECT0 has been copied. The source and destination addresses in the channel descriptor will then point at the last element of the source and destination rectangles.

On completion, the DONE interrupt flag of channel 0 is set. Looping is not supported for rectangle copy.

In some cases, e.g. when performing graphics operations, it is desirable to create a list of copy operations and have them executed automatically. This can be done using 2D copy together with the scatter gather mode of the DMA controller. Set DESCRECT in DMA\_CTRL to override SCRSTRIDE and HEIGHT in DMA\_RECT0 and WIDTH in DMA\_LOOP0 by the values in the user part of the DMA descriptor as shown in Table 8.12 (p. 70). In this way every copy command in the list can specify these parameters individually.

**Table 8.12. User data assignments when DESCRECT is set**

Bit	Field	Description
[30:20]	SRCSTRIDE	Stride in source buffer
[19:10]	HEIGHT	Height - 1 of data to be copied
[9:0]	WIDTH	Width - 1 of data to be copied

With regular 2D copy, the DMA descriptor will be updated as the copy operation proceeds. To be able to reuse 2D copy scatter gather list without rewriting source and destination end addresses, set PRDU in DMA\_CTRL. This will prevent the address in the descriptor from being updated. In this case RDSCH0 in DMA\_RDS must be set, and all other bits in DMA\_RDS must be cleared. The bits in DMA\_RDS make

individual DMA channels remember source and destination end pointers while active, speeding up their transfers.

## 8.4.6 Interaction with the EMU

The DMA interacts with the Energy Management Unit (EMU) to allow transfers from e.g. the LEUART to occur in EM2. The EMU can wake up the DMA sufficiently long to allow data transfers to occur. See section "DMA Support" in the LEUART documentation.

## 8.4.7 Interrupts

The PL230 dma\_done[n:0] signals, one for each channel, as well as the dma\_err signal, are available as interrupts to the Cortex-M3 core. They are combined into one interrupt vector, DMA\_INT. If interrupts for the DMA is enabled in the ARM Cortex-M3 core, an interrupt will be made if one or more of the interrupt flags in DMA\_IF and their corresponding bits in DMA\_IEN are set.

## 8.5 Examples

A basic example of how to program the DMA for transferring 42 bytes from the USART1 to memory location 0x20003420. Assumes that the channel 0 is currently disabled, and that the DMA\_ALTCTRLBASE register has already been configured.

### *Example 8.1. DMA Transfer*

1. Configure the channel select for using USART1 with DMA channel 0
  - a. Write SOURCESEL=0b001101 and SIGSEL=XX to DMA\_CHCTRL0
2. Configure the primary channel descriptor for DMA channel 0
  - a. Write XX (read address of USART1) to src\_data\_end\_ptr
  - b. Write 0x20003420 + 40 to dst\_data\_end\_ptr
  - c. Write these values to channel\_cfg for channel 0:
    - i. dst\_inc=b01 (destination halfword address increment)
    - ii. dst\_size=b01 (halfword transfer size)
    - iii. src\_inc=b11 (no address increment for source)
    - iv. src\_size=01 (halfword transfer size)
    - v. dst\_prot\_ctrl=000 (no cache/buffer/privilege)
    - vi. src\_prot\_ctrl=000 (no cache/buffer/privilege)
    - vii. R\_power=b0000 (arbitrate after each DMA transfer)
    - viii. n\_minus\_1=d20 (transfer 21 halfwords)
    - ix. next\_useburst=b0 (not applicable)
    - x. cycle\_ctrl=b001 (basic operating mode)
3. Enable the DMA
  - a. Write EN=1 to DMA\_CONFIG
4. Disable the single requests for channel 0 (i.e. do not react to data available, wait for buffer full)
  - a. Write DMA\_CHUSEBURSTS[0]=1
5. Enable buffer-full requests for channel 0
  - a. Write DMA\_CHREQMASKC[0]=1
6. Use the primary data structure for channel 0
  - a. Write DMA\_CHALTC[0]=1
7. Enable channel 0
  - a. Write DMA\_CHENS[0]=1

## 8.6 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	DMA_STATUS	R	DMA Status Registers
0x004	DMA_CONFIG	W	DMA Configuration Register
0x008	DMA_CTRLBASE	RW	Channel Control Data Base Pointer Register
0x00C	DMA_ALTCTRLBASE	R	Channel Alternate Control Data Base Pointer Register
0x010	DMA_CHWAITSTATUS	R	Channel Wait on Request Status Register
0x014	DMA_CHSWREQ	W1	Channel Software Request Register
0x018	DMA_CHUSEBURSTS	RW1	Channel Useburst Set Register
0x01C	DMA_CHUSEBURSTC	W1	Channel Useburst Clear Register
0x020	DMA_CHREQMASKS	RW1	Channel Request Mask Set Register
0x024	DMA_CHREQMASKC	W1	Channel Request Mask Clear Register
0x028	DMA_CHENS	RW1	Channel Enable Set Register
0x02C	DMA_CHENC	W1	Channel Enable Clear Register
0x030	DMA_CHALTS	RW1	Channel Alternate Set Register
0x034	DMA_CHALTC	W1	Channel Alternate Clear Register
0x038	DMA_CHPRIS	RW1	Channel Priority Set Register
0x03C	DMA_CHPRIC	W1	Channel Priority Clear Register
0x04C	DMA_ERRORC	RW	Bus Error Clear Register
0xE10	DMA_CHREQSTATUS	R	Channel Request Status
0xE18	DMA_CHSREQSTATUS	R	Channel Single Request Status
0x1000	DMA_IF	R	Interrupt Flag Register
0x1004	DMA_IFS	W1	Interrupt Flag Set Register
0x1008	DMA_IFC	W1	Interrupt Flag Clear Register
0x100C	DMA_IEN	RW	Interrupt Enable register
0x1010	DMA_CTRL	RW	DMA Control Register
0x1014	DMA_RDS	RW	DMA Retain Descriptor State
0x1020	DMA_LOOP0	RWH	Channel 0 Loop Register
0x1024	DMA_LOOP1	RW	Channel 1 Loop Register
0x1060	DMA_RECT0	RWH	Channel 0 Rectangle Register
0x1100	DMA_CH0_CTRL	RW	Channel Control Register
...	DMA_CHx_CTRL	RW	Channel Control Register
0x112C	DMA_CH11_CTRL	RW	Channel Control Register

## 8.7 Register Description

### **8.7.1 DMA\_STATUS - DMA Status Registers**

Bit	Name	Reset	Access	Description
31:21	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
20:16	CHNUM	0x0B	R	<b>Channel Number</b>
				Number of available DMA channels minus one.
15:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7:4	STATE	0x0	R	<b>Control Current State</b>
				State can be one of the following. Higher values (11-15) are undefined.
	Value	Mode		Description
	0	IDLE		Idle
	1	RDCHCTRLDATA		Reading channel controller data
	2	RDSRCENDPTR		Reading source data end pointer
	3	RDDSTENDPTR		Reading destination data end pointer
	4	RDSRCDATA		Reading source data
	5	WRDSTDATA		Writing destination data
	6	WAITREQCLR		Waiting for DMA request to clear
	7	WRCHCTRLDATA		Writing channel controller data
	8	STALLED		Stalled
	9	DONE		Done
	10	PERSCATTRANS		Peripheral scatter-gather transition
3:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	EN	0	R	<b>DMA Enable Status</b>
				When this bit is 1, the DMA is enabled.

## 8.7.2 DMA\_CONFIG - DMA Configuration Register

Bit	Name	Reset	Access	Description
5	CHPROT	0	W	<b>Channel Protection Control</b>
				Control whether accesses done by the DMA controller are privileged or not. When CHPROT = 1 then HPROT is HIGH and the access is privileged. When CHPROT = 0 then HPROT is LOW and the access is non-privileged.
4:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	EN	0	W	<b>Enable DMA</b>
				Set this bit to enable the DMA controller.

### 8.7.3 DMA\_CTRLBASE - Channel Control Data Base Pointer Register

Offset	Bit Position																															
0x008	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																																
Access																																
Name																																
Bit	Name	Reset	Access	Description																												
31:0	CTRLBASE	0x00000000	RW	<b>Channel Control Data Base Pointer</b>																												
				The base pointer for a location in system memory that holds the channel control data structure. This register must be written to point to a location in system memory with the channel control data structure before the DMA can be used. Note that ctrl_base_ptr[8:0] must be 0.																												

### 8.7.4 DMA\_ALTCTRLBASE - Channel Alternate Control Data Base Pointer Register

Offset	Bit Position																															
0x00C	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																																
Access																																
Name																																
Bit	Name	Reset	Access	Description																												
31:0	ALTCTRLBASE	0x00000100	R	<b>Channel Alternate Control Data Base Pointer</b>																												

Bit	Name	Reset	Access	Description
The base address of the alternate data structure. This register will read as DMA_CTRLBASE + 0x100.				

## 8.7.5 DMA\_CHWAITSTATUS - Channel Wait on Request Status Register

Offset	Bit Position																
0x010	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset																	14
Access																	13
Name																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11WAITSTATUS	1	R	<b>Channel 11 Wait on Request Status</b> Status for wait on request for channel 11.
10	CH10WAITSTATUS	1	R	<b>Channel 10 Wait on Request Status</b> Status for wait on request for channel 10.
9	CH9WAITSTATUS	1	R	<b>Channel 9 Wait on Request Status</b> Status for wait on request for channel 9.
8	CH8WAITSTATUS	1	R	<b>Channel 8 Wait on Request Status</b> Status for wait on request for channel 8.
7	CH7WAITSTATUS	1	R	<b>Channel 7 Wait on Request Status</b> Status for wait on request for channel 7.
6	CH6WAITSTATUS	1	R	<b>Channel 6 Wait on Request Status</b> Status for wait on request for channel 6.
5	CH5WAITSTATUS	1	R	<b>Channel 5 Wait on Request Status</b> Status for wait on request for channel 5.
4	CH4WAITSTATUS	1	R	<b>Channel 4 Wait on Request Status</b> Status for wait on request for channel 4.
3	CH3WAITSTATUS	1	R	<b>Channel 3 Wait on Request Status</b> Status for wait on request for channel 3.
2	CH2WAITSTATUS	1	R	<b>Channel 2 Wait on Request Status</b> Status for wait on request for channel 2.
1	CH1WAITSTATUS	1	R	<b>Channel 1 Wait on Request Status</b> Status for wait on request for channel 1.
0	CH0WAITSTATUS	1	R	<b>Channel 0 Wait on Request Status</b> Status for wait on request for channel 0.

## 8.7.6 DMA\_CHSWREQ - Channel Software Request Register

Offset	Bit Position																							
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12				
Access	CH11SWREQ	W1	0	11	CH10SWREQ	W1	0	10	CH9SWREQ	W1	0	9	CH8SWREQ	W1	0	8	CH7SWREQ	W1	0	7	CH6SWREQ	W1	0	6
Name	CH5SWREQ	W1	0	5	CH4SWREQ	W1	0	4	CH3SWREQ	W1	0	3	CH2SWREQ	W1	0	2	CH1SWREQ	W1	0	1	CH0SWREQ	W1	0	0

Bit	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	CH11SWREQ	0	W1	<b>Channel 11 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
10	CH10SWREQ	0	W1	<b>Channel 10 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
9	CH9SWREQ	0	W1	<b>Channel 9 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
8	CH8SWREQ	0	W1	<b>Channel 8 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
7	CH7SWREQ	0	W1	<b>Channel 7 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
6	CH6SWREQ	0	W1	<b>Channel 6 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
5	CH5SWREQ	0	W1	<b>Channel 5 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
4	CH4SWREQ	0	W1	<b>Channel 4 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
3	CH3SWREQ	0	W1	<b>Channel 3 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
2	CH2SWREQ	0	W1	<b>Channel 2 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
1	CH1SWREQ	0	W1	<b>Channel 1 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.
0	CH0SWREQ	0	W1	<b>Channel 0 Software Request</b>
				Write 1 to this bit to generate a DMA request for this channel.

## 8.7.7 DMA\_CHUSEBURSTS - Channel Useburst Set Register

Offset	Bit Position																			
0x018	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
Reset																				
Access																				
Name															CH11USEBURSTS	RW1	0	11		
															CH10USEBURSTS	RW1	0	10		
															CH9USEBURSTS	RW1	0	9		
															CH8USEBURSTS	RW1	0	8		
															CH7USEBURSTS	RW1	0	7		
															CH6USEBURSTS	RW1	0	6		
															CH5USEBURSTS	RW1	0	5		
															CH4USEBURSTS	RW1	0	4		
															CH3USEBURSTS	RW1	0	3		
															CH2USEBURSTS	RW1	0	2		
															CH1USEBURSTS	RW1	0	1		
															CH0USEBURSTS	RW1	0	0		

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11USEBURSTS	0	RW1	<b>Channel 11 Useburst Set</b> See description for channel 0.
10	CH10USEBURSTS	0	RW1	<b>Channel 10 Useburst Set</b> See description for channel 0.
9	CH9USEBURSTS	0	RW1	<b>Channel 9 Useburst Set</b> See description for channel 0.
8	CH8USEBURSTS	0	RW1	<b>Channel 8 Useburst Set</b> See description for channel 0.
7	CH7USEBURSTS	0	RW1	<b>Channel 7 Useburst Set</b> See description for channel 0.
6	CH6USEBURSTS	0	RW1	<b>Channel 6 Useburst Set</b> See description for channel 0.
5	CH5USEBURSTS	0	RW1	<b>Channel 5 Useburst Set</b> See description for channel 0.
4	CH4USEBURSTS	0	RW1	<b>Channel 4 Useburst Set</b> See description for channel 0.
3	CH3USEBURSTS	0	RW1	<b>Channel 3 Useburst Set</b> See description for channel 0.
2	CH2USEBURSTS	0	RW1	<b>Channel 2 Useburst Set</b> See description for channel 0.
1	CH1USEBURSTS	0	RW1	<b>Channel 1 Useburst Set</b> See description for channel 0.
0	CH0USEBURSTS	0	RW1	<b>Channel 0 Useburst Set</b>

Write to 1 to enable the useburst setting for this channel. Reading returns the useburst status. After the penultimate  $2^R$  transfer completes, if the number of remaining transfers, N, is less than  $2^R$  then the controller resets the chnl\_useburst\_set bit to 0. This enables you to complete the remaining transfers using dma\_req[] or dma\_sreq[]. In peripheral scatter-gather mode, if the next\_useburst bit is set in channel\_cfg then the controller sets the chnl\_useburst\_set[C] bit to a 1, when it completes the DMA cycle that uses the alternate data structure.

Value	Mode	Description
0	SINGLEANDBURST	Channel responds to both single and burst requests
1	BURSTONLY	Channel responds to burst requests only

## 8.7.8 DMA\_CHUSEBURSTC - Channel Useburst Clear Register

Offset	Bit Position																			
0x01C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
Reset																		0	11	
Access																		W1	0	10
Name																		CH11USEBURSTC	W1	0
																		CH10USEBURSTC	W1	0
																		CH9USEBURSTC	W1	0
																		CH8USEBURSTC	W1	0
																		CH7USEBURSTC	W1	0
																		CH6USEBURSTC	W1	0
																		CH5USEBURSTC	W1	0
																		CH4USEBURSTC	W1	0
																		CH3USEBURSTC	W1	0
																		CH2USEBURSTC	W1	0
																		CH1USEBURSTC	W1	0
																		CH0USEBURSTC	W1	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11USEBURSTC	0	W1	<b>Channel 11 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
10	CH10USEBURSTC	0	W1	<b>Channel 10 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
9	CH9USEBURSTC	0	W1	<b>Channel 9 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
8	CH08SEBURSTC	0	W1	<b>Channel 8 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
7	CH7USEBURSTC	0	W1	<b>Channel 7 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
6	CH6USEBURSTC	0	W1	<b>Channel 6 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
5	CH5USEBURSTC	0	W1	<b>Channel 5 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
4	CH4USEBURSTC	0	W1	<b>Channel 4 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
3	CH3USEBURSTC	0	W1	<b>Channel 3 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
2	CH2USEBURSTC	0	W1	<b>Channel 2 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
1	CH1USEBURSTC	0	W1	<b>Channel 1 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.
0	CH0USEBURSTC	0	W1	<b>Channel 0 Useburst Clear</b> Write to 1 to disable useburst setting for this channel.

## 8.7.9 DMA\_CHREQMASKS - Channel Request Mask Set Register

Offset	Bit Position																
0x020	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset																	15
Access																	14
Name																	13
																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11REQMASKS	0	RW1	<b>Channel 11 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
10	CH10REQMASKS	0	RW1	<b>Channel 10 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
9	CH9REQMASKS	0	RW1	<b>Channel 9 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
8	CH8REQMASKS	0	RW1	<b>Channel 8 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
7	CH7REQMASKS	0	RW1	<b>Channel 7 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
6	CH6REQMASKS	0	RW1	<b>Channel 6 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
5	CH5REQMASKS	0	RW1	<b>Channel 5 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
4	CH4REQMASKS	0	RW1	<b>Channel 4 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
3	CH3REQMASKS	0	RW1	<b>Channel 3 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
2	CH2REQMASKS	0	RW1	<b>Channel 2 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
1	CH1REQMASKS	0	RW1	<b>Channel 1 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.
0	CH0REQMASKS	0	RW1	<b>Channel 0 Request Mask Set</b> Write to 1 to disable peripheral requests for this channel.

## 8.7.10 DMA\_CHREQMASKC - Channel Request Mask Clear Register

Offset	Bit Position																				
0x024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	
Reset																		0	11		
Access																		W1	0	10	
Name																		W1	0	9	
																		CH11REQMASKC	W1	0	8
																		CH10REQMASKC	W1	0	7
																		CH9REQMASKC	W1	0	6
																		CH8REQMASKC	W1	0	5
																		CH7REQMASKC	W1	0	4
																		CH6REQMASKC	W1	0	3
																		CH5REQMASKC	W1	0	2
																		CH4REQMASKC	W1	0	1
																		CH3REQMASKC	W1	0	0
																		CH2REQMASKC	W1	0	0
																		CH1REQMASKC	W1	0	0
																		CH0REQMASKC	W1	0	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11REQMASKC	0	W1	<b>Channel 11 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
10	CH10REQMASKC	0	W1	<b>Channel 10 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
9	CH9REQMASKC	0	W1	<b>Channel 9 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
8	CH8REQMASKC	0	W1	<b>Channel 8 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
7	CH7REQMASKC	0	W1	<b>Channel 7 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
6	CH6REQMASKC	0	W1	<b>Channel 6 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
5	CH5REQMASKC	0	W1	<b>Channel 5 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
4	CH4REQMASKC	0	W1	<b>Channel 4 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
3	CH3REQMASKC	0	W1	<b>Channel 3 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
2	CH2REQMASKC	0	W1	<b>Channel 2 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
1	CH1REQMASKC	0	W1	<b>Channel 1 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.
0	CH0REQMASKC	0	W1	<b>Channel 0 Request Mask Clear</b> Write to 1 to enable peripheral requests for this channel.

## 8.7.11 DMA\_CHENS - Channel Enable Set Register

Offset	Bit Position																																							
0x028	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12																				
Reset																	0	11	0	10	0	9	0	8	0	7	0	6												
Access																	CH11ENS	RW1	CH10ENS	RW1	CH9ENS	RW1	CH8ENS	RW1	CH7ENS	RW1	CH6ENS	RW1	CH5ENS	RW1	CH4ENS	RW1	CH3ENS	RW1	CH2ENS	RW1	CH1ENS	RW1	CH0ENS	RW1
Name																	CH11ENS	0	CH10ENS	0	CH9ENS	0	CH8ENS	0	CH7ENS	0	CH6ENS	0	CH5ENS	0	CH4ENS	0	CH3ENS	0	CH2ENS	0	CH1ENS	0	CH0ENS	0
Bit	Name	Reset	Access	Description																																				
31:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																						
11	CH11ENS	0	RW1	<b>Channel 11 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
10	CH10ENS	0	RW1	<b>Channel 10 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
9	CH9ENS	0	RW1	<b>Channel 9 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
8	CH8ENS	0	RW1	<b>Channel 8 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
7	CH7ENS	0	RW1	<b>Channel 7 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
6	CH6ENS	0	RW1	<b>Channel 6 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
5	CH5ENS	0	RW1	<b>Channel 5 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
4	CH4ENS	0	RW1	<b>Channel 4 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
3	CH3ENS	0	RW1	<b>Channel 3 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
2	CH2ENS	0	RW1	<b>Channel 2 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
1	CH1ENS	0	RW1	<b>Channel 1 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							
0	CH0ENS	0	RW1	<b>Channel 0 Enable Set</b>																																				
	Write to 1 to enable this channel. Reading returns the enable status of the channel.																																							

## 8.7.12 DMA\_CHENC - Channel Enable Clear Register

Offset	Bit Position																																							
0x02C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12																				
Reset	W1	0	11	W1	0	10	W1	0	9	W1	0	8	W1	0	7	W1	0	6	W1	0	5	W1	0	4	W1	0	3	W1	0	2	W1	0	1	W1	0	0	W1	0	0	
Access																	CH11ENC	W1	CH10ENC	W1	CH9ENC	W1	CH8ENC	W1	CH7ENC	W1	CH6ENC	W1	CH5ENC	W1	CH4ENC	W1	CH3ENC	W1	CH2ENC	W1	CH1ENC	W1	CH0ENC	W1
Name																	CH11ENC	0	CH10ENC	0	CH9ENC	0	CH8ENC	0	CH7ENC	0	CH6ENC	0	CH5ENC	0	CH4ENC	0	CH3ENC	0	CH2ENC	0	CH1ENC	0	CH0ENC	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11ENC	0	W1	<b>Channel 11 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
10	CH10ENC	0	W1	<b>Channel 10 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
9	CH9ENC	0	W1	<b>Channel 9 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
8	CH8ENC	0	W1	<b>Channel 8 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
7	CH7ENC	0	W1	<b>Channel 7 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
6	CH6ENC	0	W1	<b>Channel 6 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
5	CH5ENC	0	W1	<b>Channel 5 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
4	CH4ENC	0	W1	<b>Channel 4 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
3	CH3ENC	0	W1	<b>Channel 3 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
2	CH2ENC	0	W1	<b>Channel 2 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
1	CH1ENC	0	W1	<b>Channel 1 Enable Clear</b> Write to 1 to disable this channel. See also description for channel 0.
0	CH0ENC	0	W1	<b>Channel 0 Enable Clear</b> Write to 1 to disable this channel. Note that the controller disables a channel, by setting the appropriate bit, when either it completes the DMA cycle, or it reads a channel_cfg memory location which has cycle_ctrl = b000, or an ERROR occurs on the AHB-Lite bus.

### 8.7.13 DMA\_CHALTS - Channel Alternate Set Register

Offset	Bit Position															
0x030	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																11
Access																10
Name																9
	CH11ALTS	CH10ALTS	CH9ALTS	CH8ALTS	CH7ALTS	CH6ALTS	CH5ALTS	CH4ALTS	CH3ALTS	CH2ALTS	CH1ALTS	CH0ALTS				
	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1				
	0	0	0	0	0	0	0	0	0	0	0	0				

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11ALTS	0	RW1	<b>Channel 11 Alternate Structure Set</b> Write to 1 to select the alternate structure for this channel.
10	CH10ALTS	0	RW1	<b>Channel 10 Alternate Structure Set</b> Write to 1 to select the alternate structure for this channel.
9	CH9ALTS	0	RW1	<b>Channel 9 Alternate Structure Set</b>

Bit	Name	Reset	Access	Description
Write to 1 to select the alternate structure for this channel.				
8	CH8ALTS	0	RW1	<b>Channel 8 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
7	CH7ALTS	0	RW1	<b>Channel 7 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
6	CH6ALTS	0	RW1	<b>Channel 6 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
5	CH5ALTS	0	RW1	<b>Channel 5 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
4	CH4ALTS	0	RW1	<b>Channel 4 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
3	CH3ALTS	0	RW1	<b>Channel 3 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
2	CH2ALTS	0	RW1	<b>Channel 2 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
1	CH1ALTS	0	RW1	<b>Channel 1 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				
0	CH0ALTS	0	RW1	<b>Channel 0 Alternate Structure Set</b>
Write to 1 to select the alternate structure for this channel.				

### **8.7.14 DMA\_CHALTC - Channel Alternate Clear Register**

Offset	Bit Position																							
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12				
Access	CH11ALT C	W1	0	11	CH10ALT C	W1	0	10	CH9ALT C	W1	0	9	CH8ALT C	W1	0	8	CH7ALT C	W1	0	7	CH6ALT C	W1	0	6
Name	CH5ALT C	W1	0	5	CH4ALT C	W1	0	4	CH3ALT C	W1	0	3	CH2ALT C	W1	0	2	CH1ALT C	W1	0	1	CH0ALT C	W1	0	0

Bit	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	CH11ALTC	0	W1	<b>Channel 11 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.
10	CH10ALTC	0	W1	<b>Channel 10 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.
9	CH9ALTC	0	W1	<b>Channel 9 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.
8	CH8ALTC	0	W1	<b>Channel 8 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.
7	CH7ALTC	0	W1	<b>Channel 7 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.
6	CH6ALTC	0	W1	<b>Channel 6 Alternate Clear</b>
				Write to 1 to select the primary structure for this channel.

Bit	Name	Reset	Access	Description
5	CH5ALTC	0	W1	<b>Channel 5 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.
4	CH4ALTC	0	W1	<b>Channel 4 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.
3	CH3ALTC	0	W1	<b>Channel 3 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.
2	CH2ALTC	0	W1	<b>Channel 2 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.
1	CH1ALTC	0	W1	<b>Channel 1 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.
0	CH0ALTC	0	W1	<b>Channel 0 Alternate Clear</b>  Write to 1 to select the primary structure for this channel.

## 8.7.15 DMA\_CHPRIS - Channel Priority Set Register

Bit	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	CH11PRIS	0	RW1	<b>Channel 11 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
10	CH10PRIS	0	RW1	<b>Channel 10 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
9	CH9PRIS	0	RW1	<b>Channel 9 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
8	CH8PRIS	0	RW1	<b>Channel 8 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
7	CH7PRIS	0	RW1	<b>Channel 7 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
6	CH6PRIS	0	RW1	<b>Channel 6 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
5	CH5PRIS	0	RW1	<b>Channel 5 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
4	CH4PRIS	0	RW1	<b>Channel 4 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
3	CH3PRIS	0	RW1	<b>Channel 3 High Priority Set</b> Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.
2	CH2PRIS	0	RW1	<b>Channel 2 High Priority Set</b>

Bit	Name	Reset	Access	Description
Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.				
1	CH1PRIS	0	RW1	<b>Channel 1 High Priority Set</b>
Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.				
0	CH0PRIS	0	RW1	<b>Channel 0 High Priority Set</b>
Write to 1 to obtain high priority for this channel. Reading returns the channel priority status.				

## 8.7.16 DMA\_CHPRIC - Channel Priority Clear Register

Offset	Bit Position															
0x03C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																15
Access																14
Name																13
																12
																11
																10
																9
																8
																7
																6
																5
																4
																3
																2
																1
																0

Bit	Name	Reset	Access	Description	
31:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
11	CH11PRIC	0	W1	<b>Channel 11 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
10	CH10PRIC	0	W1	<b>Channel 10 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
9	CH9PRIC	0	W1	<b>Channel 9 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
8	CH8PRIC	0	W1	<b>Channel 8 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
7	CH7PRIC	0	W1	<b>Channel 7 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
6	CH6PRIC	0	W1	<b>Channel 6 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
5	CH5PRIC	0	W1	<b>Channel 5 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
4	CH4PRIC	0	W1	<b>Channel 4 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
3	CH3PRIC	0	W1	<b>Channel 3 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
2	CH2PRIC	0	W1	<b>Channel 2 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
1	CH1PRIC	0	W1	<b>Channel 1 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					
0	CH0PRIC	0	W1	<b>Channel 0 High Priority Clear</b>	
Write to 1 to clear high priority for this channel.					

## 8.7.17 DMA\_ERRORC - Bus Error Clear Register

Offset	Bit Position																																
0x04C	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																																	
Access																																	
Name																															ERRORC	RW	0

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	ERRORC	0	RW	<b>Bus Error Clear</b>  This bit is set high if an AHB bus error has occurred. Writing a 1 to this bit will clear the bit. If the error is deasserted at the same time as an error occurs on the bus, the error condition takes precedence and ERRORC remains asserted.

## 8.7.18 DMA\_CHREQSTATUS - Channel Request Status

Offset	Bit Position																																		
0xE10	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																																			
Access																																			
Name																															CH11REQSTATUS	R	0	11	
																															CH10REQSTATUS	R	0	10	
																															CH9REQSTATUS	R	0	9	
																															CH8REQSTATUS	R	0	8	
																															CH7REQSTATUS	R	0	7	
																															CH6REQSTATUS	R	0	6	
																															CH5REQSTATUS	R	0	5	
																															CH4REQSTATUS	R	0	4	
																															CH3REQSTATUS	R	0	3	
																															CH2REQSTATUS	R	0	2	
																															CH1REQSTATUS	R	0	1	
																															CH0REQSTATUS	R	0	0	

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11REQSTATUS	0	R	<b>Channel 11 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
10	CH10REQSTATUS	0	R	<b>Channel 10 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
9	CH9REQSTATUS	0	R	<b>Channel 9 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
8	CH8REQSTATUS	0	R	<b>Channel 8 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
7	CH7REQSTATUS	0	R	<b>Channel 7 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
6	CH6REQSTATUS	0	R	<b>Channel 6 Request Status</b>  When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.

Bit	Name	Reset	Access	Description
5	CH5REQSTATUS	0	R	<b>Channel 5 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
4	CH4REQSTATUS	0	R	<b>Channel 4 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
3	CH3REQSTATUS	0	R	<b>Channel 3 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
2	CH2REQSTATUS	0	R	<b>Channel 2 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
1	CH1REQSTATUS	0	R	<b>Channel 1 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.
0	CH0REQSTATUS	0	R	<b>Channel 0 Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using $2^R$ DMA transfers.

## 8.7.19 DMA\_CHSREQSTATUS - Channel Single Request Status

Offset	Bit Position																
0xE18	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
<b>Reset</b>																	14
<b>Access</b>																	13
<b>Name</b>																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11SREQSTATUS	0	R	<b>Channel 11 Single Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.
10	CH10SREQSTATUS	0	R	<b>Channel 10 Single Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.
9	CH9SREQSTATUS	0	R	<b>Channel 9 Single Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.
8	CH8SREQSTATUS	0	R	<b>Channel 8 Single Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.
7	CH7SREQSTATUS	0	R	<b>Channel 7 Single Request Status</b> When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.
6	CH6SREQSTATUS	0	R	<b>Channel 6 Single Request Status</b>

Bit	Name	Reset	Access	Description
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
5	CH5SREQSTATUS	0	R	<b>Channel 5 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
4	CH4SREQSTATUS	0	R	<b>Channel 4 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
3	CH3SREQSTATUS	0	R	<b>Channel 3 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
2	CH2SREQSTATUS	0	R	<b>Channel 2 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
1	CH1SREQSTATUS	0	R	<b>Channel 1 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				
0	CH0SREQSTATUS	0	R	<b>Channel 0 Single Request Status</b>
When this bit is 1, it indicates that the peripheral connected as the input to this DMA channel is requesting the controller to service the DMA channel. The controller services the request by performing the DMA cycle using single DMA transfers.				

## 8.7.20 DMA\_IF - Interrupt Flag Register

Offset	Bit Position															
0x1000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset	0														0	11
Access	R														0	10
Name	ERR														0	9
															0	8
															0	7
															0	6
															0	5
															0	4
															0	3
															0	2
															0	1
															0	0

Bit	Name	Reset	Access	Description
31	ERR	0	R	<b>DMA Error Interrupt Flag</b>
This flag is set when an error has occurred on the AHB bus.				
30:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11	CH11DONE	0	R	<b>DMA Channel 11 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
10	CH10DONE	0	R	<b>DMA Channel 10 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
9	CH9DONE	0	R	<b>DMA Channel 9 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
8	CH8DONE	0	R	<b>DMA Channel 8 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
7	CH7DONE	0	R	<b>DMA Channel 7 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
6	CH6DONE	0	R	<b>DMA Channel 6 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
5	CH5DONE	0	R	<b>DMA Channel 5 Complete Interrupt Flag</b>

Bit	Name	Reset	Access	Description
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
4	CH4DONE	0	R	<b>DMA Channel 4 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
3	CH3DONE	0	R	<b>DMA Channel 3 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
2	CH2DONE	0	R	<b>DMA Channel 2 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
1	CH1DONE	0	R	<b>DMA Channel 1 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				
0	CH0DONE	0	R	<b>DMA Channel 0 Complete Interrupt Flag</b>
Set when the DMA channel has completed its transfer. If the channel is disabled, the flag is set when there is a request for the channel.				

## 8.7.21 DMA\_IFS - Interrupt Flag Set Register

Offset	Bit Position																
0x1004	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset	0																12
Access	W1																11
Name	ERR																10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31	ERR	0	W1	<b>DMA Error Interrupt Flag Set</b>
Set to 1 to set DMA error interrupt flag.				
30:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11	CH11DONE	0	W1	<b>DMA Channel 11 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
10	CH10DONE	0	W1	<b>DMA Channel 10 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
9	CH9DONE	0	W1	<b>DMA Channel 9 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
8	CH8DONE	0	W1	<b>DMA Channel 8 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
7	CH7DONE	0	W1	<b>DMA Channel 7 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
6	CH6DONE	0	W1	<b>DMA Channel 6 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
5	CH5DONE	0	W1	<b>DMA Channel 5 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
4	CH4DONE	0	W1	<b>DMA Channel 4 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
3	CH3DONE	0	W1	<b>DMA Channel 3 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
2	CH2DONE	0	W1	<b>DMA Channel 2 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				

Bit	Name	Reset	Access	Description
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
1	CH1DONE	0	W1	<b>DMA Channel 1 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				
0	CH0DONE	0	W1	<b>DMA Channel 0 Complete Interrupt Flag Set</b>
Write to 1 to set the corresponding DMA channel complete interrupt flag.				

## 8.7.22 DMA\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																								
0x1008	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
<b>Reset</b>	0																								
<b>Access</b>	W1																								
<b>Name</b>	ERR																								

Bit	Name	Reset	Access	Description
31	ERR	0	W1	<b>DMA Error Interrupt Flag Clear</b>
Set to 1 to clear DMA error interrupt flag. Note that if an error happened, the Bus Error Clear Register must be used to clear the DMA.				
30:12	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
11	CH11DONE	0	W1	<b>DMA Channel 11 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
10	CH10DONE	0	W1	<b>DMA Channel 10 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
9	CH9DONE	0	W1	<b>DMA Channel 9 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
8	CH8DONE	0	W1	<b>DMA Channel 8 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
7	CH7DONE	0	W1	<b>DMA Channel 7 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
6	CH6DONE	0	W1	<b>DMA Channel 6 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
5	CH5DONE	0	W1	<b>DMA Channel 5 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
4	CH4DONE	0	W1	<b>DMA Channel 4 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
3	CH3DONE	0	W1	<b>DMA Channel 3 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
2	CH2DONE	0	W1	<b>DMA Channel 2 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
1	CH1DONE	0	W1	<b>DMA Channel 1 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				
0	CH0DONE	0	W1	<b>DMA Channel 0 Complete Interrupt Flag Clear</b>
Write to 1 to clear the corresponding DMA channel complete interrupt flag.				

## 8.7.23 DMA\_IEN - Interrupt Enable register

Offset	Bit Position																															
Reset	0x100C	ERR	RW	0	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	CH11DONE	RW	0	11				
Access																										CH10DONE	RW	0	10			
Name																										CH9DONE	RW	0	9			
																										CH8DONE	RW	0	8			
																										CH7DONE	RW	0	7			
																										CH6DONE	RW	0	6			
																										CH5DONE	RW	0	5			
																										CH4DONE	RW	0	4			
																										CH3DONE	RW	0	3			
																										CH2DONE	RW	0	2			
																										CH1DONE	RW	0	1			
																										CH0DONE	RW	0	0			

Bit	Name	Reset	Access	Description
31	ERR	0	RW	<b>DMA Error Interrupt Flag Enable</b> Set this bit to enable interrupt on AHB bus error.
30:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	CH11DONE	0	RW	<b>DMA Channel 11 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
10	CH10DONE	0	RW	<b>DMA Channel 10 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
9	CH9DONE	0	RW	<b>DMA Channel 9 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
8	CH8DONE	0	RW	<b>DMA Channel 8 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
7	CH7DONE	0	RW	<b>DMA Channel 7 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
6	CH6DONE	0	RW	<b>DMA Channel 6 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
5	CH5DONE	0	RW	<b>DMA Channel 5 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
4	CH4DONE	0	RW	<b>DMA Channel 4 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
3	CH3DONE	0	RW	<b>DMA Channel 3 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
2	CH2DONE	0	RW	<b>DMA Channel 2 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
1	CH1DONE	0	RW	<b>DMA Channel 1 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.
0	CH0DONE	0	RW	<b>DMA Channel 0 Complete Interrupt Enable</b> Write to 1 to enable complete interrupt on this DMA channel. Clear to disable the interrupt.

## 8.7.24 DMA\_CTRL - DMA Control Register

Offset	Bit Position																																
	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	PRDU	DESCRECT	RW	0	1	0	0
Reset																																	
Access																																	
Name																																	

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	PRDU	0	RW	<b>Prevent Rect Descriptor Update</b> Allows the reuse of a rect descriptor. When active CH0 and no others can have RDS set
0	DESCRECT	0	RW	<b>Descriptor Specifies Rectangle</b> Word 4 in dma descriptor specifies WIDTH, HEIGHT and SRCSTRIDE for rectangle copies. WIDTH is given by bits 9:0, HEIGHT is given by bits 19:10, and SRCSTRIDE is given by bits 30:20

## 8.7.25 DMA\_RDS - DMA Retain Descriptor State

Offset	Bit Position																																						
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	RDSCH11	RDSCH10	RDSCH9	RDSCH8	RDSCH7	RDSCH6	RDSCH5	RDSCH4	RDSCH3	RDSCH2	RDSCH1	RDSCH0	PRDU	DESCRECT	RW	0	1	0	0
Reset																																							
Access																																							
Name																																							

Bit	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	RDSCH11	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
10	RDSCH10	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
9	RDSCH9	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
8	RDSCH8	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
7	RDSCH7	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
6	RDSCH6	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous

Bit	Name	Reset	Access	Description
5	RDSCH5	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
4	RDSCH4	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
3	RDSCH3	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
2	RDSCH2	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
1	RDSCH1	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous
0	RDSCH0	0	RW	<b>Retain Descriptor State</b> Speed up execution of consecutive DMA requests from the same channel by not reading descriptor at the start of every arbitration cycle if the next channel is the same as the previous

### 8.7.26 DMA\_LOOP0 - Channel 0 Loop Register

Offset	Bit Position																															
0x1020	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																														0x000		
Access																													RWH			
Name																													WIDTH			

Bit	Name	Reset	Access	Description
31:17	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
16	EN	0	RW	<b>DMA Channel 0 Loop Enable</b> Loop enable for channel 0
15:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9:0	WIDTH	0x000	RWH	<b>Loop Width</b> Reload value for N_MINUS_1 when loop is enabled

## 8.7.27 DMA\_LOOP1 - Channel 1 Loop Register

Offset	Bit Position															
0x1024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																0
Access																RW
Name																WIDTH

Bit	Name	Reset	Access	Description
31:17	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
16	EN	0	RW	<b>DMA Channel 1 Loop Enable</b>
	Loop enable for channel 1			
15:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9:0	WIDTH	0x000	RW	<b>DMA Channel 1 Loop Width</b>
	Reload value for N_MINUS_1 when loop is enabled			

## 8.7.28 DMA\_RECT0 - Channel 0 Rectangle Register

Offset	Bit Position															
0x1060	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																0x000
Access																RW
Name																HEIGHT
	DSTSTRIDE															
	SRCSTRIDE															

Bit	Name	Reset	Access	Description
31:21	DSTSTRIDE	0x000	RW	<b>DMA Channel 0 Destination Stride</b>
	Space between start of lines in destination rectangle			
20:10	SRCSTRIDE	0x000	RWH	<b>DMA Channel 0 Source Stride</b>
	Space between start of lines in source rectangle			
9:0	HEIGHT	0x000	RWH	<b>DMA Channel 0 Rectangle Height</b>
	Number of lines when doing rectangle copy. Set to the number of lines - 1.			

## 8.7.29 DMA\_C<sub>Hx</sub>\_CTRL - Channel Control Register

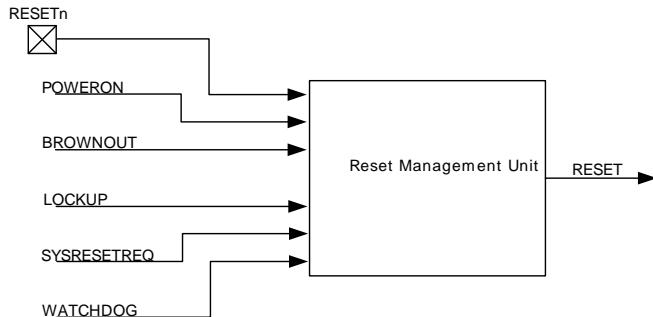
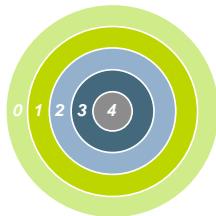
Offset	Bit Position																															
0x1100	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset													0x00																		0x0	
Access													RW																			RW
Name													SOURCESEL																			SIGSEL

Bit	Name	Reset	Access	Description
31:22	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
21:16	SOURCESEL	0x00	RW	<b>Source Select</b>
	Select input source to DMA channel.			
	Value	Mode	Description	
	0b000000	NONE	No source selected	
	0b001000	ADC0	Analog to Digital Converter 0	
	0b001010	DAC0	Digital to Analog Converter 0	
	0b001100	USART0	Universal Synchronous/Asynchronous Receiver/Transmitter 0	
	0b001101	USART1	Universal Synchronous/Asynchronous Receiver/Transmitter 1	
	0b001110	USART2	Universal Synchronous/Asynchronous Receiver/Transmitter 2	
	0b010000	LEUART0	Low Energy UART 0	
	0b010001	LEUART1	Low Energy UART 1	
	0b010100	I2C0	I2C 0	
	0b010101	I2C1	I2C 1	
	0b011000	TIMER0	Timer 0	
	0b011001	TIMER1	Timer 1	
	0b011010	TIMER2	Timer 2	
	0b011011	TIMER3	Timer 3	
	0b101100	UART0	Universal Asynchronous Receiver/Transmitter 0	
	0b101101	UART1	Universal Asynchronous Receiver/Transmitter 0	
	0b110000	MSC		
	0b110001	AES	Advanced Encryption Standard Accelerator	
	0b110010	LESENSE	Low Energy Sensor Interface	
	0b110011	EBI	External Bus Interface	
15:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3:0	SIGSEL	0x0	RW	<b>Signal Select</b>
	Select input signal to DMA channel.			
	Value	Mode	Description	
	SOURCESEL = 0b000000 (NONE)			
	0bxxxx	OFF	Channel input selection is turned off	
	SOURCESEL = 0b001000 (ADC0)			
	0b0000	ADC0SINGLE	ADC0SINGLE	
	0b0001	ADC0SCAN	ADC0SCAN	
	SOURCESEL = 0b001010 (DAC0)			
	0b0000	DAC0CH0	DAC0CH0	
	0b0001	DAC0CH1	DAC0CH1	
	SOURCESEL = 0b001100 (USART0)			
	0b0000	USART0RXDATAV	USART0RXDATAV REQ/SREQ	
	0b0001	USART0TXBL	USART0TXBL REQ/SREQ	
	0b0010	USART0TXEMPTY	USART0TXEMPTY	

Bit	Name	Reset	Access	Description
	Value	Mode		Description
SOURCESEL = 0b001101 (USART1)				
0b0000	USART1RXDATAV			USART1RXDATAV REQ/SREQ
0b0001	USART1TXBL			USART1TXBL REQ/SREQ
0b0010	USART1TXEMPTY			USART1TXEMPTY
0b0011	USART1RXDATAVRIGHT			USART1RXDATAVRIGHT REQ/SREQ
0b0100	USART1TXBLRIGHT			USART1TXBLRIGHT REQ/SREQ
SOURCESEL = 0b001110 (USART2)				
0b0000	USART2RXDATAV			USART2RXDATAV REQ/SREQ
0b0001	USART2TXBL			USART2TXBL REQ/SREQ
0b0010	USART2TXEMPTY			USART2TXEMPTY
0b0011	USART2RXDATAVRIGHT			USART2RXDATAVRIGHT REQ/SREQ
0b0100	USART2TXBLRIGHT			USART2TXBLRIGHT REQ/SREQ
SOURCESEL = 0b010000 (LEUART0)				
0b0000	LEUART0RXDATAV			LEUART0RXDATAV
0b0001	LEUART0TXBL			LEUART0TXBL
0b0010	LEUART0TXEMPTY			LEUART0TXEMPTY
SOURCESEL = 0b010001 (LEUART1)				
0b0000	LEUART1RXDATAV			LEUART1RXDATAV
0b0001	LEUART1TXBL			LEUART1TXBL
0b0010	LEUART1TXEMPTY			LEUART1TXEMPTY
SOURCESEL = 0b010100 (I2C0)				
0b0000	I2C0RXDATAV			I2C0RXDATAV
0b0001	I2C0TXBL			I2C0TXBL
SOURCESEL = 0b010101 (I2C1)				
0b0000	I2C1RXDATAV			I2C1RXDATAV
0b0001	I2C1TXBL			I2C1TXBL
SOURCESEL = 0b011000 (TIMER0)				
0b0000	TIMER0UFOF			TIMER0UFOF
0b0001	TIMER0CC0			TIMER0CC0
0b0010	TIMER0CC1			TIMER0CC1
0b0011	TIMER0CC2			TIMER0CC2
SOURCESEL = 0b011001 (TIMER1)				
0b0000	TIMER1UFOF			TIMER1UFOF
0b0001	TIMER1CC0			TIMER1CC0
0b0010	TIMER1CC1			TIMER1CC1
0b0011	TIMER1CC2			TIMER1CC2
SOURCESEL = 0b011010 (TIMER2)				
0b0000	TIMER2UFOF			TIMER2UFOF
0b0001	TIMER2CC0			TIMER2CC0
0b0010	TIMER2CC1			TIMER2CC1
0b0011	TIMER2CC2			TIMER2CC2
SOURCESEL = 0b011011 (TIMER3)				
0b0000	TIMER3UFOF			TIMER3UFOF
0b0001	TIMER3CC0			TIMER3CC0
0b0010	TIMER3CC1			TIMER3CC1
0b0011	TIMER3CC2			TIMER3CC2
SOURCESEL = 0b101100 (UART0)				
0b0000	UART0RXDATAV			UART0RXDATAV REQ/SREQ
0b0001	UART0TXBL			UART0TXBL REQ/SREQ
0b0010	UART0TXEMPTY			UART0TXEMPTY

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	SOURCESEL = 0b101101 (UART1)			
0b0000		UART1RXDATAV		UART1RXDATAV REQ/SREQ
0b0001		UART1TXBL		UART1TXBL REQ/SREQ
0b0010		UART1TXEMPTY		UART1TXEMPTY
	SOURCESEL = 0b110000 (MSC)			
0b0000		MSCWDATA		MSCWDATA
	SOURCESEL = 0b110001 (AES)			
0b0000		AESDATAWR		AESDATAWR
0b0001		AESXORDATAWR		AESXORDATAWR
0b0010		AESDATARD		AESDATARD
0b0011		AESKEYWR		AESKEYWR
SOURCESEL = 0b110010 (LESENSE)				
0b0000		LESENSEBUFDATAV		LESENSEBUFDATAV REQ/SREQ
	SOURCESEL = 0b110011 (EBI)			
0b0000		EBIPXL0EMPTY		EBIPXL0EMPTY
0b0001		EBIPXL1EMPTY		EBIPXL1EMPTY
0b0010		EBIPXLFULL		EBIPXLFULL
0b0011		EBIDDEMPTY		EBIDDEMPTY

# 9 RMU - Reset Management Unit



## Quick Facts

### What?

The RMU ensures correct reset operation. It is responsible for connecting the different reset sources to the reset lines of the EFM32LG.

### Why?

A correct reset sequence is needed to ensure safe and synchronous startup of the EFM32LG. In the case of error situations such as power supply glitches or software crash, the RMU provides proper reset and startup of the EFM32LG.

### How?

The Power-on Reset and Brown-out Detector of the EFM32LG provides power line monitoring with exceptionally low power consumption. The cause of the reset may be read from a register, thus providing software with information about the cause of the reset.

## 9.1 Introduction

The RMU is responsible for handling the reset functionality of the EFM32LG.

## 9.2 Features

- Reset sources
  - Power-on Reset (POR)
  - Brown-out Detection (BOD) on the following power domains:
    - Regulated domain
    - Unregulated domain
    - Analog Power Domain 0 (AVDD0)
    - Analog Power Domain 1 (AVDD1)
  - RESETn pin reset
  - Watchdog reset
  - EM4 wakeup reset from pin
  - EM4 wakeup reset from Backup RTC interrupt
  - Wakeup from Backup Mode
  - Software triggered reset (SYSRESETREQ)
  - Core LOCKUP condition
- EM4 Detection
- A software readable register indicates the cause of the last reset

## 9.3 Functional Description

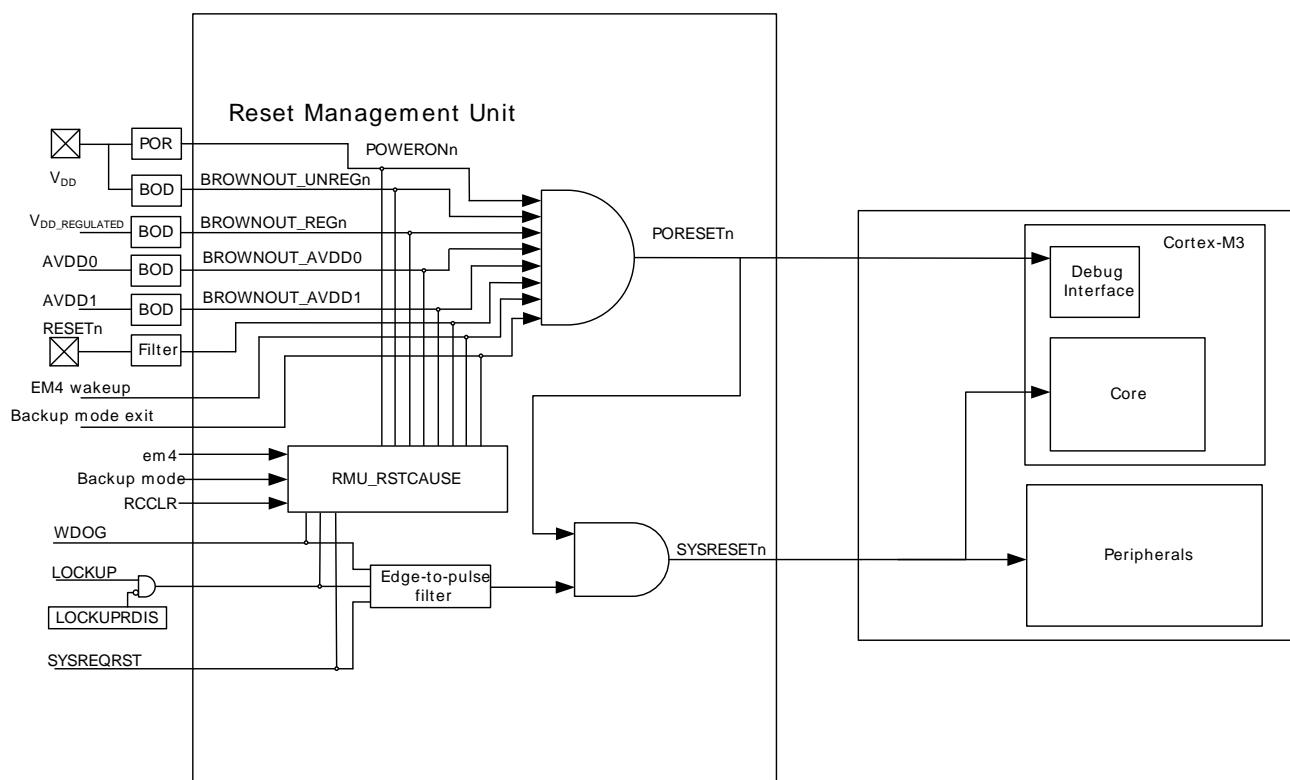
The RMU monitors each of the reset sources of the EFM32LG. If one or more reset sources go active, the RMU applies reset to the EFM32LG. When the reset sources go inactive the EFM32LG starts up.

At startup the EFM32LG loads the stack pointer and program entry point from memory, and starts execution.

As seen in Figure 9.1 (p. 99) the Power-on Reset, Brown-out Detectors, Watchdog timeout and RESETn pin all reset the whole system including the Debug Interface. A Core Lockup condition or a System reset request from software resets the whole system except the Debug Interface.

Whenever a reset source is active, the corresponding bit in the RMU\_RSTCAUSE register is set. At startup the program code may investigate this register in order to determine the cause of the reset. The register must be cleared by software.

**Figure 9.1. RMU Reset Input Sources and Connections.**



### 9.3.1 RMU\_RSTCAUSE Register

The RMU\_RSTCAUSE register indicates the reason for the last reset. The register should be cleared after the value has been read at startup. Otherwise the register may indicate multiple causes for the reset at next startup.

The following procedure must be done to clear RMU\_RSTCAUSE:

1. Write a 1 to RCCLR in RMU\_CMD
2. Write a 1 to bit 0 in EMU\_AUXCTRL
3. Write a 0 to bit 0 in EMU\_AUXCTRL

RMU\_RSTCAUSE should be interpreted according to Table 9.1 (p. 100). X bits are don't care. Notice that it is possible to have multiple reset causes. For example, an external reset and a watchdog reset may happen simultaneously.

**Table 9.1. RMU Reset Cause Register Interpretation**

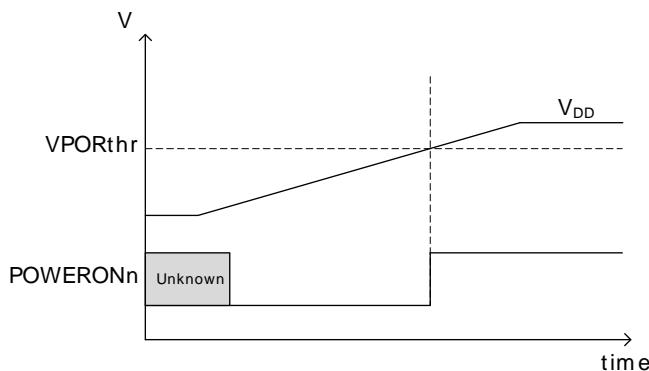
Register Value	Cause
0bXXXX XXXX XXXX XXX1	A Power-on Reset has been performed. X bits are don't care.
0bXXXX XXXX 0XXX XX10	A Brown-out has been detected on the unregulated power.
0bXXXX XXXX XXX0 0100	A Brown-out has been detected on the regulated power.
0bXXXX XXXX XXXX 1X00	An external reset has been applied.
0bXXXX XXXX XXX1 XX00	A watchdog reset has occurred.
0bXXXX X000 0010 0000	A lockup reset has occurred.
0bXXXX X000 01X0 0000	A system request reset has occurred.
0bXXXX X000 1XX0 0XX0	The system was woken up from EM4.
0bXXXX X001 1XX0 0XX0	The system was woken up from EM4 on an EM4 wakeup reset request from pin.
0bXXXX X010 0XX0 0000	A Brown-out has been detected on Analog Power Domain 0 (AVDD0).
0bXXXX X100 0XX0 0000	A Brown-out has been detected on Analog Power Domain 1 (AVDD1).
0bXXXX 1XXX XXXX XXXX	A Brown-out has been detected by the Backup BOD on VDD_DREG.
0bXXX1 XXXX XXXX XXXX	A Brown-out has been detected by the Backup BOD on BU_VIN.
0bXX1X XXXX XXXX XXXX	A Brown-out has been detected by the Backup BOD on unregulated power
0bX1XX XXXX XXXX XXXX	A Brown-out has been detected by the Backup BOD on regulated power.
0b1XXX XXXX XXXX XXXX	The system has been in Backup mode.

**Note**

When exiting EM4 with external reset, both the BODREGRST and BODUNREGRST in RSTCAUSE might be set (i.e. are invalid)

### 9.3.2 Power-On Reset (POR)

The POR ensures that the EFM32LG does not start up before the supply voltage  $V_{DD}$  has reached the threshold voltage  $V_{PORthr}$  (see Device Datasheet Electrical Characteristics for details). Before the threshold voltage is reached, the EFM32LG is kept in reset state. The operation of the POR is illustrated in Figure 9.2 (p. 100), with the active low POWERONn reset signal. The reason for the “unknown” region is that the corresponding supply voltage is too low for any reliable operation.

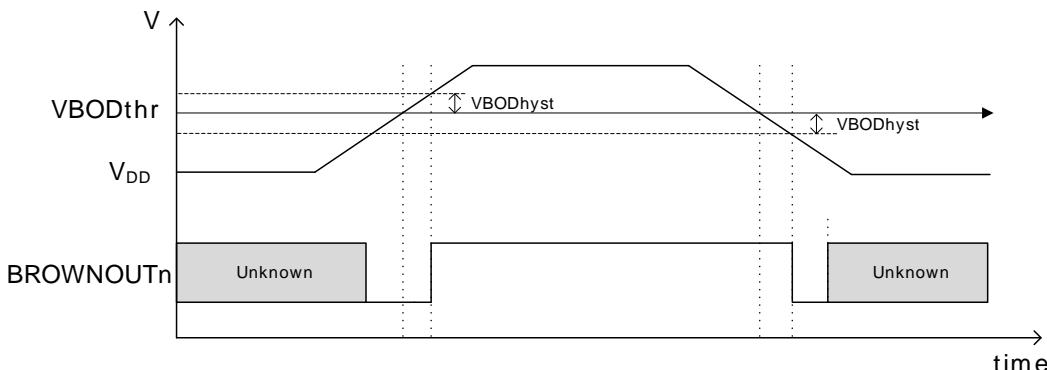
**Figure 9.2. RMU Power-on Reset Operation**

### 9.3.3 Brown-Out Detector Reset (BOD)

The EFM32LG has 4 brownout detectors, one for the unregulated 3.0 V power, one for the regulated internal power, one for Analog Power Domain 0 (AVDD0), and one for Analog Power Domain 1 (AVDD1).

The BODs are constantly monitoring the voltages. Whenever the unregulated or regulated power drops below the VBODthr value (see Electrical Characteristics for details), or if the AVDD0 or AVDD1 drops below the voltage at the decouple pin (DEC), the corresponding active low BROWNOUTn line is held low. The BODs also include hysteresis, which prevents instability in the corresponding BROWNOUTn line when the supply is crossing the VBODthr limit or the AVDD bodes drops below decouple pin (DEC). The operation of the BOD is illustrated in Figure 9.3 (p. 101) . The “unknown” regions are handled by the POR module.

**Figure 9.3. RMU Brown-out Detector Operation**



### 9.3.4 RESETn pin Reset

Forcing the RESETn pin low generates a reset of the EFM32LG. The RESETn pin includes an on-chip pull-up resistor, and can therefore be left unconnected if no external reset source is needed. Also connected to the RESETn line is a filter which prevents glitches from resetting the EFM32LG.

### 9.3.5 Watchdog Reset

The Watchdog circuit is a timer which (when enabled) must be cleared by software regularly. If software does not clear it, a Watchdog reset is activated. This functionality provides recovery from a software stalemate. Refer to the Watchdog section for specifications and description. A Watchdog reset does not reset the Debug Interface. This allows an active debug session to continue in case of a Watchdog reset.

### 9.3.6 Lockup Reset

A Cortex-M3 lockup is the result of the core being locked up because of an unrecoverable exception following the activation of the processor’s built-in system state protection hardware.

A Cortex-M3 lockup gives immediate indication of seriously errant kernel software. This is the result of the core being locked up due to an unrecoverable exception following the activation of the processor’s built in system state protection hardware. For more information about the Cortex-M3 lockup conditions see the ARMv7-M Architecture Reference Manual. The Lockup reset does not reset the Debug Interface. Set the LOCKUPRDIS bit in the RMU\_CTRL register in order to disable this reset source.

### 9.3.7 System Reset Request

Software may initiate a reset (e.g. if it finds itself in a non-recoverable state). By asserting the SYSRESETREQ in the Application Interrupt and Reset Control Register (write 0x05FA 0004), a reset is issued. The SYSRESETREQ does not reset the Debug Interface.

### 9.3.8 EM4 Reset

Whenever EM4 is entered, the EM4RST bit is set. This bit enables the user to identify that the device has been in EM4. Upon wake-up this bit should be cleared by software.

### 9.3.9 EM4 Wakeup Reset

Whenever the system is woken up from EM4 on a pin wake-up request, the EM4WURST bit is set. This bit enables the user to identify that the device was woken up from EM4 using a pin wake-up request. Upon wake-up this bit should be cleared by software.

## 9.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	RMU_CTRL	RW	Control Register
0x004	RMU_RSTCAUSE	R	Reset Cause Register
0x008	RMU_CMD	W1	Command Register

## 9.5 Register Description

### 9.5.1 RMU\_CTRL - Control Register

Offset	Bit Position																		
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16			
<b>Reset</b>																			
<b>Access</b>																			
<b>Name</b>																			
Bit	Name	Reset	Access	Description	BURSTEN	LOCKUPRDIS	BURSTEN	LOCKUPRDIS	BURSTEN	LOCKUPRDIS	BURSTEN	LOCKUPRDIS	BURSTEN	LOCKUPRDIS	BURSTEN	LOCKUPRDIS			
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
1	BURSTEN	1	RW	<b>Backup domain reset enable.</b>															
0	LOCKUPRDIS	0	RW	<b>Lockup Reset Disable</b>	Set this bit to disable the LOCKUP signal(from the Cortex-M3) from resetting the device.														

### 9.5.2 RMU\_RSTCAUSE - Reset Cause Register

Offset	Bit Position																			
0x004	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16				
<b>Reset</b>																				
<b>Access</b>																				
<b>Name</b>																				
Bit	Name	Reset	Access	Description	BUMODERST	BUBODREG	BUBODUNREG	BUBODBUVIN	BUBODVDDREG	BODAVDD1	BODAVDD0	EM4WURST	EM4RST	SYSREQRST	LOCKUPRST	WDGRST	EXTRST	BODREGRST	BODUNREGRST	PORST
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																		
15	BUMODERST	0	R	<b>Backup mode reset</b>	Set if the system has been in Backup mode. Must be cleared by software. Please see Section 10.3.4 (p. 112) for details on how to interpret this bit.															
14	BUBODREG	0	R	<b>Backup Brown Out Detector Regulated Domain</b>	Set if the Backup BOD sensing on regulated power triggers. Must be cleared by software. Please see Section 10.3.4.2 (p. 113) for details on how to interpret this bit.															
13	BUBODUNREG	0	R	<b>Backup Brown Out Detector Unregulated Domain</b>																

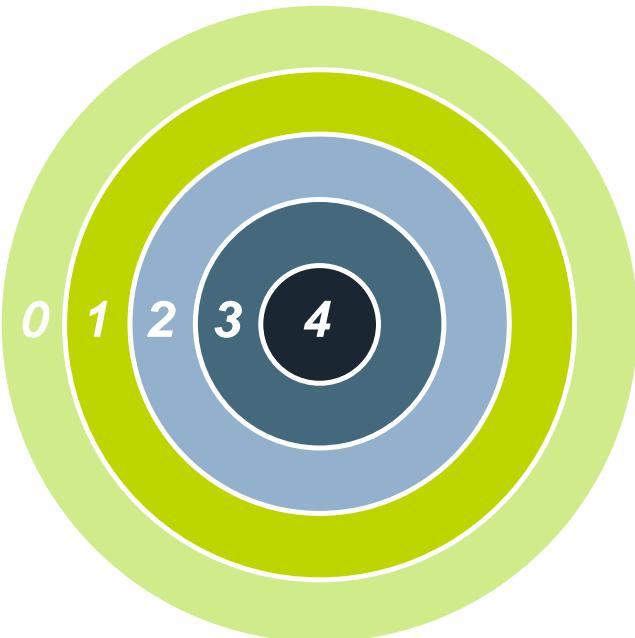
Bit	Name	Reset	Access	Description
Set if the Backup BOD sensing on unregulated power triggers. Must be cleared by software. Please see Section 10.3.4.2 (p. 113) for details on how to interpret this bit.				
12	BUBODBUVIN	0	R	<b>Backup Brown Out Detector, BU_VIN</b>
Set if the Backup BOD sensing on BU_VIN triggers. Must be cleared by software. Please see Section 10.3.4.2 (p. 113) for details on how to interpret this bit.				
11	BUBODVDDDREG	0	R	<b>Backup Brown Out Detector, VDD_DREG</b>
Set if the Backup BOD sensing on VDDD_REG triggers. Must be cleared by software. Please see Section 10.3.4.2 (p. 113) for details on how to interpret this bit.				
10	BODAVDD1	0	R	<b>AVDD1 Bod Reset.</b>
Set if analog power domain 1 brown out detector reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
9	BODAVDD0	0	R	<b>AVDD0 Bod Reset.</b>
Set if analog power domain 0 brown out detector reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
8	EM4WURST	0	R	<b>EM4 Wake-up Reset</b>
Set if the system has been woken up from EM4 from a reset request from pin. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
7	EM4RST	0	R	<b>EM4 Reset</b>
Set if the system has been in EM4. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
6	SYSREQRST	0	R	<b>System Request Reset</b>
Set if a system request reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
5	LOCKUPRST	0	R	<b>LOCKUP Reset</b>
Set if a LOCKUP reset has been requested. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
4	WDOGRST	0	R	<b>Watchdog Reset</b>
Set if a watchdog reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
3	EXTRST	0	R	<b>External Pin Reset</b>
Set if an external pin reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
2	BODREGRST	0	R	<b>Brown Out Detector Regulated Domain Reset</b>
Set if a regulated domain brown out detector reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
1	BODUNREGRST	0	R	<b>Brown Out Detector Unregulated Domain Reset</b>
Set if a unregulated domain brown out detector reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				
0	PORST	0	R	<b>Power On Reset</b>
Set if a power on reset has been performed. Must be cleared by software. Please see Table 9.1 (p. 100) for details on how to interpret this bit.				

### 9.5.3 RMU\_CMD - Command Register

Offset	Bit Position																																				
0x008	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																																				0	
Access																																				W1	
Name																																					RCCLR

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	RCCLR	0	W1	<b>Reset Cause Clear</b>  Set this bit to clear the LOCKUPRST and SYSREQRST bits in the RMU_RSTCAUSE register. Use the HRCCLR bit in the EMU_AUXCTRL register to clear the remaining bits.

# 10 EMU - Energy Management Unit



## Quick Facts

### What?

The EMU (Energy Management Unit) handles the different low energy modes in the EFM32LG microcontrollers.

### Why?

The need for performance and peripheral functions varies over time in most applications. By efficiently scaling the available resources in real-time to match the demands of the application, the energy consumption can be kept at a minimum.

### How?

With a broad selection of energy modes, a high number of low-energy peripherals available even in EM2, and short wake-up time (2 µs from EM2 and EM3), applications can dynamically minimize energy consumption during program execution.

## 10.1 Introduction

The Energy Management Unit (EMU) manages all the low energy modes (EM) in EFM32LG microcontrollers. Each energy mode manages if the CPU and the various peripherals are available. The energy modes range from EM0 to EM4, where EM0, also called run mode, enables the CPU and all peripherals. The lowest recoverable energy mode, EM3, disables the CPU and most peripherals while maintaining wake-up and RAM functionality. EM4 disables everything except the POR, pin reset and optionally Backup RTC, 512 byte data retention, GPIO state retention, and EM4 reset wakeup request.

The various energy modes differ in:

- Energy consumption
- CPU activity
- Reaction time
- Wake-up triggers
- Active peripherals
- Available clock sources

Low energy modes EM1 to EM4 are enabled through the application software. In EM1-EM3, a range of wake-up triggers return the microcontroller back to EM0. EM4 can only return to EM0 by power on reset, external pin reset, EM4 GPIO wakeup request, or Backup RTC interrupt.

The EMU can also be used to turn off the power to unused SRAM blocks.

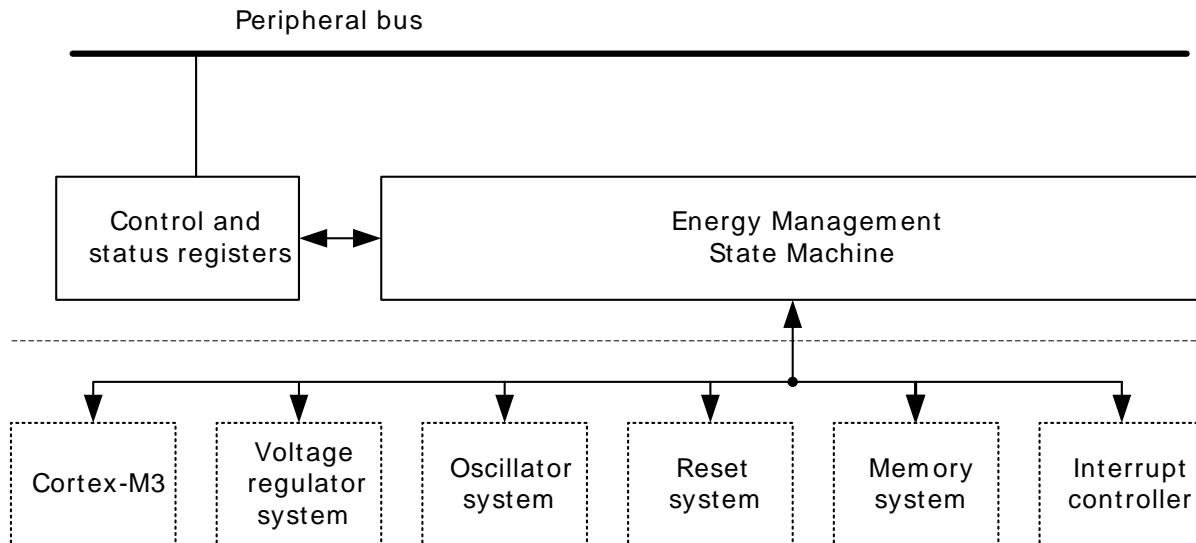
## 10.2 Features

- Energy Mode control from software
- Flexible wakeup from low energy modes
- Low wakeup time

## 10.3 Functional Description

The Energy Management Unit (EMU) is responsible for managing the wide range of energy modes available in EFM32LG. An overview of the EMU module is shown in Figure 10.1 (p. 107) .

**Figure 10.1. EMU Overview**



The EMU is available as a peripheral on the peripheral bus. The energy management state machine is triggered from the Cortex-M3 and controls the internal voltage regulators, oscillators, memories and interrupt systems in the low energy modes. Events from the interrupt or reset systems can in turn cause the energy management state machine to return to its active state. This is further described in the following sections.

### 10.3.1 Energy Modes

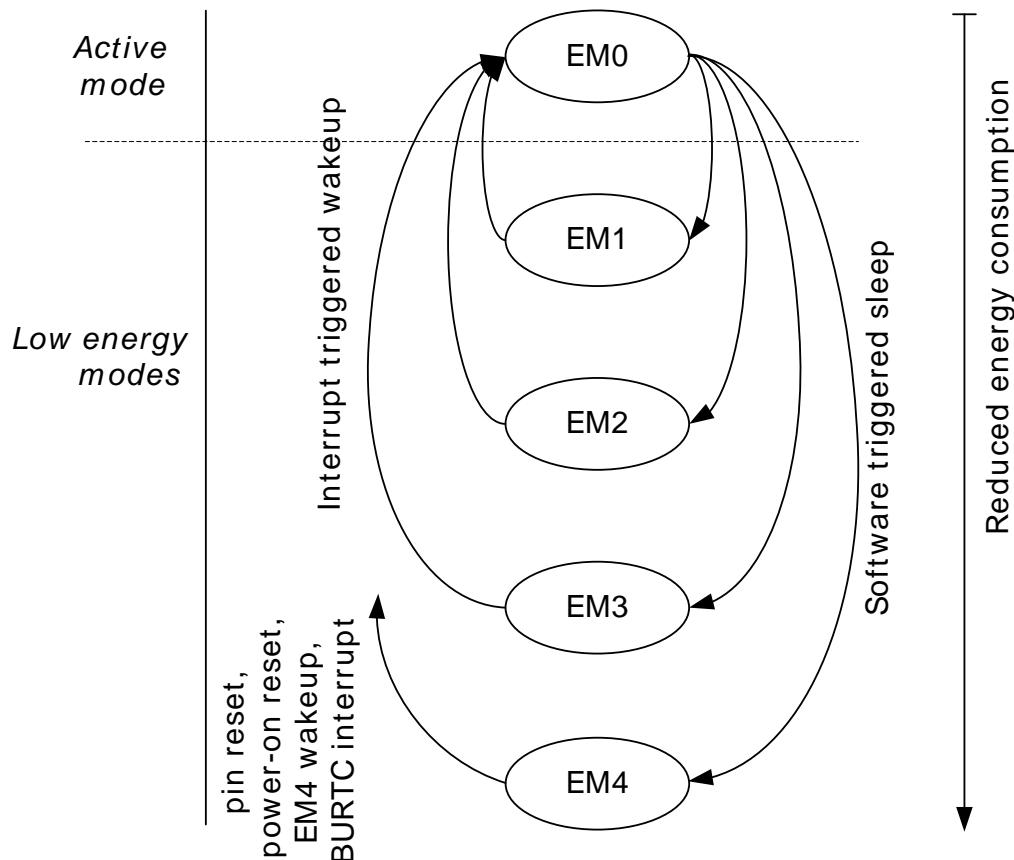
There are five main energy modes available in EFM32LG, called Energy Mode 0 (EM0) through Energy Mode 4 (EM4). EM0, also called the active mode, is the energy mode in which any peripheral function can be enabled and the Cortex-M3 core is executing instructions. EM1 through EM4, also called low energy modes, provide a selection of reduced peripheral functionality that also lead to reduced energy consumption, as described below.

Figure 10.2 (p. 108) shows the transitions between different energy modes. After reset the EMU will always start in EM0. A transition from EM0 to another energy mode is always initiated by software. EM0 is the highest activity mode, in which all functionality is available. EM0 is therefore also the mode with highest energy consumption.

The low energy modes EM1 through EM4 result in less functionality being available, and therefore also reduced energy consumption. The Cortex-M3 is not executing instructions in any low energy mode. Each low energy mode provides different energy consumptions associated with it, for example because a different set of peripherals are enabled or because these peripherals are configured differently.

A transition from EM0 to a low energy mode can only be triggered by software.

A transition from EM1 – EM3 to EM0 can be triggered by an enabled interrupt or event. In addition, a chip reset will return the device to EM0. A transition from EM4 can be triggered by a pin reset power-on reset, EM4 GPIO wakeup, or Backup RTC interrupt.

**Figure 10.2. EMU Energy Mode Transitions**

No direct transitions between EM1, EM2 or EM3 are available, as can also be seen from Figure 10.2 (p. 108). Instead, a wakeup will transition back to EM0, in which software can enter any other low energy mode. An overview of the supported energy modes and the functionality available in each mode is shown in Table 10.1 (p. 109). Most peripheral functionality indicated as On in a particular energy mode can also be turned off from software in order to save further energy.

**Table 10.1. EMU Energy Mode Overview**

	<b>EM0<sup>1</sup></b>	<b>EM1<sup>2</sup></b>	<b>EM2<sup>2</sup></b>	<b>EM3<sup>2</sup></b>	<b>EM4<sup>2</sup></b>
Wakeup time to EM0	-	-	2 µs	2 µs	160 µs
MCU clock tree	On	-	-	-	-
High frequency peripheral clock trees	On	On	-	-	-
Core voltage regulator	On	On	-	-	-
High frequency oscillator	On	On	-	-	-
I <sup>2</sup> C full functionality	On	On	-	-	-
Low frequency peripheral clock trees	On	On	On	-	-
Low frequency oscillator	On	On	On	-	-
Real Time Counter	On	On	On	On <sup>3</sup>	-
LCD	On	On	On	-	-
LEUART	On	On	On	-	-
LETIMER	On	On	On	On <sup>3</sup>	-
LESENSE	On	On	On	On <sup>3</sup>	-
PCNT	On	On	On	On	-
ACMP	On	On	On	On	-
I <sup>2</sup> C receive address recognition	On	On	On	On	-
Watchdog	On	On	On	On <sup>3</sup>	-
Pin interrupts	On	On	On	On	-
RAM voltage regulator/RAM retention	On	On	On	On	-
Brown Out Reset	On	On	On	On	-
Power On Reset	On	On	On	On	On
Pin Reset	On	On	On	On	On
GPIO state retention	On	On	On	On	On <sup>4</sup>
EM4 Reset Wakeup Request	-	-	-	-	On <sup>4</sup>
Backup RTC	On	On	On	On	On
Backup retention registers	On	On	On	On	On

<sup>1</sup>Energy Mode 0/Active Mode<sup>2</sup>Energy Mode 1/2/3/4<sup>3</sup>When the 1 kHz ULFRCO is selected<sup>4</sup>Not available in Backup mode

The different Energy Modes are summarized in the following sections.

### 10.3.1.1 EM0

- The high frequency oscillator is active
- High frequency clock trees are active
- All peripheral functionality is available

### 10.3.1.2 EM1

- The high frequency oscillator is active

- MCU clock tree is inactive
- High frequency peripheral clock trees are active
- All peripheral functionality is available

#### 10.3.1.3 EM2

- The high frequency oscillator is inactive
- The high frequency peripheral and MCU clock trees are inactive
- The low frequency oscillator and clock trees are active
- Low frequency peripheral functionality (RTC, Watchdog, LCD, LEUART, I<sup>2</sup>C, LETIMER, PCNT, LESENSE, BURTC) is available
- Wakeup through peripheral interrupt or asynchronous pin interrupt
- RAM and register values are preserved
- DAC and OPAMPS are available

#### 10.3.1.4 EM3

- Both high and low frequency oscillators and clock trees are inactive
- Wakeup through asynchronous pin interrupts, I<sup>2</sup>C address recognition or ACMP edge interrupt
- Watchdog, LETIMER and LESENSE enabled when ULFRCO (1 kHz clock) has been selected
- BURTC is available.
- All other peripheral functionality is disabled
- RAM and register values are preserved
- DAC and OPAMPS are available

#### 10.3.1.5 EM4

- All oscillators and regulators are inactive, if Backup RTC is not enabled.
- RAM and register values are not preserved, except for the ones located in the Backup RTC.
- Optional GPIO state retention
- Wakeup from Backup RTC interrupt, external pin reset or pins that support EM4 wakeup

### 10.3.2 Entering a Low Energy Mode

A low energy mode is entered by first configuring the desired Energy Mode through the EMU\_CTRL register and the SLEEPDEEP bit in the Cortex-M3 System Control Register, see Table 10.2 (p. 111). A Wait For Interrupt (WFI) or Wait For Event (WFE) instruction from the Cortex-M3 triggers the transition into a low energy mode.

The transition into a low energy mode can optionally be delayed until the lowest priority Interrupt Service Routine (ISR) is exited, if the SLEEPONEXIT bit in the Cortex-M3 System Control Register is set.

Entering the lowest energy mode, EM4, is done by writing a sequence to the EM4CTRL bitfield in the EMU\_CTRL register. Writing a zero to the EM4CTRL bitfield will restart the power sequence. EM2BLOCK prevents the EMU to enter EM2 or lower, and it will instead enter EM1.

EM3 is equal to EM2, except that the LFACLK/LFBCLK are disabled in EM3. The LFACLK/LFBCLK must be disabled by the user before entering low energy mode.

The EMVREG bit in EMU\_CTRL can be used to prevent the voltage regulator from being turned off in low energy modes. The device will then essentially stay in EM1 when entering a low energy mode.

**Table 10.2. EMU Entering a Low Energy Mode**

Low Energy Mode	EM4CTRL	EMVREG	EM2BLOCK	SLEEPDEEP	Cortex-M3 Instruction
EM1	0	x	x	0	WFI or WFE
EM2	0	0	0	1	WFI or WFE
EM4	Write sequence: 2, 3, 2, 3, 2, 3, 2, 3, 2	x	x	x	x

(‘x’ means don’t care)

### 10.3.3 Leaving a Low Energy Mode

In each low energy mode a selection of peripheral units are available, and software can either enable or disable the functionality. Enabled interrupts that can cause wakeup from a low energy mode are shown in Table 10.3 (p. 112). The wakeup triggers always return the EFM32 to EM0. Additionally, any reset source will return to EM0.

**Table 10.3. EMU Wakeup Triggers from Low Energy Modes**

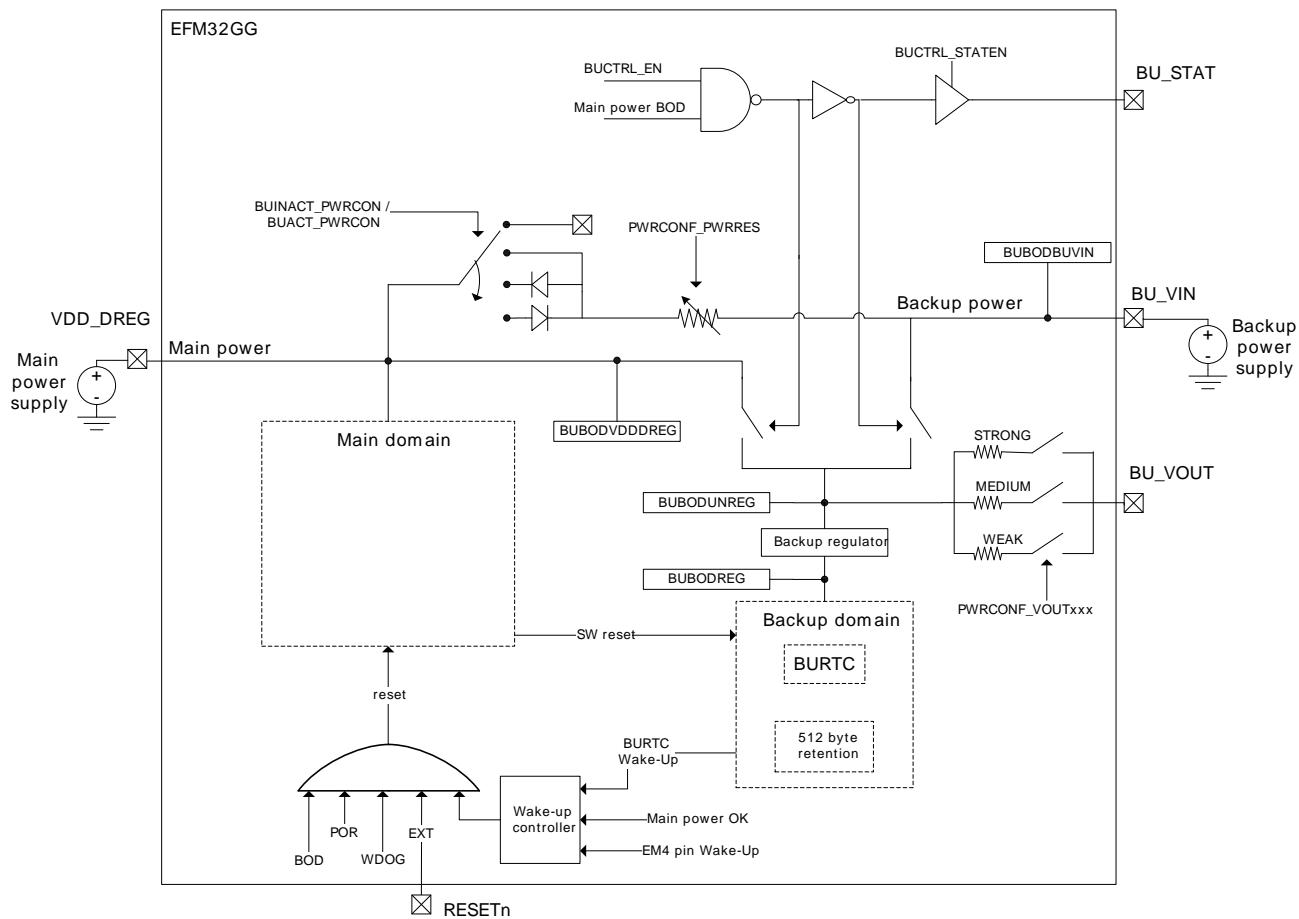
Peripheral	Wakeup Trigger	EM0 <sup>1</sup>	EM1 <sup>2</sup>	EM2 <sup>2</sup>	EM3 <sup>2</sup>	EM4 <sup>2</sup>
RTC	Any enabled interrupt	-	Yes	Yes	Yes <sup>3</sup>	-
USART	Receive / transmit	-	Yes	-	-	-
UART	Receive / transmit	-	Yes	-	-	-
LEUART	Receive / transmit	-	Yes	Yes	-	-
LESENSE	Any enabled interrupt	-	Yes	Yes	Yes <sup>3</sup>	-
I <sup>2</sup> C	Any enabled interrupt	-	Yes	-	-	-
I <sup>2</sup> C	Receive address recognition	-	Yes	Yes	Yes	-
TIMER	Any enabled interrupt	-	Yes	-	-	-
LETIMER	Any enabled interrupt	-	Yes	Yes	Yes <sup>3</sup>	-
CMU	Any enabled interrupt	-	Yes	-	-	-
DMA	Any enabled interrupt	-	Yes	-	-	-
MSC	Any enabled interrupt	-	Yes	-	-	-
DAC	Any enabled interrupt	-	Yes	-	-	-
ADC	Any enabled interrupt	-	Yes	-	-	-
AES	Any enabled interrupt	-	Yes	-	-	-
PCNT	Any enabled interrupt	-	Yes	Yes	Yes <sup>4</sup>	-
LCD	Any enabled interrupt	-	Yes	Yes	-	-
ACMP	Any enabled edge interrupt	-	Yes	Yes	Yes	-
VCMP	Any enabled edge interrupt	-	Yes	Yes	Yes	-
Pin interrupts	Asynchronous	-	Yes	Yes	Yes	-
Pin	Reset	-	Yes	Yes	Yes	Yes
EM4 wakeup on supported pins	Asynchronous	-	-	-	-	Yes
Backup RTC	Any enabled interrupt	Yes	Yes	Yes	Yes	Yes
Power	Cycle Off/On		Yes	Yes	Yes	Yes

<sup>1</sup>Energy Mode 0/Active Mode<sup>2</sup>Energy mode 1/2/3/4<sup>3</sup>When the 1 kHz ULFRCO is selected<sup>4</sup>When using an external clock

## 10.3.4 Backup power domain

### 10.3.4.1 Introduction

The EFM32LG has the possibility to be partly powered by a backup battery. The backup power input, BU\_VIN, is connected to a power domain in the EFM32LG containing the Backup RTC and 512 bytes of data retention, available in all energy modes. Figure 10.3 (p. 113) shows an overview of the backup powering scheme. During normal operation, the entire chip is powered by the main power supply. If the main power supply drains out and the Backup mode functionality is enabled, the system enters a low energy mode, equivalent to EM4, and automatically switches over to the backup power supply.

**Figure 10.3. Backup power domain overview**

When in backup mode, available functionality is the same as the functionality available in EM4. Refer to Section 10.3.4.10 (p. 116) for further details.

#### 10.3.4.2 Brown out detectors

The backup power domain functionality utilizes four brown-out detectors, BODs. One senses the main power supply, one senses the backup power supply, one senses the unregulated selected power supply (main or backup, depending on mode), and one BOD senses the regulated power supply. The bits BUBODVDDREG, BUBODBUVIN, BUBODUNREG, and BUBODREG in the RSTCAUSE register in the RMU are set when the associated BOD triggers. The locations of the Backup BODs are indicated in Figure 10.3 (p. 113). A brown out on the main power supply will trigger a switch to the backup power supply if the backup functionality is enabled and the BOD sensing on the backup power supply has not triggered. The two other BODs are used for error indication and will only set the bits in RMU\_RSTCAUSE if they are triggered.

#### 10.3.4.3 Entering backup mode

To be able to enter backup mode, the EN bit in EMU\_BUCtrl has to be set. The BURDY interrupt flag will be set as soon as the backup sensing module is operational. Status of the backup functionality is also available in the BURDY flag in the EMU\_STATUS register. The BU\_VIN pin also needs to be enabled. This is done by setting the BUVINPEN bit in EMU\_ROUTE. To enter backup mode, the voltage on VDD\_DREG has to drop below the programmable threshold of the BOD sensing on this power. This threshold is programmed using BUENRANGE and BUENTHRES in EMU\_BUINACT. BUENRANGE decides the voltage range for the BOD, while BUENTHRES is used for tuning of the BOD threshold. Refer to Section 10.3.4.5 (p. 114) for details regarding BOD calibration.

#### Note

BUVINPEN in EMU\_ROUTE is by default set. If Backup mode is not to be used, this bit should be cleared.

#### Note

The voltage on BU\_VIN has to be above the threshold for the BOD sensing on BU\_VIN to enter backup mode.

The BU\_STAT pin can be used to indicate whether or not the system is in backup mode. To enable exporting of the backup mode status, set STATEN in EMU\_BUCTRL. The BU\_STAT pin is driven to BU\_VIN when backup mode is active and to ground otherwise.

#### 10.3.4.4 Leaving backup mode

To exit backup mode, the voltage on VDD\_DREG has to be above the threshold programmed in EMU\_BUACT. BUEXRANGE decides the voltage range for backup mode exit, while BUEXTHRES is used for tuning. When leaving backup mode, a system reset is triggered, resetting everything except the backup domain. When backup mode has been active, the BURST bit in EMU\_RSTCAUSE is set.

**Figure 10.4. Entering and leaving backup mode**

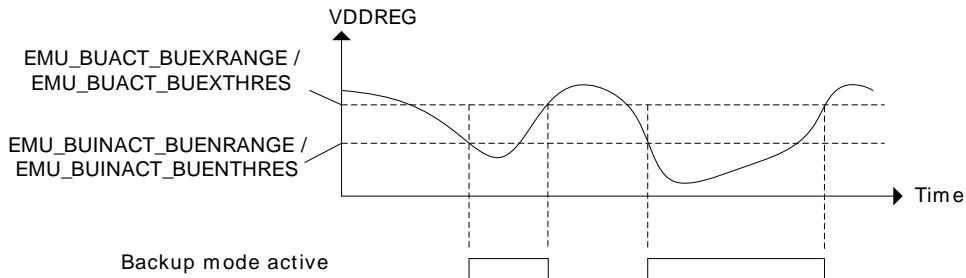


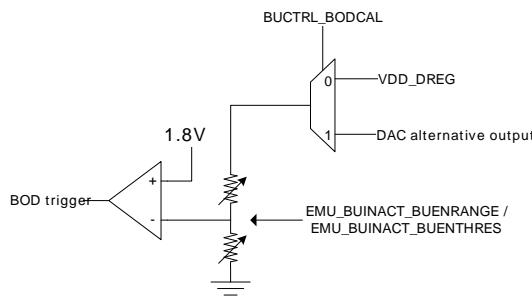
Figure 10.4 (p. 114) illustrates how the BOD sensing on VDD\_DREG can be programmed to implement hysteresis on entering and exiting backup mode.

#### 10.3.4.5 Threshold calibration

The thresholds for entering and exiting backup mode are configured in the EMU\_BUINACT and EMU\_BUACT registers, respectively. Calibration of these thresholds is performed during production test, but may also be performed using the DAC. The calibration values for the BODs sensing on unregulated power and BU\_VIN, BUBODUNREG and BUBODUVIN respectively, are available in EMU\_BUBODVINCAL and EMU\_BUBODUNREGCAL. These registers are written during production test and should not be modified except for calibrating the Backup BOD sensing on VDD\_DREG, as described in the following section.

Setting BODCAL in EMU\_BUCTRL will enable a mode where the BOD is sensing the DAC output, as depicted in Figure 10.5 (p. 115). For the BODCAL bit to take effect, the backup power enable bit, EN in EMU\_BUCTRL, has to be cleared. The procedure for BOD calibration is as follows:

- Clear EN and set BODCAL in EMU\_BUCTRL.
- Store the values in EMU\_BUBODVINCAL and EMU\_BUBODUNREGCAL before clearing these registers.
- Configure the DAC to output to the maximum level and wait for 500 us before configuring the DAC output to the wanted BOD trigger voltage level.
- Step through the BOD calibration values (RANGE and THRES in EMU\_BUINACT) with 500 us delay in between steps until the BUBODVDDREG flag in RMU\_RSTCAUSE is set. The RANGE and THRES values in EMU\_BUINACT can now be written to EMU\_BUINACT for configuration of threshold for entering backup mode, or EMU\_BUACT for configuration of the threshold for leaving backup mode.
- Restore the values in EMU\_BUBODVINCAL and EMU\_BUBODUNREGCAL.

**Figure 10.5. BOD calibration using DAC**

### 10.3.4.6 Backup battery charging

The EFM32LG includes functionality for charging of the backup battery. This is done by connecting the main power and the backup power through a resistor, and optionally a diode. The connection is configured individually for when in backup mode and when in normal mode. When in normal mode, the connection is configured in PWRCON in EMU\_BUINACT. PWRCON in EMU\_BUAUT configures the connection when in backup mode. The series resistance between the two power domains is configured in PWRRES in EMU\_PWRCONF, this configuration applies both to backup mode and normal mode.

### 10.3.4.7 Supply voltage output

To be able to power external devices, the supply voltage for the backup domain is available as an output. Three switches connect the backup supply voltage to the BU\_VOUT pin. To be able to control the series resistance, the switches have different strengths: weak, medium, and strong. The switches are controlled using the VOUTWEAK, VOUTMED, and VOUTSTRONG bits in EMU\_PWRCONF. For resistor values, refer to Device Datasheet Electrical Characteristics.

### 10.3.4.8 Voltage probing

It is possible to probe the voltage levels at VDD\_DREG, BU\_VIN, and BU\_VOUT. This is done by configuring the ADC to measure a tristated channel, for instance a disabled DAC channel. The PROBE bitfield in EMU\_BUCTRL configures which voltage to be probed. The voltage measured by the ADC will be 1/8 of the actual probed voltage, meaning that the result needs to be multiplied by 8 for the correct result. Voltage probing does not work when BODCAL in the EMU\_BUCTRL register is set.

### 10.3.4.9 Configuration lock

Configurations used in Backup mode and EM4, like BOD calibration, and Backup RTC settings need to be locked before entering EM4, this is done by setting the LOCKCONF bit in EMU\_EM4CONF. This bit should also be set before a potential entry to backup mode. Setting this bit will lock following the configuration:

- LFXOMODE, LFXOBUFCUR, and LFXOBOOST in CMU\_CTRL
- REDLFXOBOOST in EMU\_AUXCTRL
- TUNING in CMU\_LFRCOCTRL
- BURSTEN in RMU\_CTRL
- BURTCWU and VREGEN in EMU\_EM4CONF
- EMU\_BUCTRL
- EMU\_PWRCONF
- EMU\_BUINACT
- EMU\_BUAUT
- EMU\_ROUTE

#### Note

For registers residing in the CMU and EMU\_AUXCTRL, the reset value will be read after exit from EM4 or Backup mode, but if LOCKCONF in EMU\_EM4CONF has been set, the

locked configuration will be used until LOCKCONF is cleared. This also applies for the LOCKCONF bit itself.

#### 10.3.4.10 EM4 with RTC and data retention

The backup power domain can also be powered by the main power. This provides possibility for Backup RTC operation and data retention in EM4. Available functionality in EM4 is configured in EMU\_EM4CONF. Setting the VREGEN bit will keep the voltage regulator for the Backup domain enabled when in EM4. This allows the Backup RTC to keep running. To enable the Backup RTC to wake up the system from EM4, BURTCWU in EMU\_EM4CONF needs to be set. When BURTCWU is set, any enabled Backup RTC interrupt will wake up the system. For further details regarding the Backup RTC and EM4 data retention, refer to Chapter 22 (p. 565) .

##### 10.3.4.10.1 Oscillators in EM4

When the system is in EM4 or backup mode with the voltage regulator enabled, the ULFRCO is by default enabled. If the LFXO or LFRCO is used by the Backup RTC, the ULFRCO can be shut down to reduce power consumption. To do this, configure the OSC bitfield in EMU\_EM4CONF.

**Note**

If OSC in EMU\_EM4CONF is not set to ULFRCO, PRESC and LPCOMP in BURTC\_CTRL has to be configured in the following manner:

- $4 < (\text{PRESC} + \text{LPCOMP}) < 8$ ,  $\text{PRESC} = 0,5,6,7$

Refer to Chapter 22 (p. 565) for details on how to configure the Backup RTC.

##### 10.3.4.10.2 Brown-out detector in EM4

To enable Brown-out detection in EM4, the Backup BODs have to be enabled, by setting EN in EMU\_BUCTRL. When BURDY in EMU\_STATUS is set, the Brown-out detectors are ready and able to issue a reset from EM4 if a Brown-out is detected on either regulated or unregulated power. The Backup BOD's ability to issue reset from EM4 can be disabled by setting BUBODRSTDIS in EMU\_EM4CONF.

**Note**

The Backup BODs can be enabled without allowing entrance to backup mode. This is done by setting EN in EMU\_BUCTRL, and clearing BUVINPEN in EMU\_ROUTE.

#### 10.3.5 Powering off SRAM blocks

The SRAM blocks can be individually disabled using the POWERDOWN bitfield in the EMU\_MEMCTRL register. To disable a block means that the power source is removed from the entire block, which will conserve energy. Once a block has been disabled it can only be enabled by reset.

All the blocks can be turned off except the first one.

## 10.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	EMU_CTRL	RW	Control Register
0x004	EMU_MEMCTRL	RW	Memory Control Register
0x008	EMU_LOCK	RW	Configuration Lock Register
0x024	EMU_AUXCTRL	RW	Auxiliary Control Register
0x02C	EMU_EM4CONF	RW	Energy mode 4 configuration register
0x030	EMU_BUCTRL	RW	Backup Power configuration register
0x034	EMU_PWRCONF	RW	Power connection configuration register.
0x038	EMU_BUINACT	RW	Backup mode inactive configuration register.
0x03C	EMU_BUACT	RW	Backup mode active configuration register.
0x040	EMU_STATUS	R	status register
0x044	EMU_ROUTE	RW	I/O Routing Register
0x048	EMU_IF	R	Interrupt Flag Register
0x04C	EMU_IFS	W1	Interrupt Flag Set Register
0x050	EMU_IFC	W1	Interrupt Flag Clear Register
0x054	EMU_IEN	RW	Interrupt Enable Register
0x058	EMU_BUBODBUVINCAL	RW	BU_VIN Backup BOD calibration
0x05C	EMU_BUBODUNREGCAL	RW	Unregulated power Backup BOD calibration

## 10.5 Register Description

### 10.5.1 EMU\_CTRL - Control Register

Offset	Bit Position																														
	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
Reset																										0x0					
Access																										RW	0	1	0		
Name																										EM4CTRL	RW	0	0		
																										EM2BLOCK	RW	0	0		
																										EMVREG	RW	0	0		

Bit	Name	Reset	Access	Description
31:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3:2	EM4CTRL	0x0	RW	<b>Energy Mode 4 Control</b>
	This register is used to enter Energy Mode 4, in which the device only wakes up from an external pin reset, from a power cycle, Backup RTC interrupt, or EM4 wakeup reset request. Energy Mode 4 is entered when the EM4 sequence is written to this bitfield.			
1	EM2BLOCK	0	RW	<b>Energy Mode 2 Block</b>
	This bit is used to prevent the MCU to enter Energy Mode 2 or lower.			
0	EMVREG	0	RW	<b>Energy Mode Voltage Regulator Control</b>
	Control the voltage regulator in low energy modes 2 and 3.			

Value	Mode	Description
0	REDUCED	Reduced voltage regulator drive strength in EM2 and EM3.

Bit	Name	Reset	Access	Description
	Value	Mode		Description
1	FULL			Full voltage regulator drive strength in EM2 and EM3.

## 10.5.2 EMU\_MEMCTRL - Memory Control Register

Offset	Bit Position																																	
0x004	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																																0x0		
Access																																	RW	
Name																																	POWERDOWN	

Bit	Name	Reset	Access	Description
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2:0	POWERDOWN	0x0	RW	<b>RAM block power-down</b>
				Individual 32KB RAM block power-down. When a block is powered down, it cannot be powered up again. The block will be powered up after the reset. Block 0 (address range 0x20000000-0x20007FFF) may never be powered down.
	Value	Mode		Description
	4	BLK3		Power down RAM block 3 (address range 0x20018000-0x2001FFFF)
	6	BLK23		Power down RAM blocks 2-3 (address range 0x20010000-0x2001FFFF)
	7	BLK123		Power down RAM blocks 1-3 (address range 0x20008000-0x2001FFFF)

## 10.5.3 EMU\_LOCK - Configuration Lock Register

Offset	Bit Position																																	
0x008	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																															0x0000			
Access																															RW			
Name																																	LOCKKEY	

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	LOCKKEY	0x0000	RW	<b>Configuration Lock Key</b>
				Write any other value than the unlock code to lock all EMU registers, except the interrupt registers, from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled.
	Mode	Value		Description
	Read Operation			
	UNLOCKED	0		EMU registers are unlocked
	LOCKED	1		EMU registers are locked
	Write Operation			
	LOCK	0		Lock EMU registers
	UNLOCK	0xADE8		Unlock EMU registers

## 10.5.4 EMU\_AUXCTRL - Auxiliary Control Register

Offset	Bit Position																								
0x024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																								7	6
Access																								5	4
Name																								3	2
																								1	0
																								RW	0

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	REDLFXOBOOST	0	RW	<b>Reduce LFXO Start-up Boost Current</b>
	Set this bit to reduce start-up boost current for LFXO.			
7:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	HRCCLR	0	RW	<b>Hard Reset Cause Clear</b>
				Write to 1 and then 0 to clear the POR, BOD and WDOG reset cause register bits. See also the Reset Management Unit (RMU).

## 10.5.5 EMU\_EM4CONF - Energy mode 4 configuration register

Offset	Bit Position																								
0x02C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	15	14	13	12	11	10	9	8	7	
Reset																								6	5
Access																								RW	0
Name																								BUBODRSTDIS	RW
																								OSC	RW
																								BURTCWU	RW
																								VREGEN	RW

Bit	Name	Reset	Access	Description
31:17	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
16	LOCKCONF	0	RW	<b>EM4 configuration lock enable.</b>
	Lock regulator, BOD and oscillator configuration. This is necessary before going to EM4 if the regulator is to be used in EM4, and must also be done before a potential entry to backup mode			
15:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	BUBODRSTDIS	0	RW	<b>Disable reset from Backup BOD in EM4.</b>
	When set, no reset will be asserted due to Brownout when in EM4.			
3:2	OSC	0x0	RW	<b>Select EM4 duty oscillator</b>

Value	Mode	Description
0	ULFRCO	ULFRCO is available
1	LFRCO	LFRCO is available. Can only be set if LFRCO is running before EM4/backup entry
2	LFXO	LFXO is available. Can only be set if LFXO is available before EM4/backup entry

1	BURTCWU	0	RW	<b>Backup RTC EM4 wakeup enable.</b>
	Exit EM4 on Backup RTC interrupt.			
0	VREGEN	0	RW	<b>EM4 voltage regulator enable.</b>

Bit	Name	Reset	Access	Description
When set, the voltage regulator is enabled in EM4, enabling operation of the Backup RTC and retention registers.				

## 10.5.6 EMU\_BUCTRL - Backup Power configuration register

Bit	Name	Reset	Access	Description
31:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:5	PROBE	0x0	RW	<b>Voltage probe select</b>
	Configure which voltage to export to ADC			
	Value	Mode		Description
	0	DISABLE		Disable voltage probe
	1	VDDDREG		Connect probe to VDD_DREG
	2	BUIN		Connect probe to BU_IN
	3	BUOUT		Connect probe to BU_OUT
4:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	BODCAL	0	RW	<b>Enable BOD calibration mode</b>
	When set, the Backup BOD sensing on VDD_DREG will be sensing the DAC output.			
1	STATEN	0	RW	<b>Enable backup mode status export.</b>
	When enabled, BU_STAT will indicate when backup mode is active.			
0	EN	0	RW	<b>Enable backup mode</b>
	Backup mode will be entered when main power browns out and backup battery is present.			

### **10.5.7 EMU\_PWRCONF - Power connection configuration register.**

Bit	Name	Reset	Access	Description
31:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4:3	PWRRES	0x0	RW	<b>Power domain resistor select</b>  Select value of series resistor between main power domain and backup power domain.

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	1	RES1	Main power and backup power connected with RES1 series resistance.		
	2	RES2	Main power and backup power connected with RES2 series resistance.		
	3	RES3	Main power and backup power connected with RES3 series resistance.		
2	VOUTSTRONG	0	RW	<b>BU_VOUT strong enable.</b> Enable strong switch between backup domain power supply and BU_VOUT	
1	VOUTMED	0	RW	<b>BU_VOUT medium enable.</b> Enable medium switch between backup domain power supply and BU_VOUT	
0	VOUTWEAK	0	RW	<b>BU_VOUT weak enable.</b> Enable weak switch between backup domain power supply and BU_VOUT	

## 10.5.8 EMU\_BUINACT - Backup mode inactive configuration register.

Offset	Bit Position																									
0x038	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	
Reset																								0x0	0x0	
Access																								RW	RW	
Name																								PWRCON	BUENRANGE	BUENTHRES

Bit	Name	Reset	Access	Description
31:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:5	PWRCON	0x0	RW	<b>Power connection configuration when not in Backup mode</b>

Value	Mode	Description
0	NONE	No connection.
1	BUMAIN	Main power and backup power are connected through a diode, allowing current to flow from backup power source to main power source, but not the other way.
2	MAINBU	Main power and backup power are connected through a diode, allowing current to flow from main power source to backup power source, but not the other way.
3	NODIODE	Main power and backup power are connected without diode.

4:3	BUENRANGE	0x0	RW	Threshold range for Backup BOD sensing on VDD_DREG when not in backup mode.
2:0	BUENTHRES	0x0	RW	Threshold for Backup BOD sensing on VDD_DREG when not in backup mode.

## 10.5.9 EMU\_BUACT - Backup mode active configuration register.

Offset	Bit Position																									
0x03C	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	
Reset																								0x0	0x0	
Access																								RW	RW	RW
Name																								PWRCON	BUERANGE	BUETHRES

Bit	Name	Reset	Access	Description															
31:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
6:5	PWRCON	0x0	RW	<b>Power connection configuration when in Backup mode.</b>															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>NONE</td><td>No connection.</td></tr> <tr> <td>1</td><td>BUMAIN</td><td>Main power and backup power are connected through a diode, allowing current to flow from backup power source to main power source, but not the other way.</td></tr> <tr> <td>2</td><td>MAINBU</td><td>Main power and backup power are connected through a diode, allowing current to flow from main power source to backup power source, but not the other way.</td></tr> <tr> <td>3</td><td>NODIODE</td><td>Main power and backup power are connected without diode.</td></tr> </tbody> </table>	Value	Mode	Description	0	NONE	No connection.	1	BUMAIN	Main power and backup power are connected through a diode, allowing current to flow from backup power source to main power source, but not the other way.	2	MAINBU	Main power and backup power are connected through a diode, allowing current to flow from main power source to backup power source, but not the other way.	3	NODIODE	Main power and backup power are connected without diode.
Value	Mode	Description																	
0	NONE	No connection.																	
1	BUMAIN	Main power and backup power are connected through a diode, allowing current to flow from backup power source to main power source, but not the other way.																	
2	MAINBU	Main power and backup power are connected through a diode, allowing current to flow from main power source to backup power source, but not the other way.																	
3	NODIODE	Main power and backup power are connected without diode.																	
4:3	BUEXRANGE	0x0	RW	Threshold range for Backup BOD sensing on VDD_DREG when in backup mode.															
2:0	BUEXTHRES	0x0	RW	Threshold for Backup BOD sensing on VDD_DREG when in backup mode.															

## **10.5.10 EMU\_STATUS - status register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	BURDY	0	R	<b>Backup mode ready.</b>  Set when the Backup power functionality is ready.

### **10.5.11 EMU\_ROUTE - I/O Routing Register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	BUVINPEN	1	RW	<b>BU_VIN Pin Enable</b> When set, the BU_VIN pin is enabled

## 10.5.12 EMU\_IF - Interrupt Flag Register

Offset	Bit Position																																			
	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		BURDY	R	0	0
Reset																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	<b>BURDY</b>	0	R	<b>Backup functionality ready Interrupt Flag.</b>

Set when the Backup functionality is ready for use.

## 10.5.13 EMU\_IFS - Interrupt Flag Set Register

Offset	Bit Position																																			
	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		BURDY	W1	0	0
Reset																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	<b>BURDY</b>	0	W1	<b>Set Backup functionality ready Interrupt Flag</b>

Write to 1 to set the BURDY interrupt flag

## 10.5.14 EMU\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																			
	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		W1	0	0	
Reset																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	<b>BURDY</b>	0	W1	<b>Clear Backup functionality ready Interrupt Flag</b>

Write to 1 to clear the BURDY interrupt flag

## 10.5.15 EMU\_IEN - Interrupt Enable Register

Offset	Bit Position																																		
	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	BURDY	RW	0	0
Reset																																			
Access																																			
Name																																			

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	BURDY	0	RW	<b>Backup functionality ready Interrupt Enable</b>
				Enable interrupt when Backup functionality is ready

## 10.5.16 EMU\_BUBODBUVINCAL - BU\_VIN Backup BOD calibration

Offset	Bit Position																																					
	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	RANGE	RW	0x0	3	2	1	0
Reset																																						
Access																																						
Name																																						

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4:3	RANGE	0x0	RW	Threshold range for Backup BOD sensing on BU_VIN.
2:0	THRES	0x0	RW	Threshold for Backup BOD sensing on BU_VIN.

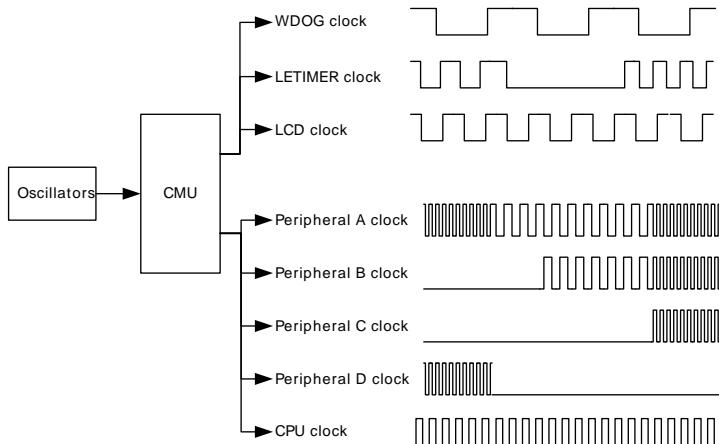
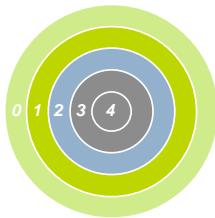
## 10.5.17 EMU\_BUBODUNREGCAL - Unregulated power Backup BOD calibration

Offset	Bit Position																																					
	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	RANGE	RW	0x0	3	2	1	0
Reset																																						
Access																																						
Name																																						

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

Bit	Name	Reset	Access	Description
4:3	RANGE	0x0	RW	Threshold range for Backup BOD sensing on unregulated power.
2:0	THRES	0x0	RW	Threshold for Backup BOD sensing on unregulated power.

# 11 CMU - Clock Management Unit



## Quick Facts

### What?

The CMU controls oscillators and clocks. EFM32LG supports five different oscillators with minimized power consumption and short start-up time. An additional separate RC oscillator is used for flash programming and debug trace. The CMU also has HW support for calibration of RC oscillators.

### Why?

Oscillators and clocks contribute significantly to the power consumption of the MCU. With the low power oscillators combined with the flexible clock control scheme, it is possible to minimize the energy consumption in any given application.

### How?

The CMU can configure different clock sources, enable/disable clocks to peripherals on an individual basis and set the prescaler for the different clocks. The short oscillator start-up times makes duty-cycling between active mode and the different low energy modes (EM2-4) very efficient. The calibration feature ensures high accuracy RC oscillators. Several interrupts are available to avoid CPU polling of flags.

## 11.1 Introduction

The Clock Management Unit (CMU) is responsible for controlling the oscillators and clocks on-board the EFM32LG. The CMU provides the capability to turn on and off the clock on an individual basis to all peripheral modules in addition to enable/disable and configure the available oscillators. The high degree of flexibility enables software to minimize energy consumption in any specific application by not wasting power on peripherals and oscillators that are inactive.

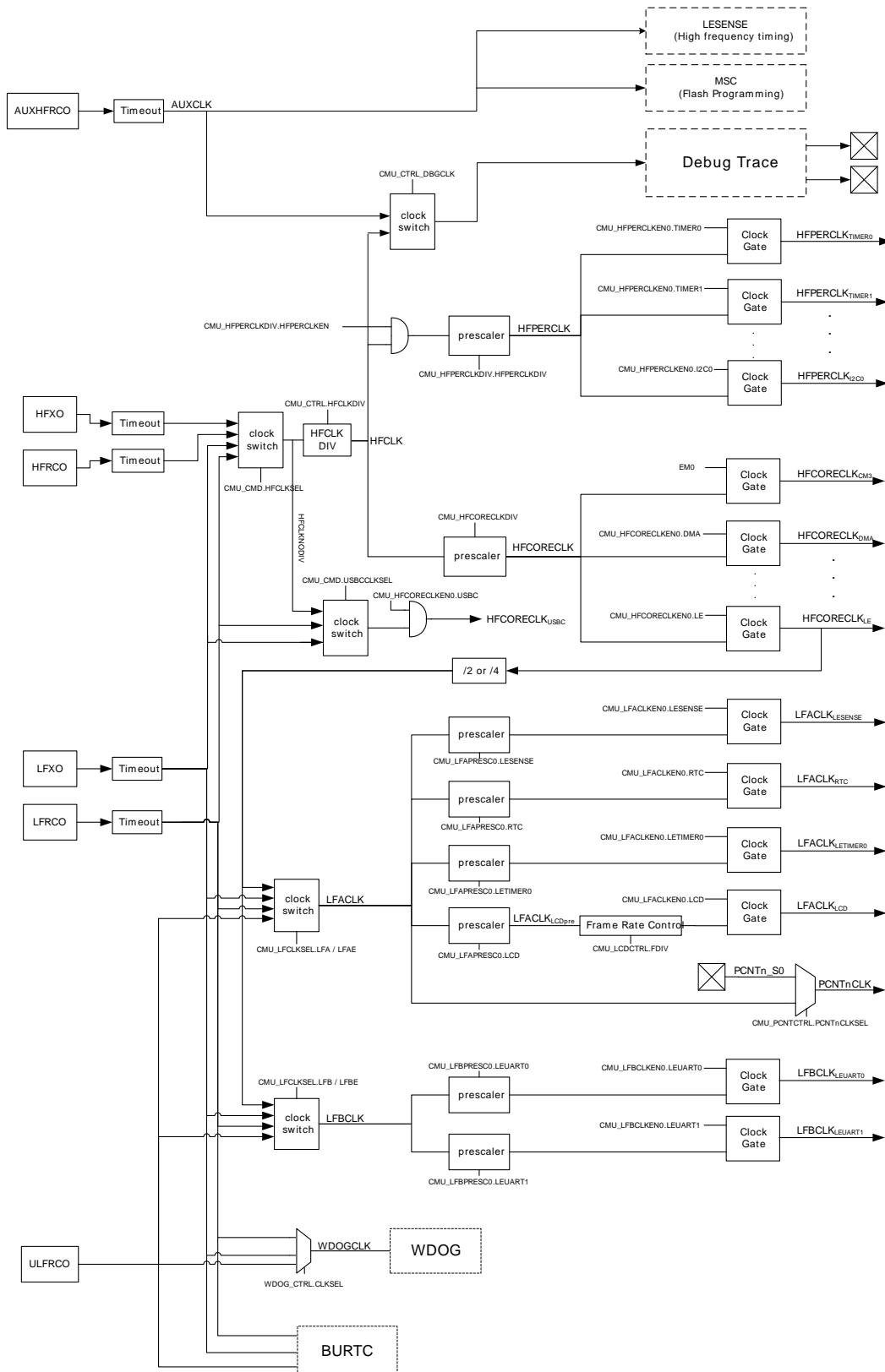
## 11.2 Features

- Multiple clock sources available:
  - 1-28 MHz High Frequency RC Oscillator (HFRCO)
  - 4-48 MHz High Frequency Crystal Oscillator (HFXO)
  - 32.768 kHz Low Frequency RC Oscillator (LFRCO)
  - 1 kHz Ultra Low Frequency RC Oscillator (ULFRCO)
  - 32.768 kHz Low Frequency Crystal Oscillator (LFXO)
- Low power oscillators
- Low start-up times
- Separate prescaler for High Frequency Core Clocks (HFCORECLK) and Peripheral Clocks (HFFPERCLK)
- Individual clock prescaler selection for each Low Energy Peripheral

- Clock Gating on an individual basis to core modules and all peripherals
- Selectable clocks can be output on two pins for use externally.
- Auxiliary 1-28 MHz RC oscillator (AUXHFRCO) for flash programming, debug trace, and LESENSE timing.

## 11.3 Functional Description

An overview of the CMU is shown in Figure 11.1 (p. 128). The number of peripheral modules that are connected to the different clocks varies from device to device.

**Figure 11.1. CMU Overview**

## 11.3.1 System Clocks

### 11.3.1.1 HFCLK - High Frequency Clock

HFCLK is the selected High Frequency Clock. This clock is used by the CMU and drives the two prescalers that generate HFCORECLK and HFPERCLK. The HFCLK can be driven by a high-frequency oscillator (HFRCO or HFXO) or one of the low-frequency oscillators (LFRCO or LFXO). By default the

HFRCO is selected. In most applications, one of the high frequency oscillators will be the preferred choice. To change the selected HFCLK write to HFCLKSEL in CMU\_CMD. The HFCLK is running in EM0 and EM1.

HFCLK can optionally be divided down by setting HFCLKDIV in CMU\_CTRL to a nonzero value. This divides down HFCLK to all high frequency components except the USB Core and is typically used to save energy in USB applications where the system is not required to run at 48 MHz. Combined with the HFCORECLK and HFPERCLK prescalers the HFCLK divider also allows for more flexible clock division.

### 11.3.1.2 HFCORECLK - High Frequency Core Clock

HFCORECLK is a prescaled version of HFCLK. This clock drives the Core Modules, which consists of the CPU and modules that are tightly coupled to the CPU, e.g. MSC, DMA etc. This also includes the interface to the Low Energy Peripherals. Some of the modules that are driven by this clock can be clock gated completely when not in use. This is done by clearing the clock enable bit for the specific module in CMU\_HFCORECLKEN0. The frequency of HFCORECLK is set using the CMU\_HFCORECLKDIV register. The setting can be changed dynamically and the new setting takes effect immediately.

The USB Core clock (USBC) is always undivided regardless of the HFCLKDIV setting. When the USB Core is active this clock must be switched to a 32 kHz clock (LFRCO or LFXO) when entering EM2. The USB Core uses this clock for monitoring the USB bus. The switch is done by writing USBCCLKSEL in CMU\_CMD. The currently active clock can be checked by reading CMU\_STATUS. The clock switch can take up to 1.5 32 kHz cycle (45 us). To avoid polling the clock selection status when switching from 32 kHz to HFCLK when coming up from EM2 the USBCHFCLKSEL interrupt can be used. EM3 is not supported when the USB is active.

**Note**

Note that if HFPERCLK runs faster than HFCORECLK, the number of clock cycles for each bus-access to peripheral modules will increase with the ratio between the clocks. Please refer to Section 5.2.3.2 (p. 20) for more details.

### 11.3.1.3 HFPERCLK - High Frequency Peripheral Clock

Like HFCORECLK, HFPERCLK can also be a prescaled version of HFCLK. This clock drives the High-Frequency Peripherals. All the peripherals that are driven by this clock can be clock gated completely when not in use. This is done by clearing the clock enable bit for the specific peripheral in CMU\_HFPERCLKEN0. The frequency of HFPERCLK is set using the CMU\_HFPERCLKDIV register. The setting can be changed dynamically and the new setting takes effect immediately.

**Note**

Note that if HFPERCLK runs faster than HFCORECLK, the number of clock cycles for each bus-access to peripheral modules will increase with the ratio between the clocks. E.g. if a bus-access normally takes three cycles, it will take 9 cycles if HFPERCLK runs three times as fast as the HFCORECLK.

### 11.3.1.4 LFACLK - Low Frequency A Clock

LFACLK is the selected clock for the Low Energy A Peripherals. There are four selectable sources for LFACLK: LFRCO, LFXO, HFCORECLK/2 and ULFRCO. In addition, the LFACLK can be disabled. From reset, the LFACLK source is set to LFRCO. However, note that the LFRCO is disabled from reset. The selection is configured using the LFA field in CMU\_LFCLKSEL. The HFCORECLK/2 setting allows the Low Energy A Peripherals to be used as high-frequency peripherals.

**Note**

If HFCORECLK/2 is selected as LFACLK, the clock will stop in EM2/3.

Each Low Energy Peripheral that is clocked by LFACLK has its own prescaler setting and enable bit. The prescaler settings are configured using CMU\_LFAPRESC0 and the clock enable bits can be found in CMU\_LFACLKEN0. Notice that the LCD has an additional high resolution prescaler for Frame Rate Control, configured by FDIV in CMU\_LCDCTRL. When operating in oversampling mode, the pulse counters are clocked by LFACLK. This is configured for each pulse counter (n) individually by setting PCNTnCLKSEL in CMU\_PCNTCTRL.

### 11.3.1.5 LFBCLK - Low Frequency B Clock

LFBCLK is the selected clock for the Low Energy B Peripherals. There are four selectable sources for LFBCLK: LFRCO, LFXO, HFCORECLK/2 and ULFRCO. In addition, the LFBCLK can be disabled. From reset, the LFBCLK source is set to LFRCO. However, note that the LFRCO is disabled from reset. The selection is configured using the LFB field in CMU\_LFCLKSEL. The HFCORECLK/2 setting allows the Low Energy B Peripherals to be used as high-frequency peripherals.

**Note**

If HFCORECLK/2 is selected as LFBCLK, the clock will stop in EM2/3.

Each Low Energy Peripheral that is clocked by LFBCLK has its own prescaler setting and enable bit. The prescaler settings are configured using CMU\_LFBPRESC0 and the clock enable bits can be found in CMU\_LFBCLKEN0.

### 11.3.1.6 PCNTnCLK - Pulse Counter n Clock

Each available pulse counter is driven by its own clock, PCNTnCLK where n is the pulse counter instance number. Each pulse counter can be configured to use an external pin (PCNTn\_S0) or LFACLK as PCNTnCLK.

### 11.3.1.7 WDOGCLK - Watchdog Timer Clock

The Watchdog Timer (WDOG) can be configured to use one of three different clock sources: LFRCO, LFXO or ULFRCO. ULFRCO (Ultra Low Frequency RC Oscillator) is a separate 1 kHz RC oscillator that also runs in EM3.

### 11.3.1.8 AUXCLK - Auxiliary Clock

AUXCLK is a 1-28 MHz clock driven by a separate RC oscillator, AUXHFRCO. This clock is used for flash programming, and Serial Wire Output (SWO), and LESENSE operation. During flash programming, or if needed by LESENSE, this clock will be active. If the AUXHFRCO has not been enabled explicitly by software, the MSC or LESENSE module will automatically start and stop it. The AUXHFRCO is enabled by writing a 1 to AUXHRCOEN in CMU\_OSCENCMD. This explicit enabling is required when SWO is used.

## 11.3.2 Oscillator Selection

### 11.3.2.1 Start-up Time

The different oscillators have different start-up times. For the RC oscillators, the start-up time is fixed, but both the LFXO and the HFXO have configurable start-up time. At the end of the start-up time a ready flag is set to indicated that the start-up time has exceeded and that the clock is available. The low start-up time values can be used for an external clock source of already high quality, while the higher start-up times should be used when the clock signal is coming directly from a crystal. The startup time for HFXO and LFXO can be set by configuring the HFXOTIMEOUT and LFXOTIMEOUT bitfields, respectively. Both bitfields are located in CMU\_CTRL. For HFXO it is also possible to enable a glitch detection filter by setting HFXOGLITCHDETEN in CMU\_CTRL. The glitch detector will reset the start-up counter if a glitch is detected, making the start-up process start over again.

There are individual bits for each oscillator indicating the status of the oscillator:

- ENABLED - Indicates that the oscillator is enabled
- READY - Start-up time is exceeded
- SELECTED - Start-up time is exceeded and oscillator is chosen as clock source

These status bits are located in the CMU\_STATUS register.

### 11.3.2.2 Switching Clock Source

The HFRCO oscillator is a low energy oscillator with extremely short wake-up time. Therefore, this oscillator is always chosen by hardware as the clock source for HFCLK when the device starts up (e.g. after reset and after waking up from EM2 and EM3). After reset, the HFRCO frequency is 14 MHz.

Software can switch between the different clock sources at run-time. E.g., when the HFRCO is the clock source, software can switch to HFXO by writing the field HFCLKSEL in the CMU\_CMD command register. See Figure 11.2 (p. 131) for a description of the sequence of events for this specific operation.

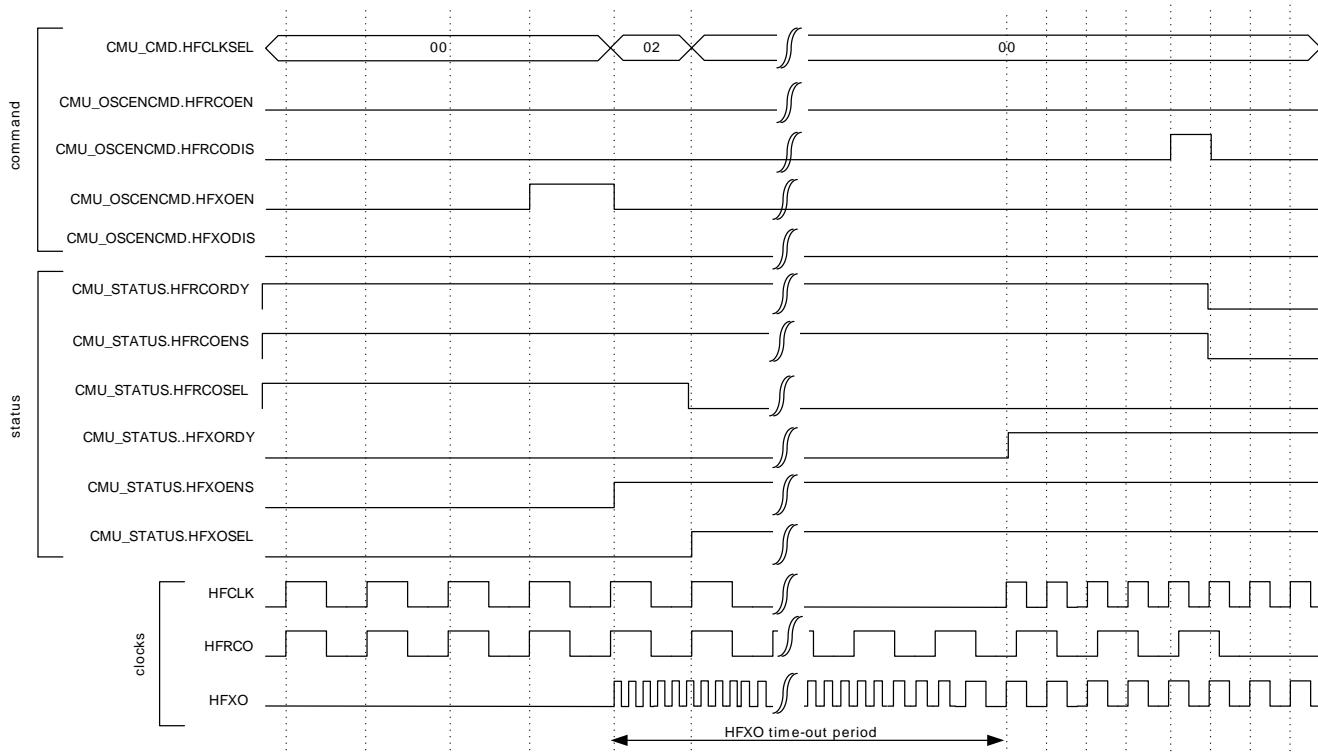
#### Note

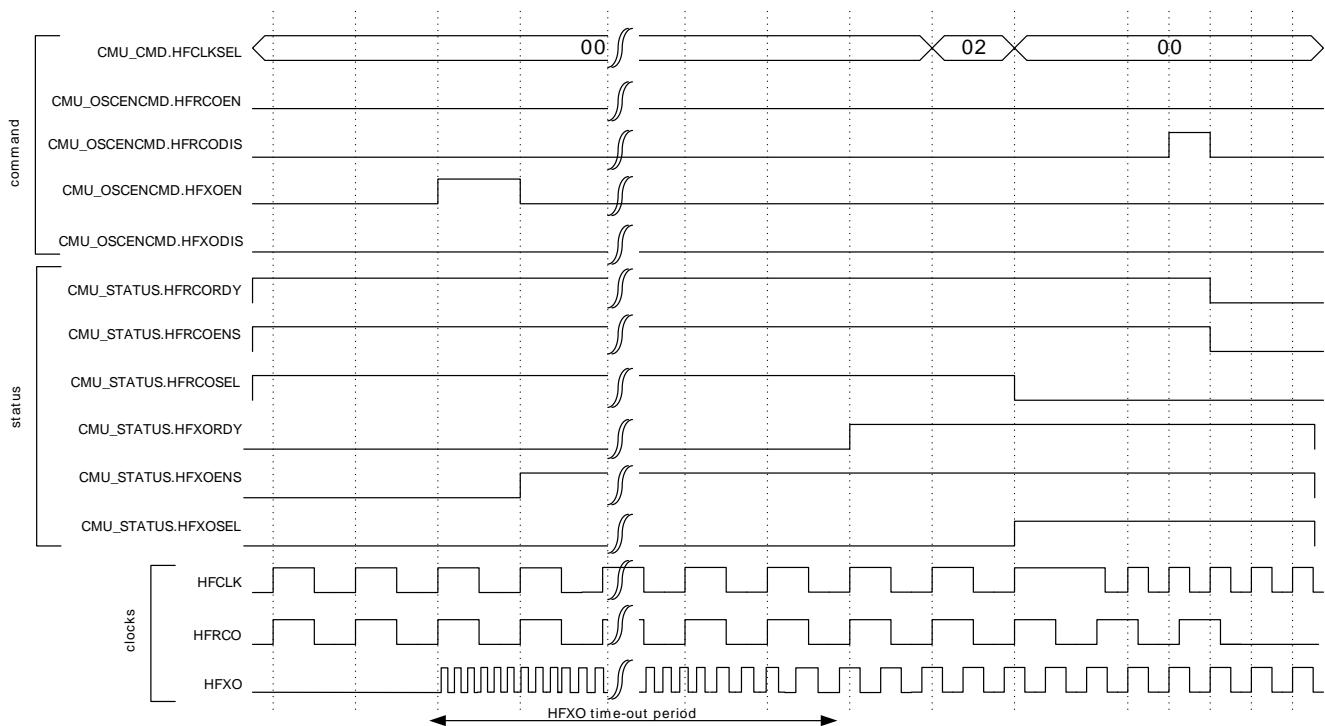
It is important first to enable the HFXO since switching to a disabled oscillator will effectively stop HFCLK and only a reset can recover the system.

During the start-up period HFCLK will stop since the oscillator driving it is not ready. This effectively stalls the Core Modules and the High-Frequency Peripherals. It is possible to avoid this by first enabling the HFXO and then wait for the oscillator to become ready before switching the clock source. This way, the system continues to run on the HFRCO until the HFXO has timed out and provides a reliable clock. This sequence of events is shown in Figure 11.3 (p. 132).

A separate flag is set when the oscillator is ready. This flag can also be configured to generate an interrupt.

**Figure 11.2. CMU Switching from HFRCO to HFXO before HFXO is ready**



**Figure 11.3. CMU Switching from HFRCO to HFXO after HFXO is ready**

Switching clock source for LFACLK and LFBCLK is done by setting the LFA and LFB fields in CMU\_LFCLKSEL. To ensure no stalls in the Low Energy Peripherals, the clock source should be ready before switching to it.

#### Note

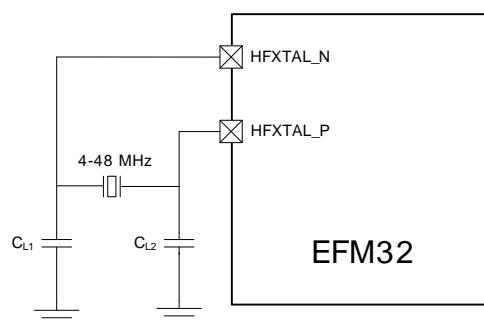
To save energy, remember to turn off all oscillators not in use.

### 11.3.3 Oscillator Configuration

#### 11.3.3.1 HFXO and LFXO

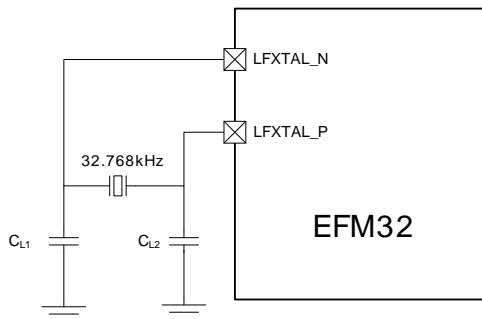
The crystal oscillators are by default configured to ensure safe startup and operation of the most common crystals. In order to optimize startup margin, startup time and power consumption for a given crystal, it is possible to adjust the gain in the oscillator. HFXO gain can be increased by setting HFXOBOOST field in CMU\_CTRL, LFXO gain can be increased by setting LFXOBOOST field in CMU\_CTRL or reduced by setting REDLFXOBOOST field in EMU\_AUXCTRL. It is important that the boost settings, along with the crystal load capacitors are matched to the crystals in use. Correct values for these parameters can be found using the energyAware Designer.

The HFXO crystal is connected to the HFXTAL\_N/HFXTAL\_P pins as shown in Figure 11.4 (p. 132)

**Figure 11.4. HFXO Pin Connection**

Similarly, the LFXO crystal is connected to the LFXTAL\_N/LFXTAL\_P pins as shown in Figure 11.5 (p. 133)

**Figure 11.5. LFXO Pin Connection**



It is possible to connect an external clock source to HFXTAL\_N/LFXTAL\_N pin of the HFXO or LFXO oscillator. By configuring the HFXOMODE/LFXOMODE fields in CMU\_CTRL, the HFXO/LFXO can be bypassed.

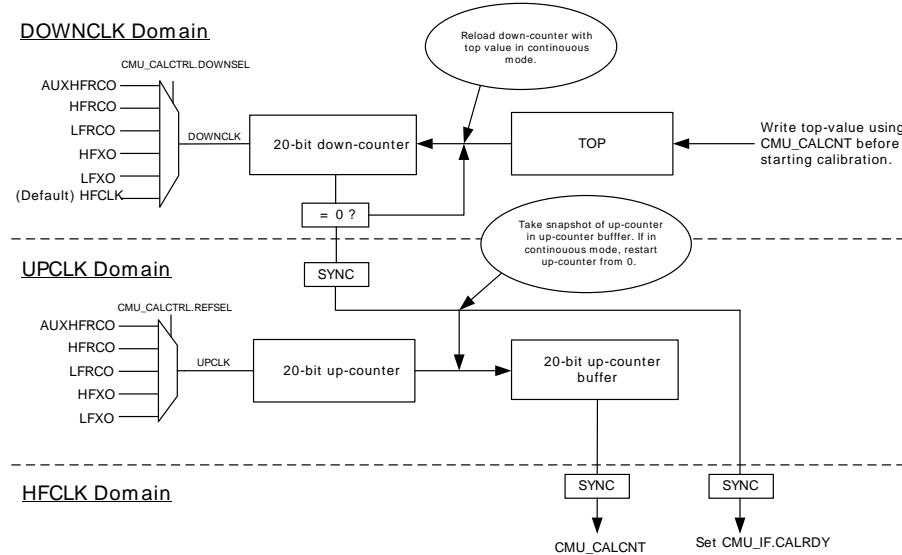
### 11.3.3.2 HFRCO, LFRCO and AUXHFRCO

It is possible to calibrate the HFRCO, LFRCO and AUXHFRCO to achieve higher accuracy (see the device datasheets for details on accuracy). The frequency is adjusted by changing the TUNING fields in CMU\_HFRCOCTRL/CMU\_LFRCOCTRL/CMU\_AUXHFRCOCTRL. Changing to a higher value will result in a higher frequency. Please refer to the datasheet for stepsize details.

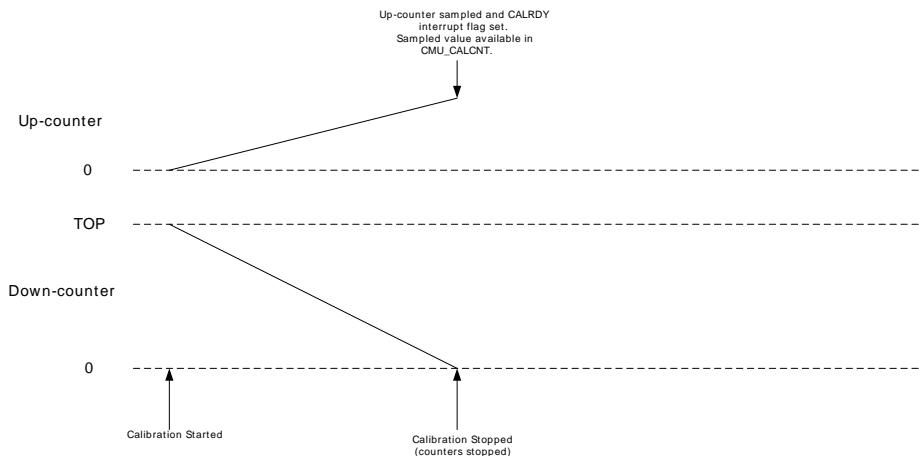
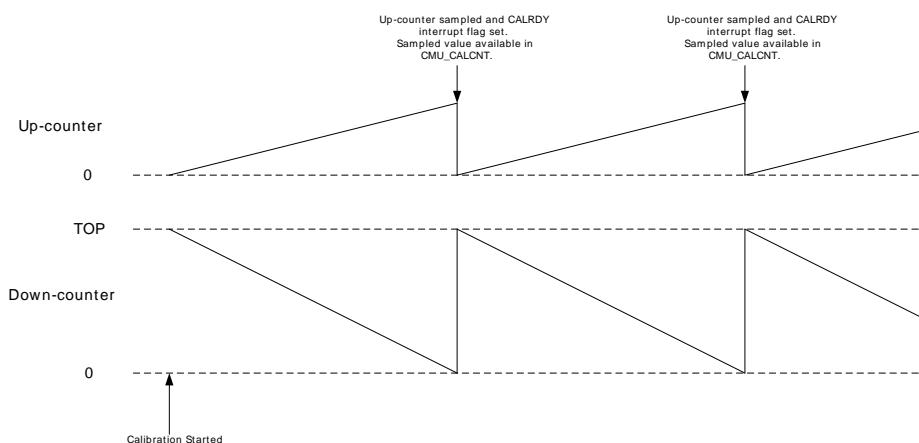
The HFRCO and AUXHFRCO can be set to one of several different frequency bands from 1 MHz to 28 MHz by setting the BAND field in CMU\_HFRCOCTRL and CMU\_AUXHFRCOCTRL. The HFRCO and AUXHFRCO frequency bands are calibrated during production test, and the production tested calibration values can be read from the Device Information (DI) page. The DI page contains a separate tuning value for each frequency band. During reset, HFRCO and AUXHFRCO tuning values are set to the production calibrated values for the 14 MHz band, which is the default frequency band. When changing to a different HFRCO or AUXHFRCO band, make sure to also update the tuning value.

The LFRCO and is also calibrated in production and its TUNING value is set to the correct value during reset.

The CMU has built-in HW support to efficiently calibrate the RC oscillators at run-time, see Figure 11.6 (p. 134). The concept is to select a reference and compare the RC frequency with the reference frequency. When the calibration circuit is started, one down-counter running on a selectable clock (DOWNSEL in CMU\_CALCTRL) and one up-counter running on a selectable clock (UPSEL in CMU\_CALCTRL) are started simultaneously. The top value for the down-counter must be written to CMU\_CALCNT before calibration is started. When the down-counter has reached 0, the up-counter is sampled and the CALRDY interrupt flag is set. If CONT in CMU\_CALCTRL is cleared, the counters are stopped at this point. If continuous mode is selected by setting CONT in CMU\_CALCTRL the down-counter reloads the top value and continues counting and the up-counter restarts from 0. Software can then read out the sampled up-counter value from CMU\_CALCNT. Then it is easy to find the ratio between the reference and the oscillator subject to the calibration. Overflows of the up-counter will not occur. If the up-counter reaches its top value before the down counter reaches 0, the top counter stays at its top value. Calibration can be stopped by writing CALSTOP in CMU\_CMD. With this HW support, it is simple to write efficient calibration algorithms in software.

**Figure 11.6. HW-support for RC Oscillator Calibration**

The counter operation for single and continuous mode are shown in Figure 11.7 (p. 134) and Figure 11.8 (p. 134) respectively.

**Figure 11.7. Single Calibration (CONT=0)****Figure 11.8. Continuous Calibration (CONT=1)**

## 11.3.4 Configuration For Operating Frequencies

The HFXO is capable of driving crystals up to 48 MHz, which allows the EFM32 to run at up to this frequency. Different frequencies have different requirements as shown in Table 11.1 (p. 135). Before going to a high frequency, make sure the registers in the table have the correct values. When going down in frequency, make sure to keep the registers at the values required by the higher frequency until after the switch has been done.

**Table 11.1. Configuration For Operating Frequencies**

Maximum Frequency	MODE in MSC_READCTRL	HFLE in CMU_CTRL	HFXOBUF CUR in CMU_CTRL
16 MHz	WS0 / WS0SCBTP / WS1 / WS1SCBTP / WS2 / WS2SCBTP	-	BOOSTUPTO32MHZ (default value)
32 MHz	WS1 / WS1SCBTP / WS2 / WS2SCBTP	-	BOOSTUPTO32MHZ (default value)
48 MHz	WS2 / WS2SCBTP	1	BOOSTABOVE32MHZ

MODE in MSC\_READCTRL makes sure the flash is able to operate at the given frequencies by inserting waitstates for flash accesses. HFXOBUF CUR in CMU\_CTRL should be set to BOOSTABOVE32MHZ when operating above 32 MHz. When operating at 32 MHz or below, the default value (BOOSTUPTO32MHZ) should be used. HFLE in CMU\_CTRL is only required for frequencies above 32 MHz, and ensures correct operation of LE peripherals. This register also implies HFCORECLKLEDIV in CMU\_HFCORECLKDIV set to DIV4, reducing the frequency of CMU\_HFCORECLKLEDIV2.

## 11.3.5 Output Clock on a Pin

It is possible to configure the CMU to output clocks on two pins. This clock selection is done using CLKOUTSEL0 and CLKOUTSEL1 fields in CMU\_CTRL. The output pins must be configured in the CMU\_ROUTE register.

- LFRCO, LFXO, HFCLK or the qualified clock from any of the oscillators can be output on one pin (CMU\_OUT1). A qualified clock will not have any glitches or skewed duty-cycle during startup. For LFXO and HFXO you need to configure LFXOTIMEOUT and HFXOTIMEOUT in CMU\_CTRL correctly to guarantee a qualified clock.
- HFRCO, HFXO, HFCLK/2, HFCLK/4, HFCLK/8, HFCLK/16, ULFRCO or AUXHFRCO can be output on another pin (CMU\_OUT0)

Note that HFXO and HFRCO clock outputs to pin can be unstable after startup and should not be output on a pin before HFXORDY/HFRCORDY is set high in CMU\_STATUS.

## 11.3.6 Protection

It is possible to lock the control- and command registers to prevent unintended software writes to critical clock settings. This is controlled by the CMU\_LOCK register.

## 11.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	CMU_CTRL	RW	CMU Control Register
0x004	CMU_HFCORECLKDIV	RW	High Frequency Core Clock Division Register
0x008	CMU_HFPERCLKDIV	RW	High Frequency Peripheral Clock Division Register
0x00C	CMU_HFRCOCTRL	RW	HFRCO Control Register
0x010	CMU_LFRCOCTRL	RW	LFRCO Control Register
0x014	CMU_AUXHFRCOCTRL	RW	AUXHFRCO Control Register
0x018	CMU_CALCTRL	RW	Calibration Control Register
0x01C	CMU_CALCNT	RWH	Calibration Counter Register
0x020	CMU_OSCENCMD	W1	Oscillator Enable/Disable Command Register
0x024	CMU_CMD	W1	Command Register
0x028	CMU_LFCLKSEL	RW	Low Frequency Clock Select Register
0x02C	CMU_STATUS	R	Status Register
0x030	CMU_IF	R	Interrupt Flag Register
0x034	CMU_IFS	W1	Interrupt Flag Set Register
0x038	CMU_IFC	W1	Interrupt Flag Clear Register
0x03C	CMU_IEN	RW	Interrupt Enable Register
0x040	CMU_HFCORECLKENO	RW	High Frequency Core Clock Enable Register 0
0x044	CMU_HFPERCLKENO	RW	High Frequency Peripheral Clock Enable Register 0
0x050	CMU_SYNCBUSY	R	Synchronization Busy Register
0x054	CMU_FREEZE	RW	Freeze Register
0x058	CMU_LFACLKEN0	RW	Low Frequency A Clock Enable Register 0 (Async Reg)
0x060	CMU_LFBCLKENO	RW	Low Frequency B Clock Enable Register 0 (Async Reg)
0x068	CMU_LFAPRESC0	RW	Low Frequency A Prescaler Register 0 (Async Reg)
0x070	CMU_LFBPRESC0	RW	Low Frequency B Prescaler Register 0 (Async Reg)
0x078	CMU_PCNTCTRL	RW	PCNT Control Register
0x07C	CMU_LCDCTRL	RW	LCD Control Register
0x080	CMU_ROUTE	RW	I/O Routing Register
0x084	CMU_LOCK	RW	Configuration Lock Register

## 11.5 Register Description

### 11.5.1 CMU\_CTRL - CMU Control Register

Offset	Bit Position																			
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15			
<b>Reset</b>	RW	0											RW	0x3	0	13	12			
<b>Access</b>	RW												RW	0x0	11	10	9			
<b>Name</b>	HFLE			DBGCLK				CLKOUTSEL1		CLKOUTSEL0		LFXOTIMEOUT	LFXOBUFCUR	HFCLKDIV	LFXOBOOST	HFXOMODE	HFXOGLITCHDETEN	HFXOBUFCUR	HFXOBOOST	HFXOMODE

Bit	Name	Reset	Access	Description
31	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
30	HFLE	0	RW	<b>High-Frequency LE Interface</b>  Set to allow access to LE peripherals when running at frequencies higher than 32 MHz
29	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
28	DBGCLK	0	RW	<b>Debug Clock</b>  Select clock used for the debug system.
	Value	Mode		Description
	0	AUXHFRCO		AUXHFRCO is the debug clock
	1	HFCLK		The system clock is the debug clock
27:26	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
25:23	CLKOUTSEL1	0x0	RW	<b>Clock Output Select 1</b>  Controls the clock output multiplexer. To actually output on the pin, set CLKOUT1OPEN in CMU_ROUTE.
	Value	Mode		Description
	0	LFRCO		LFRCO (directly from oscillator)
	1	LFXO		LFXO (directly from oscillator)
	2	HFCLK		HFCLK
	3	LFXOQ		LFXO (qualified)
	4	HFXOQ		HFXO (qualified)
	5	LFRCOQ		LFRCO (qualified)
	6	HFRCOQ		HFRCO (qualified)
	7	AUXHFRCOQ		AUXHFRCO (qualified)
22:20	CLKOUTSEL0	0x0	RW	<b>Clock Output Select 0</b>  Controls the clock output multiplexer. To actually output on the pin, set CLKOUT0OPEN in CMU_ROUTE.
	Value	Mode		Description
	0	HFRCO		HFRCO (directly from oscillator)
	1	HFXO		HFXO (directly from oscillator)
	2	HFCLK2		HFCLK/2
	3	HFCLK4		HFCLK/4
	4	HFCLK8		HFCLK/8
	5	HFCLK16		HFCLK/16
	6	ULFRCO		ULFRCO (directly from oscillator)
	7	AUXHFRCO		AUXHFRCO (directly from oscillator)
19:18	LFXOTIMEOUT	0x3	RW	<b>LFXO Timeout</b>  Configures the start-up delay for LFXO.

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	0	8CYCLES	Timeout period of 8 cycles		
	1	1KCYCLES	Timeout period of 1024 cycles		
	2	16KCYCLES	Timeout period of 16384 cycles		
	3	32KCYCLES	Timeout period of 32768 cycles		
17	LFXOBUFCUR	0	RW	<b>LFXO Boost Buffer Current</b>	
	This value has been set during calibration and should not be changed.				
16:14	HFCLKDIV	0x0	RW	<b>HFCLK Division</b>	
	Use to divide HFCLK frequency by (HFCLKDIV + 1).				
13	LFXOBOOST	0	RW	<b>LFXO Start-up Boost Current</b>	
	Adjusts start-up boost current for LFXO.				
	Value	Mode	Description		
	0	70PCENT	70 % (default)		
	1	100PCENT	100 %		
12:11	LFXOMODE	0x0	RW	<b>LFXO Mode</b>	
	Set this to configure the external source for the LFXO. The oscillator setting takes effect when 1 is written to LFXOEN in CMU_OSCENCMD. The oscillator setting is reset to default when 1 is written to LFXODIS in CMU_OSCENCMD.				
	Value	Mode	Description		
	0	XTAL	32.768 kHz crystal oscillator		
	1	BUFEXTCLK	An AC coupled buffer is coupled in series with LFXTAL_N pin, suitable for external sinus wave (32.768 kHz).		
	2	DIGEXTCLK	Digital external clock on LFXTAL_N pin. Oscillator is effectively bypassed.		
10:9	HFXOTIMEOUT	0x3	RW	<b>HFXO Timeout</b>	
	Configures the start-up delay for HFXO.				
	Value	Mode	Description		
	0	8CYCLES	Timeout period of 8 cycles		
	1	256CYCLES	Timeout period of 256 cycles		
	2	1KCYCLES	Timeout period of 1024 cycles		
	3	16KCYCLES	Timeout period of 16384 cycles		
8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
7	HFXOGLITCHDETEN	0	RW	<b>HFXO Glitch Detector Enable</b>	
	This bit enables the glitch detector which is active as long as the start-up ripple-counter is counting. A detected glitch will reset the ripple-counter effectively increasing the start-up time. Once the ripple-counter has timed-out, glitches will not be detected.				
6:5	HFXOBUFCUR	0x1	RW	<b>HFXO Boost Buffer Current</b>	
	The current level in the HFXO buffer should be set to default value when operating on 32 MHz or below. When operating on frequencies above 32 MHz, the buffer current level should be set to 3.				
	Value	Mode	Description		
	1	BOOSTUPTO32MHZ	Boost Buffer Current level when HFXO is below or equal to 32 MHz		
	3	BOOSTABOVE32MHZ	Boost Buffer Current Level when HFXO is above 32 MHz		
4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
3:2	HFXOBOOST	0x3	RW	<b>HFXO Start-up Boost Current</b>	
	Used to adjust start-up boost current for HFXO.				
	Value	Mode	Description		
	0	50PCENT	50 %		
	1	70PCENT	70 %		
	2	80PCENT	80 %		
	3	100PCENT	100 % (default)		
1:0	HFXOMODE	0x0	RW	<b>HFXO Mode</b>	

Bit	Name	Reset	Access	Description
Set this to configure the external source for the HFXO. The oscillator setting takes effect when 1 is written to HFXOEN in CMU_OSCENCMRD. The oscillator setting is reset to default when 1 is written to HFXODIS in CMU_OSCENCMRD.				
Value	Mode			Description
0	XTAL			4-32 MHz crystal oscillator
1	BUFEXTCLK			An AC coupled buffer is coupled in series with HFXTAL_N, suitable for external sine wave (4-32 MHz). The sine wave should have a minimum of 200mV peak to peak.
2	DIGEXTCLK			Digital external clock on HFXTAL_N pin. Oscillator is effectively bypassed.

## **11.5.2 CMU\_HFCORECLKDIV - High Frequency Core Clock Division Register**

Bit	Name	Reset	Access	Description																																	
31:9	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																	
8	HFCORECLKLEDIV	0	RW	<b>Additional Division Factor For HFCORECLKLEDIV2</b>																																	
				Additional division factor for HFCORECLKLE. When running at frequencies higher than 32 MHz, this must be set to DIV4																																	
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DIV2</td><td>Valid for frequencies 32 MHz and lower</td></tr> <tr> <td>1</td><td>DIV4</td><td>Must be used when HFCORECLK may go above 32 MHz</td></tr> </tbody> </table>	Value	Mode	Description	0	DIV2	Valid for frequencies 32 MHz and lower	1	DIV4	Must be used when HFCORECLK may go above 32 MHz																								
Value	Mode	Description																																			
0	DIV2	Valid for frequencies 32 MHz and lower																																			
1	DIV4	Must be used when HFCORECLK may go above 32 MHz																																			
7:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																	
3:0	HFCORECLKDIV	0x0	RW	<b>HFCORECLK Divider</b>																																	
				Specifies the clock divider for HFCORECLK.																																	
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>HFCLK</td><td>HFCORECLK = HFCLK</td></tr> <tr> <td>1</td><td>HFCLK2</td><td>HFCORECLK = HFCLK/2</td></tr> <tr> <td>2</td><td>HFCLK4</td><td>HFCORECLK = HFCLK/4</td></tr> <tr> <td>3</td><td>HFCLK8</td><td>HFCORECLK = HFCLK/8</td></tr> <tr> <td>4</td><td>HFCLK16</td><td>HFCORECLK = HFCLK/16</td></tr> <tr> <td>5</td><td>HFCLK32</td><td>HFCORECLK = HFCLK/32</td></tr> <tr> <td>6</td><td>HFCLK64</td><td>HFCORECLK = HFCLK/64</td></tr> <tr> <td>7</td><td>HFCLK128</td><td>HFCORECLK = HFCLK/128</td></tr> <tr> <td>8</td><td>HFCLK256</td><td>HFCORECLK = HFCLK/256</td></tr> <tr> <td>9</td><td>HFCLK512</td><td>HFCORECLK = HFCLK/512</td></tr> </tbody> </table>	Value	Mode	Description	0	HFCLK	HFCORECLK = HFCLK	1	HFCLK2	HFCORECLK = HFCLK/2	2	HFCLK4	HFCORECLK = HFCLK/4	3	HFCLK8	HFCORECLK = HFCLK/8	4	HFCLK16	HFCORECLK = HFCLK/16	5	HFCLK32	HFCORECLK = HFCLK/32	6	HFCLK64	HFCORECLK = HFCLK/64	7	HFCLK128	HFCORECLK = HFCLK/128	8	HFCLK256	HFCORECLK = HFCLK/256	9	HFCLK512	HFCORECLK = HFCLK/512
Value	Mode	Description																																			
0	HFCLK	HFCORECLK = HFCLK																																			
1	HFCLK2	HFCORECLK = HFCLK/2																																			
2	HFCLK4	HFCORECLK = HFCLK/4																																			
3	HFCLK8	HFCORECLK = HFCLK/8																																			
4	HFCLK16	HFCORECLK = HFCLK/16																																			
5	HFCLK32	HFCORECLK = HFCLK/32																																			
6	HFCLK64	HFCORECLK = HFCLK/64																																			
7	HFCLK128	HFCORECLK = HFCLK/128																																			
8	HFCLK256	HFCORECLK = HFCLK/256																																			
9	HFCLK512	HFCORECLK = HFCLK/512																																			

## 11.5.3 CMU\_HFPERCLKDIV - High Frequency Peripheral Clock Division Register

Offset	Bit Position																																
	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																																	
Access																																	
Name																																	HFPERCLKDIV

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	HFPERCLKEN	1	RW	<b>HFPERCLK Enable</b>
				Set to enable the HFPERCLK.
7:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3:0	HFPERCLKDIV	0x0	RW	<b>HFPERCLK Divider</b>
				Specifies the clock divider for the HFPERCLK.
	Value	Mode	Description	
	0	HFCLK	HFPERCLK = HFCLK	
	1	HFCLK2	HFPERCLK = HFCLK/2	
	2	HFCLK4	HFPERCLK = HFCLK/4	
	3	HFCLK8	HFPERCLK = HFCLK/8	
	4	HFCLK16	HFPERCLK = HFCLK/16	
	5	HFCLK32	HFPERCLK = HFCLK/32	
	6	HFCLK64	HFPERCLK = HFCLK/64	
	7	HFCLK128	HFPERCLK = HFCLK/128	
	8	HFCLK256	HFPERCLK = HFCLK/256	
	9	HFCLK512	HFPERCLK = HFCLK/512	

## 11.5.4 CMU\_HFRCOCTRL - HFRCO Control Register

Offset	Bit Position																															
	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																																
Access																																
Name																																TUNING
	SUDELAY																															
	BAND																															

Bit	Name	Reset	Access	Description
31:17	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
16:12	SUDELAY	0x00	RW	<b>HFRCO Start-up Delay</b>
				Always write this field to 0.
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

Bit	Name	Reset	Access	Description																					
10:8	BAND	0x3	RW	<b>HFRCO Band Select</b>																					
Write this field to set the frequency band in which the HFRCO is to operate. When changing this setting there will be no glitches on the HFRCO output, hence it is safe to change this setting even while the system is running on the HFRCO. To ensure an accurate frequency, the HTUNING value should also be written when changing the frequency band. The calibrated tuning value for the different bands can be read from the Device Information page.																									
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>1MHZ</td><td>1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> <tr> <td>1</td><td>7MHZ</td><td>7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> <tr> <td>2</td><td>11MHZ</td><td>11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> <tr> <td>3</td><td>14MHZ</td><td>14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> <tr> <td>4</td><td>21MHZ</td><td>21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> <tr> <td>5</td><td>28MHZ</td><td>28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td></tr> </tbody> </table>					Value	Mode	Description	0	1MHZ	1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	1	7MHZ	7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	2	11MHZ	11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	3	14MHZ	14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	4	21MHZ	21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	5	28MHZ	28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.
Value	Mode	Description																							
0	1MHZ	1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
1	7MHZ	7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
2	11MHZ	11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
3	14MHZ	14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
4	21MHZ	21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
5	28MHZ	28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
7:0	TUNING	0x80	RW	<b>HFRCO Tuning Value</b>																					
Writing this field adjusts the HFRCO frequency (the higher value, the higher frequency). This field is updated with the production calibrated value for the 14 MHz band during reset, and the reset value might therefore vary between devices.																									

## 11.5.5 CMU\_LFRCOCTRL - LFRCO Control Register

Bit	Name	Reset	Access	Description
31:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6:0	TUNING	0x40	RW	<b>LFRCO Tuning Value</b>  Writing this field adjusts the LFRCO frequency (the higher value, the higher frequency). This field is updated with the production calibrated value during reset, and the reset value might therefore vary between devices.

## 11.5.6 CMU\_AUXHFRCOCTRL - AUXHFRCO Control Register

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

Bit	Name	Reset	Access	Description																					
10:8	BAND	0x0	RW	<b>AUXHFRCO Band Select</b>																					
Write this field to set the frequency band in which the AUXHFRCO is to operate. When changing this setting there will be no glitches on the HFRCO output, hence it is safe to change this setting even while the system is using the AUXHFRCO. To ensure an accurate frequency, the AUXTUNING value should also be written when changing the frequency band. The calibrated tuning value for the different bands can be read from the Device Information page. Flash erase and write use this clock. If it is changed to another value than the default, MSC_TIMEBASE must also be configured to ensure correct flash erase and write operation.																									
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>14MHZ</td> <td>14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> <tr> <td>1</td> <td>11MHZ</td> <td>11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> <tr> <td>2</td> <td>7MHZ</td> <td>7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> <tr> <td>3</td> <td>1MHZ</td> <td>1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> <tr> <td>6</td> <td>28MHZ</td> <td>28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> <tr> <td>7</td> <td>21MHZ</td> <td>21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.</td> </tr> </tbody> </table>					Value	Mode	Description	0	14MHZ	14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	1	11MHZ	11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	2	7MHZ	7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	3	1MHZ	1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	6	28MHZ	28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.	7	21MHZ	21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.
Value	Mode	Description																							
0	14MHZ	14 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
1	11MHZ	11 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
2	7MHZ	7 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
3	1MHZ	1 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
6	28MHZ	28 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
7	21MHZ	21 MHz. NOTE: Also set the TUNING value (bits 7:0) when changing band.																							
7:0	TUNING	0x80	RW	<b>AUXHFRCO Tuning Value</b>																					
This value has been set during calibration and should not be changed.																									

## 11.5.7 CMU\_CALCTRL - Calibration Control Register

Offset	Bit Position																															
0x018	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
<b>Reset</b>																																
<b>Access</b>																																
<b>Name</b>																																
	CONT	0	RW	<b>Continuous Calibration</b>																												

Bit	Name	Reset	Access	Description																					
31:7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																							
6	CONT	0	RW	<b>Continuous Calibration</b>																					
	Set this bit to enable continuous calibration																								
5:3	DOWNSEL	0x0	RW	<b>Calibration Down-counter Select</b>																					
Selects clock source for the calibration down-counter																									
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>HFCLK</td> <td>Select HFCLK for down-counter</td> </tr> <tr> <td>1</td> <td>HFXO</td> <td>Select HFXO for down-counter</td> </tr> <tr> <td>2</td> <td>LFXO</td> <td>Select LFXO for down-counter</td> </tr> <tr> <td>3</td> <td>HFRCO</td> <td>Select HFRCO for down-counter</td> </tr> <tr> <td>4</td> <td>LFRCO</td> <td>Select LFRCO for down-counter</td> </tr> <tr> <td>5</td> <td>AUXHFRCO</td> <td>Select AUXHFRCO for down-counter</td> </tr> </tbody> </table>					Value	Mode	Description	0	HFCLK	Select HFCLK for down-counter	1	HFXO	Select HFXO for down-counter	2	LFXO	Select LFXO for down-counter	3	HFRCO	Select HFRCO for down-counter	4	LFRCO	Select LFRCO for down-counter	5	AUXHFRCO	Select AUXHFRCO for down-counter
Value	Mode	Description																							
0	HFCLK	Select HFCLK for down-counter																							
1	HFXO	Select HFXO for down-counter																							
2	LFXO	Select LFXO for down-counter																							
3	HFRCO	Select HFRCO for down-counter																							
4	LFRCO	Select LFRCO for down-counter																							
5	AUXHFRCO	Select AUXHFRCO for down-counter																							

2:0	UPSEL	0x0	RW	<b>Calibration Up-counter Select</b>
Selects clock source for the calibration up-counter				

Value	Mode	Description
0	HFXO	Select HFXO as up-counter
1	LFXO	Select LFXO as up-counter
2	HFRCO	Select HFRCO as up-counter
3	LFRCO	Select LFRCO as up-counter
4	AUXHFRCO	Select AUXHFRCO as up-counter

## 11.5.8 CMU\_CALCNT - Calibration Counter Register

Offset	Bit Position																															
	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																										0x00000						
Access																										RWH						
Name																										CALCNT						

Bit	Name	Reset	Access	Description
31:20	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
19:0	CALCNT	0x00000	RWH	<b>Calibration Counter</b>
				Write top value before calibration. Read calibration result from this register when Calibration Ready flag has been set.

## 11.5.9 CMU\_OSCENCMD - Oscillator Enable/Disable Command Register

Offset	Bit Position																															
	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																																
Access																																
Name																										LFXODIS						

Bit	Name	Reset	Access	Description
31:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9	LFXODIS	0	W1	<b>LFXO Disable</b>
				Disables the LFXO. LFXOEN has higher priority if written simultaneously.
8	LFXOEN	0	W1	<b>LFXO Enable</b>
				Enables the LFXO.
7	LFRCODIS	0	W1	<b>LFRCO Disable</b>
				Disables the LFRCO. LFRCOEN has higher priority if written simultaneously.
6	LFRCOEN	0	W1	<b>LFRCO Enable</b>
				Enables the LFRCO.
5	AUXHFRCODIS	0	W1	<b>AUXHFRCO Disable</b>
				Disables the AUXHFRCO. AUXHFRCOEN has higher priority if written simultaneously. WARNING: Do not disable this clock during a flash erase/write operation.
4	AUXHFRCOEN	0	W1	<b>AUXHFRCO Enable</b>
				Enables the AUXHFRCO.
3	HFXODIS	0	W1	<b>HFXO Disable</b>

Bit	Name	Reset	Access	Description
Disables the HFXO. HFXOEN has higher priority if written simultaneously. WARNING: Do not disable the HFRXO if this oscillator is selected as the source for HFCLK.				
2	HFXOEN	0	W1	<b>HFXO Enable</b>
Enables the HFXO.				
1	HFRCODIS	0	W1	<b>HFRCO Disable</b>
Disables the HFRCO. HFRCOEN has higher priority if written simultaneously. WARNING: Do not disable the HFRCO if this oscillator is selected as the source for HFCLK.				
0	HFRCOEN	0	W1	<b>HFRCO Enable</b>
Enables the HFRCO.				

## 11.5.10 CMU\_CMD - Command Register

Bit	Name	Reset	Access	Description															
31:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
6:5	USBCLKSEL	0x0	W1	<b>USB Core Clock Select</b>															
				Selects the clock for HFCORECLK <sub>USBC</sub> . The status register is updated when the clock switch has taken effect.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>1</td><td>HFCLKNODIV</td><td>Select HFCLKNODIV as HFCORECLK<sub>USBC</sub></td></tr> <tr> <td>2</td><td>LFXO</td><td>Select LFXO as HFCORECLK<sub>USBC</sub></td></tr> <tr> <td>3</td><td>LFRCO</td><td>Select LFRCO as HFCORECLK<sub>USBC</sub></td></tr> </tbody> </table>	Value	Mode	Description	1	HFCLKNODIV	Select HFCLKNODIV as HFCORECLK <sub>USBC</sub>	2	LFXO	Select LFXO as HFCORECLK <sub>USBC</sub>	3	LFRCO	Select LFRCO as HFCORECLK <sub>USBC</sub>			
Value	Mode	Description																	
1	HFCLKNODIV	Select HFCLKNODIV as HFCORECLK <sub>USBC</sub>																	
2	LFXO	Select LFXO as HFCORECLK <sub>USBC</sub>																	
3	LFRCO	Select LFRCO as HFCORECLK <sub>USBC</sub>																	
4	CALSTOP	0	W1	<b>Calibration Stop</b>															
				Stops the calibration counters.															
3	CALSTART	0	W1	<b>Calibration Start</b>															
				Starts the calibration, effectively loading the CMU_CALCNT into the down-counter and start decrementing.															
2:0	HFCLKSEL	0x0	W1	<b>HFCLK Select</b>															
				Selects the clock source for HFCLK. Note that selecting an oscillator that is disabled will cause the system clock to stop. Check the status register and confirm that oscillator is ready before switching.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>1</td><td>HFRCO</td><td>Select HFRCO as HFCLK</td></tr> <tr> <td>2</td><td>HFXO</td><td>Select HFXO as HFCLK</td></tr> <tr> <td>3</td><td>LFRCO</td><td>Select LFRCO as HFCLK</td></tr> <tr> <td>4</td><td>LFXO</td><td>Select LFXO as HFCLK</td></tr> </tbody> </table>	Value	Mode	Description	1	HFRCO	Select HFRCO as HFCLK	2	HFXO	Select HFXO as HFCLK	3	LFRCO	Select LFRCO as HFCLK	4	LFXO	Select LFXO as HFCLK
Value	Mode	Description																	
1	HFRCO	Select HFRCO as HFCLK																	
2	HFXO	Select HFXO as HFCLK																	
3	LFRCO	Select LFRCO as HFCLK																	
4	LFXO	Select LFXO as HFCLK																	

### **11.5.11 CMU\_LFCLKSEL - Low Frequency Clock Select Register**

Bit	Name	Reset	Access	Description																								
31:21	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																								
20	LFBE	0	RW	<b>Clock Select for LFB Extended</b>																								
				This bit redefines the meaning of the LFB field.																								
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLED</td><td>LFBCLK is disabled (when LFB = DISABLED)</td></tr> <tr> <td>1</td><td>ULFRCO</td><td>ULFRCO selected as LFBCLK (when LFB = DISABLED)</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLED	LFBCLK is disabled (when LFB = DISABLED)	1	ULFRCO	ULFRCO selected as LFBCLK (when LFB = DISABLED)															
Value	Mode	Description																										
0	DISABLED	LFBCLK is disabled (when LFB = DISABLED)																										
1	ULFRCO	ULFRCO selected as LFBCLK (when LFB = DISABLED)																										
19:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																								
16	LFAE	0	RW	<b>Clock Select for LFA Extended</b>																								
				This bit redefines the meaning of the LFA field.																								
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLED</td><td>LFACLK is disabled (when LFA = DISABLED)</td></tr> <tr> <td>1</td><td>ULFRCO</td><td>ULFRCO selected as LFACLK (when LFA = DISABLED)</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLED	LFACLK is disabled (when LFA = DISABLED)	1	ULFRCO	ULFRCO selected as LFACLK (when LFA = DISABLED)															
Value	Mode	Description																										
0	DISABLED	LFACLK is disabled (when LFA = DISABLED)																										
1	ULFRCO	ULFRCO selected as LFACLK (when LFA = DISABLED)																										
15:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																								
3:2	LFB	0x1	RW	<b>Clock Select for LFB</b>																								
				Selects the clock source for LFBCLK																								
				<table border="1"> <thead> <tr> <th>LFB</th><th>LFBE</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>Disabled</td><td>LFBCLK is disabled</td></tr> <tr> <td>1</td><td>0</td><td>LFRCO</td><td>LFRCO selected as LFBCLK</td></tr> <tr> <td>2</td><td>0</td><td>LFXO</td><td>LFXO selected as LFBCLK</td></tr> <tr> <td>3</td><td>0</td><td>HFCORECLKLEDIV2</td><td>HFCORECLK<sub>LE</sub> divided by two is selected as LFBCLK</td></tr> <tr> <td>0</td><td>1</td><td>ULFRCO</td><td>ULFRCO selected as LFBCLK</td></tr> </tbody> </table>	LFB	LFBE	Mode	Description	0	0	Disabled	LFBCLK is disabled	1	0	LFRCO	LFRCO selected as LFBCLK	2	0	LFXO	LFXO selected as LFBCLK	3	0	HFCORECLKLEDIV2	HFCORECLK <sub>LE</sub> divided by two is selected as LFBCLK	0	1	ULFRCO	ULFRCO selected as LFBCLK
LFB	LFBE	Mode	Description																									
0	0	Disabled	LFBCLK is disabled																									
1	0	LFRCO	LFRCO selected as LFBCLK																									
2	0	LFXO	LFXO selected as LFBCLK																									
3	0	HFCORECLKLEDIV2	HFCORECLK <sub>LE</sub> divided by two is selected as LFBCLK																									
0	1	ULFRCO	ULFRCO selected as LFBCLK																									
1:0	LFA	0x1	RW	<b>Clock Select for LFA</b>																								
				Selects the clock source for LFACLK.																								
				<table border="1"> <thead> <tr> <th>LFA</th><th>LFAE</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>Disabled</td><td>LFACLK is disabled</td></tr> <tr> <td>1</td><td>0</td><td>LFRCO</td><td>LFRCO selected as LFACLK</td></tr> <tr> <td>2</td><td>0</td><td>LFXO</td><td>LFXO selected as LFACLK</td></tr> <tr> <td>3</td><td>0</td><td>HFCORECLKLEDIV2</td><td>HFCORECLK<sub>LE</sub> divided by two is selected as LFACLK</td></tr> <tr> <td>0</td><td>1</td><td>ULFRCO</td><td>ULFRCO selected as LFACLK</td></tr> </tbody> </table>	LFA	LFAE	Mode	Description	0	0	Disabled	LFACLK is disabled	1	0	LFRCO	LFRCO selected as LFACLK	2	0	LFXO	LFXO selected as LFACLK	3	0	HFCORECLKLEDIV2	HFCORECLK <sub>LE</sub> divided by two is selected as LFACLK	0	1	ULFRCO	ULFRCO selected as LFACLK
LFA	LFAE	Mode	Description																									
0	0	Disabled	LFACLK is disabled																									
1	0	LFRCO	LFRCO selected as LFACLK																									
2	0	LFXO	LFXO selected as LFACLK																									
3	0	HFCORECLKLEDIV2	HFCORECLK <sub>LE</sub> divided by two is selected as LFACLK																									
0	1	ULFRCO	ULFRCO selected as LFACLK																									

## 11.5.12 CMU\_STATUS - Status Register

Offset	Bit Position																															
	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																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17	USBCLFRCOSEL	0	R	<b>USBC LFRCO Selected</b> LFRCO is selected (and active) as HFCoreCLK <sub>USBC</sub> .
16	USBCLFXOSEL	0	R	<b>USBC LFXO Selected</b> LFXO is selected (and active) as HFCoreCLK <sub>USBC</sub> .
15	USBCHFCLKSEL	0	R	<b>USBC HFCLK Selected</b> HFCLK is selected (and active) as HFCoreCLK <sub>USBC</sub> .
14	CALBSY	0	R	<b>Calibration Busy</b> Calibration is on-going.
13	LFXOSEL	0	R	<b>LFXO Selected</b> LFXO is selected as HFCLK clock source.
12	LFRCOSEL	0	R	<b>LFRCO Selected</b> LFRCO is selected as HFCLK clock source.
11	HFXOSEL	0	R	<b>HFXO Selected</b> HFXO is selected as HFCLK clock source.
10	HFRCOSEL	1	R	<b>HFRCO Selected</b> HFRCO is selected as HFCLK clock source.
9	LFXORDY	0	R	<b>LFXO Ready</b> LFXO is enabled and start-up time has exceeded.
8	LFXOENS	0	R	<b>LFXO Enable Status</b> LFXO is enabled.
7	LFRCORDY	0	R	<b>LFRCO Ready</b> LFRCO is enabled and start-up time has exceeded.
6	LFRCOENS	0	R	<b>LFRCO Enable Status</b> LFRCO is enabled.
5	AUXHFRCORDY	0	R	<b>AUXHFRCO Ready</b> AUXHFRCO is enabled and start-up time has exceeded.
4	AUXHFRCOENS	0	R	<b>AUXHFRCO Enable Status</b> AUXHFRCO is enabled.
3	HFXORDY	0	R	<b>HFXO Ready</b> HFXO is enabled and start-up time has exceeded.
2	HFXOENS	0	R	<b>HFXO Enable Status</b> HFXO is enabled.
1	HFRCORDY	1	R	<b>HFRCO Ready</b>

Bit	Name	Reset	Access	Description
HFRCO is enabled and start-up time has exceeded.				
0	HFRCOENS	1	R	<b>HFRCO Enable Status</b>
HFRCO is enabled.				

### 11.5.13 CMU\_IF - Interrupt Flag Register

Offset	Bit Position																								
0x030	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																									
Access																									
Name																									

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	USBCHFCLKSEL	0	R	<b>USBC HFCLK Selected Interrupt Flag</b>
Set when HFCLK is selected as HFCORECLKUSBC.				
6	CALOF	0	R	<b>Calibration Overflow Interrupt Flag</b>
Set when calibration overflow has occurred				
5	CALRDY	0	R	<b>Calibration Ready Interrupt Flag</b>
Set when calibration is completed.				
4	AUXHFRCORDY	0	R	<b>AUXHFRCO Ready Interrupt Flag</b>
Set when AUXHFRCO is ready (start-up time exceeded).				
3	LFXORDY	0	R	<b>LFXO Ready Interrupt Flag</b>
Set when LFXO is ready (start-up time exceeded).				
2	LFRCORDY	0	R	<b>LFRCO Ready Interrupt Flag</b>
Set when LFRCO is ready (start-up time exceeded).				
1	HFXORDY	0	R	<b>HFXO Ready Interrupt Flag</b>
Set when HFXO is ready (start-up time exceeded).				
0	HFRCORDY	1	R	<b>HFRCO Ready Interrupt Flag</b>
Set when HFRCO is ready (start-up time exceeded).				

### 11.5.14 CMU\_IFS - Interrupt Flag Set Register

Offset	Bit Position																								
0x034	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																									
Access																									
Name																									

Bit	Name	Reset	Access	Description
31:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7	USBCHFCLKSEL	0	W1	<b>USBC HFCLK Selected Interrupt Flag Set</b>
				Write to 1 to set the USBC HFCLK Selected Interrupt Flag
6	CALOF	0	W1	<b>Calibration Overflow Interrupt Flag Set</b>
				Write to 1 to set the Calibration Overflow Interrupt Flag
5	CALRDY	0	W1	<b>Calibration Ready Interrupt Flag Set</b>
				Write to 1 to set the Calibration Ready(completed) Interrupt Flag
4	AUXHFRCORDY	0	W1	<b>AUXHFRCO Ready Interrupt Flag Set</b>
				Write to 1 to set the AUXHFRCO Ready Interrupt Flag
3	LFXORDY	0	W1	<b>LFXO Ready Interrupt Flag Set</b>
				Write to 1 to set the LFXO Ready Interrupt Flag
2	LFRCORDY	0	W1	<b>LFRCO Ready Interrupt Flag Set</b>
				Write to 1 to set the LFRCO Ready Interrupt Flag
1	HFXORDY	0	W1	<b>HFXO Ready Interrupt Flag Set</b>
				Write to 1 to set the HFXO Ready Interrupt Flag
0	HFRCORDY	0	W1	<b>HFRCO Ready Interrupt Flag Set</b>
				Write to 1 to set the HFRCO Ready Interrupt Flag

### 11.5.15 CMU\_IFC - Interrupt Flag Clear Register

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	USBCHFCLKSEL	0	W1	<b>USBC HFCLK Selected Interrupt Flag Clear</b>
	Write to 1 to clear the USBC HFCLK Selected Interrupt Flag			
6	CALOF	0	W1	<b>Calibration Overflow Interrupt Flag Clear</b>
	Write to 1 to clear the Calibration Overflow Interrupt Flag			
5	CALRDY	0	W1	<b>Calibration Ready Interrupt Flag Clear</b>
	Write to 1 to clear the Calibration Ready Interrupt Flag			
4	AUXHFRCORDY	0	W1	<b>AUXHFRCO Ready Interrupt Flag Clear</b>
	Write to 1 to clear the AUXHFRCO Ready Interrupt Flag			
3	LFXORDY	0	W1	<b>LFXO Ready Interrupt Flag Clear</b>
	Write to 1 to clear the LFXO Ready Interrupt Flag			
2	LFRCORDY	0	W1	<b>LFRCO Ready Interrupt Flag Clear</b>
	Write to 1 to clear the LFRCO Ready Interrupt Flag			
1	HFXORDY	0	W1	<b>HFXO Ready Interrupt Flag Clear</b>
	Write to 1 to clear the HFXO Ready Interrupt Flag			

Bit	Name	Reset	Access	Description
0	HFRCORDY	0	W1	<b>HFRCO Ready Interrupt Flag Clear</b> Write to 1 to clear the HFRCO Ready Interrupt Flag

### 11.5.16 CMU\_IEN - Interrupt Enable Register

Offset	Bit Position																								
0x03C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																									
Access																									
Name																									

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	USBCHFCLKSEL	0	RW	<b>USBC HFCLK Selected Interrupt Enable</b> Set to enable the USBC HFCLK Selected Interrupt.
6	CALOF	0	RW	<b>Calibration Overflow Interrupt Enable</b> Set to enable the Calibration Overflow Interrupt.
5	CALRDY	0	RW	<b>Calibration Ready Interrupt Enable</b> Set to enable the Calibration Ready Interrupt.
4	AUXHFRCORDY	0	RW	<b>AUXHFRCO Ready Interrupt Enable</b> Set to enable the AUXHFRCO Ready Interrupt.
3	LFXORDY	0	RW	<b>LFXO Ready Interrupt Enable</b> Set to enable the LFXO Ready Interrupt.
2	LFRCORDY	0	RW	<b>LFRCO Ready Interrupt Enable</b> Set to enable the LFRCO Ready Interrupt.
1	HFXORDY	0	RW	<b>HFXO Ready Interrupt Enable</b> Set to enable the HFXO Ready Interrupt.
0	HFRCORDY	0	RW	<b>HFRCO Ready Interrupt Enable</b> Set to enable the HFRCO Ready Interrupt.

### 11.5.17 CMU\_HFCORECLKEN0 - High Frequency Core Clock Enable Register 0

Offset	Bit Position																								
0x040	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																									
Access																									
Name																									

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	EBI	0	RW	<b>External Bus Interface Clock Enable</b> Set to enable the clock for EBI.
4	LE	0	RW	<b>Low Energy Peripheral Interface Clock Enable</b> Set to enable the clock for LE. Interface used for bus access to Low Energy peripherals.
3	USB	0	RW	<b>Universal Serial Bus Interface Clock Enable</b> Set to enable the clock for USB.
2	USBC	0	RW	<b>Universal Serial Bus Interface Core Clock Enable</b> Set to enable the clock for USBC.
1	AES	0	RW	<b>Advanced Encryption Standard Accelerator Clock Enable</b> Set to enable the clock for AES.
0	DMA	0	RW	<b>Direct Memory Access Controller Clock Enable</b> Set to enable the clock for DMA.

## 11.5.18 CMU\_HFPERCLKEN0 - High Frequency Peripheral Clock Enable Register 0

Offset	Bit Position																
0x044	31	30	29	28	27	26	25	24	23	22	21	20	19	18			
Reset															0	17	
Access															0	16	
Name															0	15	
															DAC0	VCMP	
															ADC0	GPIO	
															PRS	I2C1	
																I2C0	ACMP1
																ACMP0	ACMP0
																TIMER3	TIMER1
																	RW
																	0
																	8
																	0
																	5
																	4
																	0
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17	DAC0	0	RW	<b>Digital to Analog Converter 0 Clock Enable</b> Set to enable the clock for DAC0.
16	ADC0	0	RW	<b>Analog to Digital Converter 0 Clock Enable</b> Set to enable the clock for ADC0.
15	PRS	0	RW	<b>Peripheral Reflex System Clock Enable</b> Set to enable the clock for PRS.
14	VCMP	0	RW	<b>Voltage Comparator Clock Enable</b> Set to enable the clock for VCMP.
13	GPIO	0	RW	<b>General purpose Input/Output Clock Enable</b> Set to enable the clock for GPIO.
12	I2C1	0	RW	<b>I2C 1 Clock Enable</b> Set to enable the clock for I2C1.
11	I2C0	0	RW	<b>I2C 0 Clock Enable</b> Set to enable the clock for I2C0.
10	ACMP1	0	RW	<b>Analog Comparator 1 Clock Enable</b> Set to enable the clock for ACMP1.
9	ACMP0	0	RW	<b>Analog Comparator 0 Clock Enable</b> Set to enable the clock for ACMP0.

Bit	Name	Reset	Access	Description
8	TIMER3	0	RW	<b>Timer 3 Clock Enable</b> Set to enable the clock for TIMER3.
7	TIMER2	0	RW	<b>Timer 2 Clock Enable</b> Set to enable the clock for TIMER2.
6	TIMER1	0	RW	<b>Timer 1 Clock Enable</b> Set to enable the clock for TIMER1.
5	TIMER0	0	RW	<b>Timer 0 Clock Enable</b> Set to enable the clock for TIMER0.
4	UART1	0	RW	<b>Universal Asynchronous Receiver/Transmitter 0 Clock Enable</b> Set to enable the clock for UART1.
3	UART0	0	RW	<b>Universal Asynchronous Receiver/Transmitter 0 Clock Enable</b> Set to enable the clock for UART0.
2	USART2	0	RW	<b>Universal Synchronous/Asynchronous Receiver/Transmitter 2 Clock Enable</b> Set to enable the clock for USART2.
1	USART1	0	RW	<b>Universal Synchronous/Asynchronous Receiver/Transmitter 1 Clock Enable</b> Set to enable the clock for USART1.
0	USART0	0	RW	<b>Universal Synchronous/Asynchronous Receiver/Transmitter 0 Clock Enable</b> Set to enable the clock for USART0.

## 11.5.19 CMU\_SYNCBUSY - Synchronization Busy Register

Bit	Name	Reset	Access	Description						
31:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>						
6	LFBPRESC0	0	R	<b>Low Frequency B Prescaler 0 Busy</b>						
				Used to check the synchronization status of CMU_LFBPRESC0.						
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>1</td><td>CMU_LFBPRESC0 is busy synchronizing new value</td></tr> </tbody> </table>	Value	Description	1	CMU_LFBPRESC0 is busy synchronizing new value		
Value	Description									
1	CMU_LFBPRESC0 is busy synchronizing new value									
5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>						
4	LFBCLKEN0	0	R	<b>Low Frequency B Clock Enable 0 Busy</b>						
				Used to check the synchronization status of CMU_LFBCLKEN0.						
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>CMU_LFBCLKEN0 is ready for update</td></tr> <tr> <td>1</td><td>CMU_LFBCLKEN0 is busy synchronizing new value</td></tr> </tbody> </table>	Value	Description	0	CMU_LFBCLKEN0 is ready for update	1	CMU_LFBCLKEN0 is busy synchronizing new value
Value	Description									
0	CMU_LFBCLKEN0 is ready for update									
1	CMU_LFBCLKEN0 is busy synchronizing new value									
3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>						
2	LFAPRESC0	0	R	<b>Low Frequency A Prescaler 0 Busy</b>						

Bit	Name	Reset	Access	Description
Used to check the synchronization status of CMU_LFAPRESC0.				
	Value	Description		
	0	CMU_LFAPRESC0 is ready for update		
	1	CMU_LFAPRESC0 is busy synchronizing new value		
1	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
0	LFACLKEN0	0	R	<b>Low Frequency A Clock Enable 0 Busy</b>
Used to check the synchronization status of CMU_LFACLKEN0.				
	Value	Description		
	0	CMU_LFACLKEN0 is ready for update		
	1	CMU_LFACLKEN0 is busy synchronizing new value		

## 11.5.20 CMU\_FREEZE - Freeze Register

Bit	Name	Reset	Access	Description									
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
0	REGFREEZE	0	RW	<p><b>Register Update Freeze</b></p> <p>When set, the update of the Low Frequency clock control registers is postponed until this bit is cleared. Use this bit to update several registers simultaneously.</p> <table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>UPDATE</td> <td>Each write access to a Low Frequency clock control register is updated into the Low Frequency domain as soon as possible.</td> </tr> <tr> <td>1</td> <td>FREEZE</td> <td>The LE Clock Control registers are not updated with the new written value.</td> </tr> </tbody> </table>	Value	Mode	Description	0	UPDATE	Each write access to a Low Frequency clock control register is updated into the Low Frequency domain as soon as possible.	1	FREEZE	The LE Clock Control registers are not updated with the new written value.
Value	Mode	Description											
0	UPDATE	Each write access to a Low Frequency clock control register is updated into the Low Frequency domain as soon as possible.											
1	FREEZE	The LE Clock Control registers are not updated with the new written value.											

## **11.5.21 CMU\_LFACLKEN0 - Low Frequency A Clock Enable Register 0 (Async Reg)**

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

Bit	Name	Reset	Access	Description
3	LCD	0	RW	<b>Liquid Crystal Display Controller Clock Enable</b> Set to enable the clock for LCD.
2	LETIMER0	0	RW	<b>Low Energy Timer 0 Clock Enable</b> Set to enable the clock for LETIMER0.
1	RTC	0	RW	<b>Real-Time Counter Clock Enable</b> Set to enable the clock for RTC.
0	LESENSE	0	RW	<b>Low Energy Sensor Interface Clock Enable</b> Set to enable the clock for LESENSE.

## 11.5.22 CMU\_LFBCLKEN0 - Low Frequency B Clock Enable Register 0 (Async Reg)

Offset	Bit Position																														
0x060	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	
Reset																													0	1	
Access																													RW	0	0
Name																													LEUART1	RW	0
																													LEUART0	RW	0

Bit	Name	Reset	Access	Description
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1	LEUART1	0	RW	<b>Low Energy UART 1 Clock Enable</b> Set to enable the clock for LEUART1.
0	LEUART0	0	RW	<b>Low Energy UART 0 Clock Enable</b> Set to enable the clock for LEUART0.

## 11.5.23 CMU\_LFAPRESC0 - Low Frequency A Prescaler Register 0 (Async Reg)

Offset	Bit Position																													
0x068	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
Reset																												0x0	0	
Access																												0x0	0	
Name																												LCD	RW	0x0
																												LETIMER0	RW	0x0
																												RTC	RW	0x0
																												LESENSE	RW	0x0

Bit	Name	Reset	Access	Description
31:14	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
13:12	LCD	0x0	RW	<b>Liquid Crystal Display Controller Prescaler</b> Configure Liquid Crystal Display Controller prescaler

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0	DIV16			LFACLK <sub>LCD</sub> = LFACLK/16
1	DIV32			LFACLK <sub>LCD</sub> = LFACLK/32
2	DIV64			LFACLK <sub>LCD</sub> = LFACLK/64
3	DIV128			LFACLK <sub>LCD</sub> = LFACLK/128
11:8	LETIMER0	0x0	RW	<b>Low Energy Timer 0 Prescaler</b>
	Configure Low Energy Timer 0 prescaler			
	Value	Mode		Description
0	DIV1			LFACLK <sub>LETIMER0</sub> = LFACLK
1	DIV2			LFACLK <sub>LETIMER0</sub> = LFACLK/2
2	DIV4			LFACLK <sub>LETIMER0</sub> = LFACLK/4
3	DIV8			LFACLK <sub>LETIMER0</sub> = LFACLK/8
4	DIV16			LFACLK <sub>LETIMER0</sub> = LFACLK/16
5	DIV32			LFACLK <sub>LETIMER0</sub> = LFACLK/32
6	DIV64			LFACLK <sub>LETIMER0</sub> = LFACLK/64
7	DIV128			LFACLK <sub>LETIMER0</sub> = LFACLK/128
8	DIV256			LFACLK <sub>LETIMER0</sub> = LFACLK/256
9	DIV512			LFACLK <sub>LETIMER0</sub> = LFACLK/512
10	DIV1024			LFACLK <sub>LETIMER0</sub> = LFACLK/1024
11	DIV2048			LFACLK <sub>LETIMER0</sub> = LFACLK/2048
12	DIV4096			LFACLK <sub>LETIMER0</sub> = LFACLK/4096
13	DIV8192			LFACLK <sub>LETIMER0</sub> = LFACLK/8192
14	DIV16384			LFACLK <sub>LETIMER0</sub> = LFACLK/16384
15	DIV32768			LFACLK <sub>LETIMER0</sub> = LFACLK/32768
7:4	RTC	0x0	RW	<b>Real-Time Counter Prescaler</b>
	Configure Real-Time Counter prescaler			
	Value	Mode		Description
0	DIV1			LFACLK <sub>RTC</sub> = LFACLK
1	DIV2			LFACLK <sub>RTC</sub> = LFACLK/2
2	DIV4			LFACLK <sub>RTC</sub> = LFACLK/4
3	DIV8			LFACLK <sub>RTC</sub> = LFACLK/8
4	DIV16			LFACLK <sub>RTC</sub> = LFACLK/16
5	DIV32			LFACLK <sub>RTC</sub> = LFACLK/32
6	DIV64			LFACLK <sub>RTC</sub> = LFACLK/64
7	DIV128			LFACLK <sub>RTC</sub> = LFACLK/128
8	DIV256			LFACLK <sub>RTC</sub> = LFACLK/256
9	DIV512			LFACLK <sub>RTC</sub> = LFACLK/512
10	DIV1024			LFACLK <sub>RTC</sub> = LFACLK/1024
11	DIV2048			LFACLK <sub>RTC</sub> = LFACLK/2048
12	DIV4096			LFACLK <sub>RTC</sub> = LFACLK/4096
13	DIV8192			LFACLK <sub>RTC</sub> = LFACLK/8192
14	DIV16384			LFACLK <sub>RTC</sub> = LFACLK/16384
15	DIV32768			LFACLK <sub>RTC</sub> = LFACLK/32768
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	LESENSE	0x0	RW	<b>Low Energy Sensor Interface Prescaler</b>
	Configure Low Energy Sensor Interface prescaler			
	Value	Mode		Description
0	DIV1			LFACLK <sub>LESENSE</sub> = LFACLK
1	DIV2			LFACLK <sub>LESENSE</sub> = LFACLK/2
2	DIV4			LFACLK <sub>LESENSE</sub> = LFACLK/4
3	DIV8			LFACLK <sub>LESENSE</sub> = LFACLK/8

## 11.5.24 CMU\_LFBPRESC0 - Low Frequency B Prescaler Register 0 (Async Reg)

Offset	Bit Position																				
0x070	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	6
Reset																					5
Access																					4
Name																					LEUART1
																					LEUART0
																					0x0

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5:4	LEUART1	0x0	RW	<b>Low Energy UART 1 Prescaler</b>
	Configure Low Energy UART 1 prescaler			
	Value	Mode		Description
	0	DIV1		LFBCLK <sub>LEUART1</sub> = LFBCLK
	1	DIV2		LFBCLK <sub>LEUART1</sub> = LFBCLK/2
	2	DIV4		LFBCLK <sub>LEUART1</sub> = LFBCLK/4
	3	DIV8		LFBCLK <sub>LEUART1</sub> = LFBCLK/8
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	LEUART0	0x0	RW	<b>Low Energy UART 0 Prescaler</b>
	Configure Low Energy UART 0 prescaler			
	Value	Mode		Description
	0	DIV1		LFBCLK <sub>LEUART0</sub> = LFBCLK
	1	DIV2		LFBCLK <sub>LEUART0</sub> = LFBCLK/2
	2	DIV4		LFBCLK <sub>LEUART0</sub> = LFBCLK/4
	3	DIV8		LFBCLK <sub>LEUART0</sub> = LFBCLK/8

## 11.5.25 CMU\_PCNTCTRL - PCNT Control Register

Offset	Bit Position																				
0x078	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	6
Reset																					5
Access																					4
Name																					3
																					2
	PCNT2CLKSEL	RW	0	5																	1
	PCNT2CLKEN	RW	0	4																	0
	PCNT1CLKSEL	RW	0	3																	
	PCNT1CLKEN	RW	0	2																	
	PCNT0CLKSEL	RW	0	1																	
	PCNT0CLKEN	RW	0	0																	

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	PCNT2CLKSEL	0	RW	<b>PCNT2 Clock Select</b>
	This bit controls which clock that is used for the PCNT.			
	Value	Mode		Description
	0	LFACLK		LFACLK is clocking PCNT2
	1	PCNT2S0		External pin PCNT2_S0 is clocking PCNT0

Bit	Name	Reset	Access	Description												
4	PCNT2CLKEN	0	RW	<b>PCNT2 Clock Enable</b>												
This bit enables/disables the clock to the PCNT.																
<table border="1"> <thead> <tr> <th>Value</th><th colspan="2">Description</th></tr> </thead> <tbody> <tr> <td>0</td><td colspan="2">PCNT2 is disabled</td></tr> <tr> <td>1</td><td colspan="2">PCNT2 is enabled</td></tr> </tbody> </table>					Value	Description		0	PCNT2 is disabled		1	PCNT2 is enabled				
Value	Description															
0	PCNT2 is disabled															
1	PCNT2 is enabled															
3	PCNT1CLKSEL	0	RW	<b>PCNT1 Clock Select</b>												
This bit controls which clock that is used for the PCNT.																
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th colspan="2">Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LFACLK</td><td colspan="2">LFACLK is clocking PCNT0</td></tr> <tr> <td>1</td><td>PCNT1S0</td><td colspan="2">External pin PCNT1_S0 is clocking PCNT0</td></tr> </tbody> </table>					Value	Mode	Description		0	LFACLK	LFACLK is clocking PCNT0		1	PCNT1S0	External pin PCNT1_S0 is clocking PCNT0	
Value	Mode	Description														
0	LFACLK	LFACLK is clocking PCNT0														
1	PCNT1S0	External pin PCNT1_S0 is clocking PCNT0														
2	PCNT1CLKEN	0	RW	<b>PCNT1 Clock Enable</b>												
This bit enables/disables the clock to the PCNT.																
<table border="1"> <thead> <tr> <th>Value</th><th colspan="2">Description</th></tr> </thead> <tbody> <tr> <td>0</td><td colspan="2">PCNT1 is disabled</td></tr> <tr> <td>1</td><td colspan="2">PCNT1 is enabled</td></tr> </tbody> </table>					Value	Description		0	PCNT1 is disabled		1	PCNT1 is enabled				
Value	Description															
0	PCNT1 is disabled															
1	PCNT1 is enabled															
1	PCNT0CLKSEL	0	RW	<b>PCNT0 Clock Select</b>												
This bit controls which clock that is used for the PCNT.																
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th colspan="2">Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LFACLK</td><td colspan="2">LFACLK is clocking PCNT0</td></tr> <tr> <td>1</td><td>PCNT0S0</td><td colspan="2">External pin PCNT0_S0 is clocking PCNT0</td></tr> </tbody> </table>					Value	Mode	Description		0	LFACLK	LFACLK is clocking PCNT0		1	PCNT0S0	External pin PCNT0_S0 is clocking PCNT0	
Value	Mode	Description														
0	LFACLK	LFACLK is clocking PCNT0														
1	PCNT0S0	External pin PCNT0_S0 is clocking PCNT0														
0	PCNT0CLKEN	0	RW	<b>PCNT0 Clock Enable</b>												
This bit enables/disables the clock to the PCNT.																

## 11.5.26 CMU\_LCDCTRL - LCD Control Register

Offset	Bit Position																																							
Reset	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								
Access	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW								
Name	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV	VBFDIV									
Bit	Name	Reset	Access	Description																																				
31:7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																						
6:4	VBFDIV	0x2	RW	<b>Voltage Boost Frequency Division</b>																																				
These bits control the voltage boost update frequency division.																																								
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th colspan="2">Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DIV1</td><td colspan="2">Voltage Boost update Frequency = LFACLK</td></tr> <tr> <td>1</td><td>DIV2</td><td colspan="2">Voltage Boost update Frequency = LFACLK/2</td></tr> <tr> <td>2</td><td>DIV4</td><td colspan="2">Voltage Boost update Frequency = LFACLK/4</td></tr> <tr> <td>3</td><td>DIV8</td><td colspan="2">Voltage Boost update Frequency = LFACLK/8</td></tr> <tr> <td>4</td><td>DIV16</td><td colspan="2">Voltage Boost update Frequency = LFACLK/16</td></tr> <tr> <td>5</td><td>DIV32</td><td colspan="2">Voltage Boost update Frequency = LFACLK/32</td></tr> <tr> <td>6</td><td>DIV64</td><td colspan="2">Voltage Boost update Frequency = LFACLK/64</td></tr> <tr> <td>7</td><td>DIV128</td><td colspan="2">Voltage Boost update Frequency = LFACLK/128</td></tr> </tbody> </table>					Value	Mode	Description		0	DIV1	Voltage Boost update Frequency = LFACLK		1	DIV2	Voltage Boost update Frequency = LFACLK/2		2	DIV4	Voltage Boost update Frequency = LFACLK/4		3	DIV8	Voltage Boost update Frequency = LFACLK/8		4	DIV16	Voltage Boost update Frequency = LFACLK/16		5	DIV32	Voltage Boost update Frequency = LFACLK/32		6	DIV64	Voltage Boost update Frequency = LFACLK/64		7	DIV128	Voltage Boost update Frequency = LFACLK/128	
Value	Mode	Description																																						
0	DIV1	Voltage Boost update Frequency = LFACLK																																						
1	DIV2	Voltage Boost update Frequency = LFACLK/2																																						
2	DIV4	Voltage Boost update Frequency = LFACLK/4																																						
3	DIV8	Voltage Boost update Frequency = LFACLK/8																																						
4	DIV16	Voltage Boost update Frequency = LFACLK/16																																						
5	DIV32	Voltage Boost update Frequency = LFACLK/32																																						
6	DIV64	Voltage Boost update Frequency = LFACLK/64																																						
7	DIV128	Voltage Boost update Frequency = LFACLK/128																																						
3	VBOOSTEN	0	RW	<b>Voltage Boost Enable</b>																																				

Bit	Name	Reset	Access	Description
This bit enables/disables the VBOOST function.				
2:0	FDIV	0x0	RW	<b>Frame Rate Control</b>
These bits controls the framerate according to this formula: $\text{LFACLK}_{\text{LCD}} = \text{LFACLK}_{\text{LCDpre}} / (1 + \text{FDIV})$ . Do not change this value while the LCD bit in CMU_LFACLKEN0 is set to 1.				

## 11.5.27 CMU\_ROUTE - I/O Routing Register

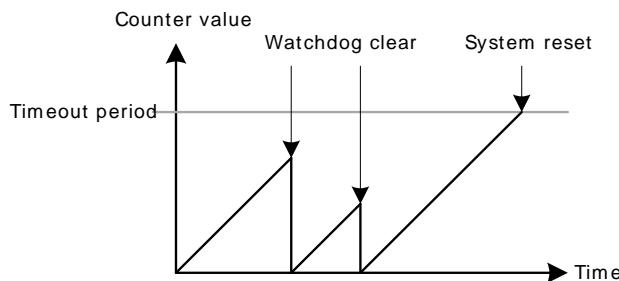
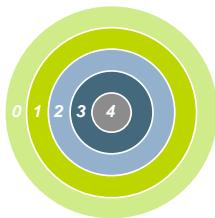
Bit	Name	Reset	Access	Description												
31:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>												
4:2	LOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the CMU I/O pins.												
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr> <td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr> <td>2</td><td>LOC2</td><td>Location 2</td></tr> </tbody> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2
Value	Mode	Description														
0	LOC0	Location 0														
1	LOC1	Location 1														
2	LOC2	Location 2														
1	CLKOUT1PEN	0	RW	<b>CLKOUT1 Pin Enable</b> When set, the CLKOUT1 pin is enabled.												
0	CLKOUT0OPEN	0	RW	<b>CLKOUT0 Pin Enable</b> When set, the CLKOUT0 pin is enabled.												

## 11.5.28 CMU\_LOCK - Configuration Lock Register

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	LOCKKEY	0x0000	RW	<b>Configuration Lock Key</b> Write any other value than the unlock code to lock CMU_CTRL, CMU_HFCORECLKDIV, CMU_HFPERCLKDIV, CMU_HFRCOCTRL, CMU_LFRCOCTRL, CMU_AUXHFRCOCTRL, CMU_OSCENCMD, CMU_CMD, CMU_LCLKSEL, CMU_HFCORECLKEN0, CMU_HFPERCLKEN0, CMU_LFACKEN0, CMU_LFRCCLKEN0, CMU_LFAPRES0.

Bit	Name	Reset	Access	Description
CMU_LFBPRESC0, and CMU_PCNTCTRL from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled.				
	Mode		Value	Description
	Read Operation			
	UNLOCKED	0		CMU registers are unlocked
	LOCKED	1		CMU registers are locked
	Write Operation			
	LOCK	0		Lock CMU registers
	UNLOCK	0x580E		Unlock CMU registers

# 12 WDOG - Watchdog Timer



## Quick Facts

### What?

The WDOG (Watchdog Timer) resets the system in case of a fault condition, and can be enabled in all energy modes as long as the low frequency clock source is available.

### Why?

If a software failure or external event renders the MCU unresponsive, a Watchdog timeout will reset the system to a known, safe state.

### How?

An enabled Watchdog Timer implements a configurable timeout period. If the CPU fails to re-start the Watchdog Timer before it times out, a full system reset will be triggered. The Watchdog consumes insignificant power, and allows the device to remain safely in low energy modes for up to 256 seconds at a time.

## 12.1 Introduction

The purpose of the watchdog timer is to generate a reset in case of a system failure, to increase application reliability. The failure may e.g. be caused by an external event, such as an ESD pulse, or by a software failure.

## 12.2 Features

- Clock input from selectable oscillators
  - Internal 32.768 kHz RC oscillator
  - Internal 1kHz RC oscillator
  - External 32.768 kHz XTAL oscillator
- Configurable timeout period from 9 to 256k watchdog clock cycles
- Individual selection to keep running or freeze when entering EM2 or EM3
- Selection to keep running or freeze when entering debug mode
- Selection to block the CPU from entering Energy Mode 4
- Selection to block the CMU from disabling the selected watchdog clock

## 12.3 Functional Description

The watchdog is enabled by setting the EN bit in WDOG\_CTRL. When enabled, the watchdog counts up to the period value configured through the PERSEL field in WDOG\_CTRL. If the watchdog timer is not cleared to 0 (by writing a 1 to the CLEAR bit in WDOG\_CMD) before the period is reached, the chip is reset. If a timely clear command is issued, the timer starts counting up from 0 again. The watchdog can optionally be locked by writing the LOCK bit in WDOG\_CTRL. Once locked, it cannot be disabled or reconfigured by software.

The watchdog counter is reset when EN is reset.

### 12.3.1 Clock Source

Three clock sources are available for use with the watchdog, through the CLKSEL field in WDOG\_CTRL. The corresponding clocks must be enabled in the CMU. The SWOSCBLOCK bit in WDOG\_CTRL can be written to prevent accidental disabling of the selected clocks. Also, setting this bit will automatically start the selected oscillator source when the watchdog is enabled. The PERSEL field in WDOG\_CTRL is used to divide the selected watchdog clock, and the timeout for the watchdog timer can be calculated like this:

#### ***WDOG Timeout Equation***

$$T_{\text{TIMEOUT}} = (2^{3+\text{PERSEL}} + 1)/f \quad (12.1)$$

where f is the frequency of the selected clock.

It is recommended to clear the watchdog first, if PERSEL is changed while the watchdog is enabled.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0, in addition to the module clock.

### 12.3.2 Debug Functionality

The watchdog timer can either keep running or be frozen when the device enters debug mode. This configuration is done through the DEBUGRUN bit in WDOG\_CTRL. When the device leaves debug mode, the watchdog will continue counting where it left off.

### 12.3.3 Energy Mode Handling

The watchdog timer can be configured to either keep on running or freeze when entering EM2 or EM3. The configuration is done individually for each energy mode in the EM2RUN and EM3RUN bits in WDOG\_CTRL. When the watchdog has been frozen and is re-entering an energy mode where it is running, the watchdog timer will continue counting where it left off. For the watchdog there is no difference between EM0 and EM1. The watchdog does not run in EM4, and if writing to the EM4BLOCK bit in WDOG\_CTRL, the CPU is prevented from entering EM4.

#### ***Note***

If the WDOG is clocked by the LFXO or LFRCO, writing the SWOSCBLOCK bit will effectively prevent the CPU from entering EM3. When running from the ULFRCO, writing the SWOSCBLOCK bit will prevent the CPU from entering EM4.

### 12.3.4 Register access

Since this module is a Low Energy Peripheral, and runs off a clock which is asynchronous to the HFCORECLK, special considerations must be taken when accessing registers. Please refer to Section 5.3 (p. 20) for a description on how to perform register accesses to Low Energy Peripherals. note that clearing the EN bit in WDOG\_CTRL will reset the WDOG module, which will halt any ongoing register synchronization.

#### ***Note***

Never write to the WDOG registers when it is disabled, except to enable by setting the EN bitfield in WDOG\_CTRL

## 12.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	WDOG_CTRL	RW	Control Register
0x004	WDOG_CMD	W1	Command Register
0x008	WDOG_SYNCBUSY	R	Synchronization Busy Register

## 12.5 Register Description

### 12.5.1 WDOG\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
0x000																								
Reset																								
Access																								
Name																								

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:12	CLKSEL	0x0	RW	<b>Watchdog Clock Select</b>
				Selects the WDOG oscillator, ie. the clock on which the watchdog will run.
	Value	Mode		Description
	0	ULFRCO		ULFRCO
	1	LFRCO		LFRCO
	2	LFXO		LFXO
11:8	PERSEL	0xF	RW	<b>Watchdog Timeout Period Select.</b>
				Select watchdog timeout period.
	Value			Description
	0			Timeout period of 9 watchdog clock cycles.
	1			Timeout period of 17 watchdog clock cycles.
	2			Timeout period of 33 watchdog clock cycles.
	3			Timeout period of 65 watchdog clock cycles.
	4			Timeout period of 129 watchdog clock cycles.
	5			Timeout period of 257 watchdog clock cycles.
	6			Timeout period of 513 watchdog clock cycles.
	7			Timeout period of 1k watchdog clock cycles.
	8			Timeout period of 2k watchdog clock cycles.
	9			Timeout period of 4k watchdog clock cycles.
	10			Timeout period of 8k watchdog clock cycles.
	11			Timeout period of 16k watchdog clock cycles.
	12			Timeout period of 32k watchdog clock cycles.
	13			Timeout period of 64k watchdog clock cycles.
	14			Timeout period of 128k watchdog clock cycles.
	15			Timeout period of 256k watchdog clock cycles.

Bit	Name	Reset	Access	Description						
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)						
6	SWOSCBLOCK	0	RW	<b>Software Oscillator Disable Block</b>  Set to disallow disabling of the selected WDOG oscillator. Writing this bit to 1 will turn on the selected WDOG oscillator if it is not already running.						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>Software is allowed to disable the selected WDOG oscillator. See CMU for detailed description. Note that also CMU registers are lockable.</td></tr> <tr> <td>1</td><td>Software is not allowed to disable the selected WDOG oscillator.</td></tr> </table>	Value	Description	0	Software is allowed to disable the selected WDOG oscillator. See CMU for detailed description. Note that also CMU registers are lockable.	1	Software is not allowed to disable the selected WDOG oscillator.
Value	Description									
0	Software is allowed to disable the selected WDOG oscillator. See CMU for detailed description. Note that also CMU registers are lockable.									
1	Software is not allowed to disable the selected WDOG oscillator.									
5	EM4BLOCK	0	RW	<b>Energy Mode 4 Block</b>  Set to prevent the EMU from entering EM4						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>EM4 can be entered. See EMU for detailed description.</td></tr> <tr> <td>1</td><td>EM4 cannot be entered.</td></tr> </table>	Value	Description	0	EM4 can be entered. See EMU for detailed description.	1	EM4 cannot be entered.
Value	Description									
0	EM4 can be entered. See EMU for detailed description.									
1	EM4 cannot be entered.									
4	LOCK	0	RW	<b>Configuration lock</b>  Set to lock the watchdog configuration. This bit can only be cleared by reset.						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>Watchdog configuration can be changed.</td></tr> <tr> <td>1</td><td>Watchdog configuration cannot be changed.</td></tr> </table>	Value	Description	0	Watchdog configuration can be changed.	1	Watchdog configuration cannot be changed.
Value	Description									
0	Watchdog configuration can be changed.									
1	Watchdog configuration cannot be changed.									
3	EM3RUN	0	RW	<b>Energy Mode 3 Run Enable</b>  Set to keep watchdog running in EM3.						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>Watchdog timer is frozen in EM3.</td></tr> <tr> <td>1</td><td>Watchdog timer is running in EM3.</td></tr> </table>	Value	Description	0	Watchdog timer is frozen in EM3.	1	Watchdog timer is running in EM3.
Value	Description									
0	Watchdog timer is frozen in EM3.									
1	Watchdog timer is running in EM3.									
2	EM2RUN	0	RW	<b>Energy Mode 2 Run Enable</b>  Set to keep watchdog running in EM2						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>Watchdog timer is frozen in EM2.</td></tr> <tr> <td>1</td><td>Watchdog timer is running in EM2.</td></tr> </table>	Value	Description	0	Watchdog timer is frozen in EM2.	1	Watchdog timer is running in EM2.
Value	Description									
0	Watchdog timer is frozen in EM2.									
1	Watchdog timer is running in EM2.									
1	DEBUGRUN	0	RW	<b>Debug Mode Run Enable</b>  Set to keep watchdog running in debug mode.						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>Watchdog timer is frozen in debug mode.</td></tr> <tr> <td>1</td><td>Watchdog timer is running in debug mode.</td></tr> </table>	Value	Description	0	Watchdog timer is frozen in debug mode.	1	Watchdog timer is running in debug mode.
Value	Description									
0	Watchdog timer is frozen in debug mode.									
1	Watchdog timer is running in debug mode.									
0	EN	0	RW	<b>Watchdog Timer Enable</b>  Set to enabled watchdog timer.						

## 12.5.2 WDOG\_CMD - Command Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x004	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																																	0
Access																																	W1
Name																																	CLEAR

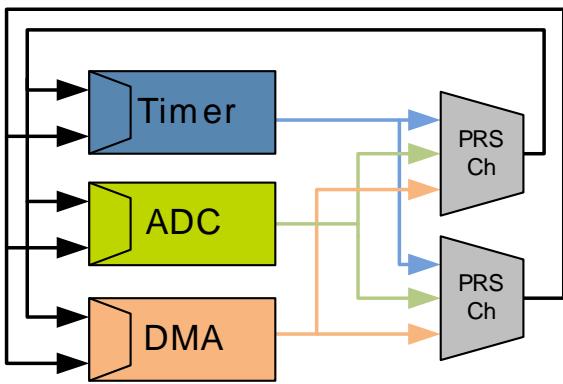
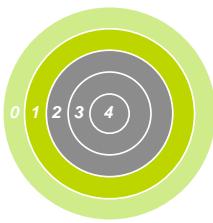
Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	CLEAR	0	W1	<b>Watchdog Timer Clear</b>
Clear watchdog timer. The bit must be written 4 watchdog cycles before the timeout.				
Value		Mode	Description	
0		UNCHANGED	Watchdog timer is unchanged.	
1		CLEARED	Watchdog timer is cleared to 0.	

## 12.5.3 WDOG\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																	
0x008	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				
Reset																																		
Access																																		
Name																																		

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	CMD	0	R	<b>WDOG_CMD Register Busy</b>
	Set when the value written to WDOG_CMD is being synchronized.			
0	CTRL	0	R	<b>WDOG_CTRL Register Busy</b>
	Set when the value written to WDOG_CTRL is being synchronized.			

# 13 PRS - Peripheral Reflex System



## Quick Facts

### What?

The PRS (Peripheral Reflex System) allows configurable, fast, and autonomous communication between the peripherals.

### Why?

Events and signals from one peripheral can be used as input signals or triggers by other peripherals and ensure timing-critical operation and reduced software overhead.

### How?

Without CPU intervention the peripherals can send Reflex signals (both pulses and level) to each other in single- or chained steps. The peripherals can be set up to perform actions based on the incoming Reflex signals. This results in improved system performance and reduced energy consumption.

## 13.1 Introduction

The Peripheral Reflex System (PRS) system is a network which lets the different peripheral module communicate directly with each other without involving the CPU. Peripheral modules which send out Reflex signals are called producers. The PRS routes these reflex signals to consumer peripherals which apply actions depending on the Reflex signals received. The format for the Reflex signals is not given, but edge triggers and other functionality can be applied by the PRS.

## 13.2 Features

- 12 configurable interconnect channels
- Each channel can be connected to any producing peripheral
- Consumers can choose which channel to listen to
- Selectable edge detector (Rising, falling and both edges)
- Software controlled channel output
  - Configurable level
  - Triggered pulses

## 13.3 Functional Description

An overview of the PRS module is shown in Figure 13.1 (p. 165). The PRS contains 12 interconnect channels, and each of these can select between all the output Reflex signals offered by the producers. The consumers can then choose which PRS channel to listen to and perform actions based on the Reflex signals routed through that channel. The Reflex signals can be both pulse signals and level signals. Synchronous PRS pulses are one HPERCLK cycle long, and can either be sent out by a producer (e.g. ADC conversion complete) or be generated from the edge detector in the PRS channel. Level signals can have an arbitrary waveform (e.g. Timer PWM output).

### 13.3.1 Asynchronous Mode

Many reflex signals can operate in two modes, synchronous or asynchronous. A synchronous reflex is clocked on HPERCLK, and can be used as an input to all reflex consumers, but since they require HPERCLK, they will not work in EM2/EM3.

Asynchronous reflexes are not clocked on HPERCLK, and can be used even in EM2/EM3. There is a limitation to reflexes operating in asynchronous mode though: they can only be used by a subset of the reflex consumers, the ones marked with async support in Table 13.2 (p. 167). Peripherals that can produce asynchronous reflexes are marked with async support in Table 13.1 (p. 166). To use these reflexes asynchronously, set ASYNC in the CHCTRL register for the PRS channel selecting the reflex signal.

**Note**

If a peripheral channel with ASYNC set is used in a consumer not supporting asynchronous reflexes, the behaviour is undefined

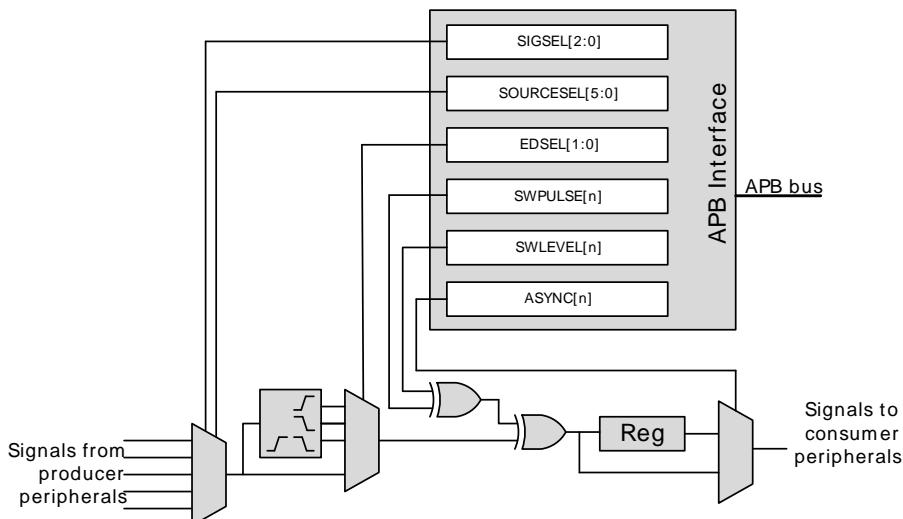
### 13.3.2 Channel Functions

Different functions can be applied to a reflex signal within the PRS. Each channel includes an edge detector to enable generation of pulse signals from level signals. It is also possible to generate output Reflex signals by configuring the SWPULSE and SWLEVEL bits. SWLEVEL is a programmable level for each channel and holds the value it is programmed to. The SWPULSE will give out a one-cycle high pulse if it is written to 1, otherwise a 0 is asserted. The SWLEVEL and SWPULSE signals are then XOR'ed with the selected input from the producers to form the output signal sent to the consumers listening to the channel.

**Note**

The edge detector controlled by EDSEL should only be used when working with synchronous reflexes, i.e. ASYNC in CHCTRL is cleared.

**Figure 13.1. PRS Overview**



### 13.3.3 Producers

Each PRS channel can choose between signals from several producers, which is configured in SOURCESEL in PRS\_CHx\_CTRL. Each of these producers outputs one or more signals which can be selected by setting the SIGSEL field in PRS\_CHx\_CTRL. Setting the SOURCESEL bits to 0 (Off) leads to a constant 0 output from the input mux. An overview of the available producers is given in Table 13.1 (p. 166).

**Table 13.1. Reflex Producers**

Module	Reflex Output	Output Format	Async Support
ACMP	Comparator Output	Level	Yes
ADC	Single Conversion Done	Pulse	
	Scan Conversion Done	Pulse	
DAC	Channel 0 Conversion Done	Pulse	
	Channel 1 Conversion Done	Pulse	
GPIO	Pin 0 Input	Level	Yes
	Pin 1 Input	Level	Yes
	Pin 2 Input	Level	Yes
	Pin 3 Input	Level	Yes
	Pin 4 Input	Level	Yes
	Pin 5 Input	Level	Yes
	Pin 6 Input	Level	Yes
	Pin 7 Input	Level	Yes
	Pin 8 Input	Level	Yes
	Pin 9 Input	Level	Yes
	Pin 10 Input	Level	Yes
	Pin 11 Input	Level	Yes
	Pin 12 Input	Level	Yes
	Pin 13 Input	Level	Yes
	Pin 14 Input	Level	Yes
	Pin 15 Input	Level	Yes
RTC	Overflow	Pulse	Yes
	Compare Match 0	Pulse	Yes
	Compare Match 1	Pulse	Yes
TIMER	Underflow	Pulse	
	Overflow	Pulse	
	CC0 Output	Level	
	CC1 Output	Level	
	CC2 Output	Level	
LETIMER	CH0	Level	
	CH1	Level	
UART	TX Complete	Pulse	
	RX Data Received	Pulse	

Module	Reflex Output	Output Format	Async Support
USART	TX Complete	Pulse	
	RX Data Received	Pulse	
	IrDA Decoder Output	Level	
VCMP	Comparator Output	Level	Yes
LESENSE	SCANRES register	Level	Yes
	Decoder Output	Level/Pulse	Yes
BURTC	Overflow	Pulse	Yes
	Compare match 0	Pulse	Yes

### 13.3.4 Consumers

Consumer peripherals (Listed in Table 13.2 (p. 167)) can be set to listen to a PRS channel and perform an action based on the signal received on that channel. Most consumers expect pulse input, while some can handle level inputs as well.

**Table 13.2. Reflex Consumers**

Module	Reflex Input	Input Format	Async Support
ADC	Single Mode Trigger	Pulse	
	Scan Mode Trigger	Pulse	
DAC	Channel 0 Trigger	Pulse	
	Channel 1 Trigger	Pulse	
TIMER	CC0 Input	Pulse/Level	
	CC1 Input	Pulse/Level	
	CC2 Input	Pulse/Level	
	DTI Fault Source 0 (TIMER0 only)	Pulse	
	DTI Fault Source 1 (TIMER0 only)	Pulse	
	DTI Input (TIMER0 only)	Pulse/Level	
UART	TX/RX Enable	Pulse	
	RX Input	Pulse/Level	Yes
USART	TX/RX Enable	Pulse	
	IrDA Encoder Input (USART0 only)	Pulse	
	RX Input	Pulse/Level	Yes
LEUART	RX Input	Pulse/Level	Yes
PCNT	S0 input	Level	Yes
	S1 input	Level	Yes
LESENSE	Start scan	Pulse/Level	Yes

Module	Reflex Input	Input Format	Async Support
	Decoder Bit 0	Level	Yes
	Decoder Bit 1	Level	Yes
	Decoder Bit 2	Level	Yes
	Decoder Bit 3	Level	Yes

**Note**

It is possible to output prs channel 0 - channel 3 onto the GPIO by setting CH0PEN, CH1PEN, CH2PEN, or CH3PEN in the PRS\_ROUTE register.

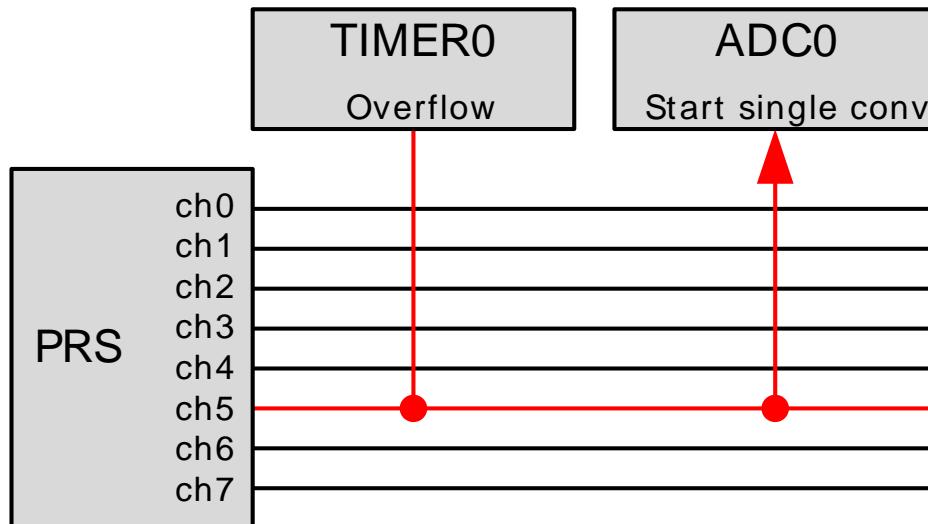
### 13.3.5 Example

The example below (illustrated in Figure 13.2 (p. 168) ) shows how to set up ADC0 to start single conversions every time TIMER0 overflows (one HPERCLK cycle high pulse), using PRS channel 5:

- Set SOURCESEL in PRS\_CH5\_CTRL to 0b011100 to select TIMER0 as input to PRS channel 5.
- Set SIGSEL in PRS\_CH5\_CTRL to 0b001 to select the overflow signal (from TIMER0).
- Configure ADC0 with the desired conversion set-up.
- Set SINGLEPRSEN in ADC0\_SINGLECTRL to 1 to enable single conversions to be started by a high PRS input signal.
- Set SINGLEPRSSEL in ADC0\_SINGLECTRL to 0x5 to select PRS channel 5 as input to start the single conversion.
- Start TIMER0 with the desired TOP value, an overflow PRS signal is output automatically on overflow.

Note that the ADC results needs to be fetched either by the CPU or DMA.

**Figure 13.2. TIMER0 overflow starting ADC0 single conversions through PRS channel 5.**



## 13.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	PRS_SWPULSE	W1	Software Pulse Register
0x004	PRS_SWLEVEL	RW	Software Level Register
0x008	PRS_ROUTE	RW	I/O Routing Register
0x010	PRS_CH0_CTRL	RW	Channel Control Register
...	PRS_CHx_CTRL	RW	Channel Control Register
0x03C	PRS_CH11_CTRL	RW	Channel Control Register

## 13.5 Register Description

### **13.5.1 PRS\_SWPULSE - Software Pulse Register**

Offset	Bit Position																							
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12				
Access	W1	0	11	W1	0	10	W1	0	9	W1	0	8	W1	0	7	W1	0	6	W1	0	5			
Name	CH11PULSE	CH10PULSE	CH9PULSE	CH8PULSE	CH7PULSE	CH6PULSE	CH5PULSE	CH4PULSE	CH3PULSE	CH2PULSE	CH1PULSE	CH0PULSE	CH11PULSE	CH10PULSE	CH9PULSE	CH8PULSE	CH7PULSE	CH6PULSE	CH5PULSE	CH4PULSE	CH3PULSE	CH2PULSE	CH1PULSE	CH0PULSE

Bit	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11	CH11PULSE See bit 0.	0	W1	<b>Channel 11 Pulse Generation</b>
10	CH10PULSE See bit 0.	0	W1	<b>Channel 10 Pulse Generation</b>
9	CH9PULSE See bit 0.	0	W1	<b>Channel 9 Pulse Generation</b>
8	CH8PULSE See bit 0.	0	W1	<b>Channel 8 Pulse Generation</b>
7	CH7PULSE See bit 0.	0	W1	<b>Channel 7 Pulse Generation</b>
6	CH6PULSE See bit 0.	0	W1	<b>Channel 6 Pulse Generation</b>
5	CH5PULSE See bit 0.	0	W1	<b>Channel 5 Pulse Generation</b>
4	CH4PULSE See bit 0.	0	W1	<b>Channel 4 Pulse Generation</b>
3	CH3PULSE See bit 0.	0	W1	<b>Channel 3 Pulse Generation</b>
2	CH2PULSE See bit 0.	0	W1	<b>Channel 2 Pulse Generation</b>

Bit	Name	Reset	Access	Description
1	CH1PULSE	0	W1	<b>Channel 1 Pulse Generation</b> See bit 0.
0	CH0PULSE	0	W1	<b>Channel 0 Pulse Generation</b> Write to 1 to generate one HPERCLK cycle high pulse. This pulse is XOR'ed with the corresponding bit in the SWLEVEL register and the selected PRS input signal to generate the channel output.

## 13.5.2 PRS\_SWLEVEL - Software Level Register

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CH11LEVEL	0	RW	<b>Channel 11 Software Level</b>
	See bit 0.			
10	CH10LEVEL	0	RW	<b>Channel 10 Software Level</b>
	See bit 0.			
9	CH9LEVEL	0	RW	<b>Channel 9 Software Level</b>
	See bit 0.			
8	CH8LEVEL	0	RW	<b>Channel 8 Software Level</b>
	See bit 0.			
7	CH7LEVEL	0	RW	<b>Channel 7 Software Level</b>
	See bit 0.			
6	CH6LEVEL	0	RW	<b>Channel 6 Software Level</b>
	See bit 0.			
5	CH5LEVEL	0	RW	<b>Channel 5 Software Level</b>
	See bit 0.			
4	CH4LEVEL	0	RW	<b>Channel 4 Software Level</b>
	See bit 0.			
3	CH3LEVEL	0	RW	<b>Channel 3 Software Level</b>
	See bit 0.			
2	CH2LEVEL	0	RW	<b>Channel 2 Software Level</b>
	See bit 0.			
1	CH1LEVEL	0	RW	<b>Channel 1 Software Level</b>
	See bit 0.			
0	CH0LEVEL	0	RW	<b>Channel 0 Software Level</b>
	The value in this register is XOR'ed with the corresponding bit in the SWPULSE register and the selected PRS input signal to generate the channel output.			

### 13.5.3 PRS\_ROUTE - I/O Routing Register

Offset	Bit Position																												
	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	
Reset																													
Access																										RW	0x0		
Name																										LOCATION	LOCATION		
Bit	Name	Reset	Access	Description																									
31:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																											
10:8	LOCATION	0x0	RW	<b>I/O Location</b>																									
	Decides the location of the PRS I/O pins.																												
	Value	Mode	Description																										
	0	LOC0	Location 0																										
	1	LOC1	Location 1																										
7:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																											
3	CH3PEN	0	RW	<b>CH3 Pin Enable</b>																									
	When set, GPIO output from PRS channel 3 is enabled																												
2	CH2PEN	0	RW	<b>CH2 Pin Enable</b>																									
	When set, GPIO output from PRS channel 2 is enabled																												
1	CH1PEN	0	RW	<b>CH1 Pin Enable</b>																									
	When set, GPIO output from PRS channel 1 is enabled																												
0	CH0PEN	0	RW	<b>CH0 Pin Enable</b>																									
	When set, GPIO output from PRS channel 0 is enabled																												

### 13.5.4 PRS\_CHx\_CTRL - Channel Control Register

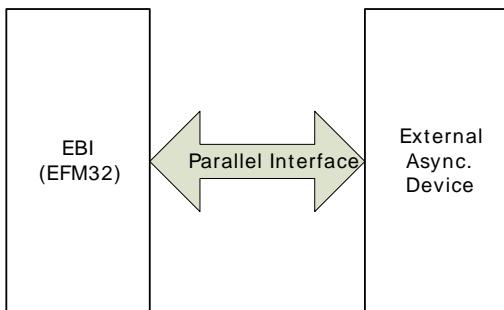
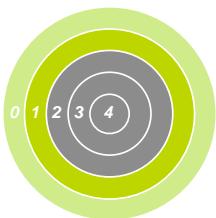
Offset	Bit Position																											
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Reset																												
Access																												
Name																										SIGSEL	0x0	
Bit	Name	Reset	Access	Description																								
31:29	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																										
28	ASYNC	0	RW	<b>Asynchronous reflex</b>																								
	Set to disable synchronization of this reflex signal																											
27:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																										
25:24	EDSEL	0x0	RW	<b>Edge Detect Select</b>																								
	Select edge detection.																											
	Value	Mode	Description																									
	0	OFF	Signal is left as it is																									

Bit	Name	Reset	Access	Description
	Value	Mode	Description	
	1	POSEDGE	A one HPERCLK cycle pulse is generated for every positive edge of the incoming signal	
	2	NEGEDGE	A one HPERCLK clock cycle pulse is generated for every negative edge of the incoming signal	
	3	BOTHEDGES	A one HPERCLK clock cycle pulse is generated for every edge of the incoming signal	
23:22	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
21:16	SOURCESEL	0x00	RW	<b>Source Select</b>
	Select input source to PRS channel.			
	Value	Mode	Description	
	0b000000	NONE	No source selected	
	0b000001	VCMP	Voltage Comparator	
	0b000010	ACMP0	Analog Comparator 0	
	0b000011	ACMP1	Analog Comparator 1	
	0b000110	DAC0	Digital to Analog Converter 0	
	0b001000	ADC0	Analog to Digital Converter 0	
	0b010000	USART0	Universal Synchronous/Asynchronous Receiver/Transmitter 0	
	0b010001	USART1	Universal Synchronous/Asynchronous Receiver/Transmitter 1	
	0b010010	USART2	Universal Synchronous/Asynchronous Receiver/Transmitter 2	
	0b011100	TIMER0	Timer 0	
	0b011101	TIMER1	Timer 1	
	0b011110	TIMER2	Timer 2	
	0b011111	TIMER3	Timer 3	
	0b100100	USB	Universal Serial Bus Interface	
	0b101000	RTC	Real-Time Counter	
	0b101001	UART0	Universal Asynchronous Receiver/Transmitter 0	
	0b101010	UART1	Universal Asynchronous Receiver/Transmitter 0	
	0b110000	GPIOL	General purpose Input/Output	
	0b110001	GPIOH	General purpose Input/Output	
	0b110100	LETIMER0	Low Energy Timer 0	
	0b110111	BURTC	Backup RTC	
	0b111001	LESENSEL	Low Energy Sensor Interface	
	0b111010	LESENSEH	Low Energy Sensor Interface	
	0b111011	LESENSED	Low Energy Sensor Interface	
15:3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2:0	SIGSEL	0x0	RW	<b>Signal Select</b>
	Select signal input to PRS channel.			
	Value	Mode	Description	
	SOURCESEL = 0b000000 (NONE)			
	0bxxx	OFF	Channel input selection is turned off	
	SOURCESEL = 0b000001 (VCMP)			
	0b000	VCMPOUT	Voltage comparator output VCMPOUT	
	SOURCESEL = 0b000010 (ACMP0)			
	0b000	ACMP0OUT	Analog comparator output ACMP0OUT	
	SOURCESEL = 0b000011 (ACMP1)			
	0b000	ACMP1OUT	Analog comparator output ACMP1OUT	
	SOURCESEL = 0b000110 (DAC0)			
	0b000	DAC0CH0	DAC ch0 conversion done DAC0CH0	
	0b001	DAC0CH1	DAC ch1 conversion done DAC0CH1	
	SOURCESEL = 0b001000 (ADC0)			
	0b000	ADC0SINGLE	ADC single conversion done ADC0SINGLE	

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0b001		ADC0SCAN		ADC scan conversion done ADC0SCAN
SOURCESEL = 0b010000 (USART0)				
0b000		USART0IRTX		USART 0 IRDA out USART0IRTX
0b001		USART0TXC		USART 0 TX complete USART0TXC
0b010		USART0RXDATAV		USART 0 RX Data Valid USART0RXDATAV
SOURCESEL = 0b010001 (USART1)				
0b001		USART1TXC		USART 1 TX complete USART1TXC
0b010		USART1RXDATAV		USART 1 RX Data Valid USART1RXDATAV
SOURCESEL = 0b010010 (USART2)				
0b001		USART2TXC		USART 2 TX complete USART2TXC
0b010		USART2RXDATAV		USART 2 RX Data Valid USART2RXDATAV
SOURCESEL = 0b011100 (TIMER0)				
0b000		TIMER0UF		Timer 0 Underflow TIMER0UF
0b001		TIMER0OF		Timer 0 Overflow TIMER0OF
0b010		TIMER0CC0		Timer 0 Compare/Capture 0 TIMER0CC0
0b011		TIMER0CC1		Timer 0 Compare/Capture 1 TIMER0CC1
0b100		TIMER0CC2		Timer 0 Compare/Capture 2 TIMER0CC2
SOURCESEL = 0b011101 (TIMER1)				
0b000		TIMER1UF		Timer 1 Underflow TIMER1UF
0b001		TIMER1OF		Timer 1 Overflow TIMER1OF
0b010		TIMER1CC0		Timer 1 Compare/Capture 0 TIMER1CC0
0b011		TIMER1CC1		Timer 1 Compare/Capture 1 TIMER1CC1
0b100		TIMER1CC2		Timer 1 Compare/Capture 2 TIMER1CC2
SOURCESEL = 0b011110 (TIMER2)				
0b000		TIMER2UF		Timer 2 Underflow TIMER2UF
0b001		TIMER2OF		Timer 2 Overflow TIMER2OF
0b010		TIMER2CC0		Timer 2 Compare/Capture 0 TIMER2CC0
0b011		TIMER2CC1		Timer 2 Compare/Capture 1 TIMER2CC1
0b100		TIMER2CC2		Timer 2 Compare/Capture 2 TIMER2CC2
SOURCESEL = 0b011111 (TIMER3)				
0b000		TIMER3UF		Timer 3 Underflow TIMER3UF
0b001		TIMER3OF		Timer 3 Overflow TIMER3OF
0b010		TIMER3CC0		Timer 3 Compare/Capture 0 TIMER3CC0
0b011		TIMER3CC1		Timer 3 Compare/Capture 1 TIMER3CC1
0b100		TIMER3CC2		Timer 3 Compare/Capture 2 TIMER3CC2
SOURCESEL = 0b100100 (USB)				
0b000		USBSOF		USB Start of Frame USBSOF
0b001		USBSOFSR		USB Start of Frame Sent/Received USBSOFSR
SOURCESEL = 0b101000 (RTC)				
0b000		RTCOF		RTC Overflow RTCOF
0b001		RTCCOMP0		RTC Compare 0 RTCCOMP0
0b010		RTCCOMP1		RTC Compare 1 RTCCOMP1
SOURCESEL = 0b101001 (UART0)				
0b001		UART0TXC		USART 0 TX complete UART0TXC
0b010		UART0RXDATAV		USART 0 RX Data Valid UART0RXDATAV
SOURCESEL = 0b101010 (UART1)				
0b001		UART1TXC		USART 0 TX complete UART1TXC
0b010		UART1RXDATAV		USART 0 RX Data Valid UART1RXDATAV
SOURCESEL = 0b110000 (GPIO)				

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0b000		GPIOPIN0		GPIO pin 0 GPIOPIN0
0b001		GPIOPIN1		GPIO pin 1 GPIOPIN1
0b010		GPIOPIN2		GPIO pin 2 GPIOPIN2
0b011		GPIOPIN3		GPIO pin 3 GPIOPIN3
0b100		GPIOPIN4		GPIO pin 4 GPIOPIN4
0b101		GPIOPIN5		GPIO pin 5 GPIOPIN5
0b110		GPIOPIN6		GPIO pin 6 GPIOPIN6
0b111		GPIOPIN7		GPIO pin 7 GPIOPIN7
SOURCESEL = 0b110001 (GPIO)				
0b000		GPIOPIN8		GPIO pin 8 GPIOPIN8
0b001		GPIOPIN9		GPIO pin 9 GPIOPIN9
0b010		GPIOPIN10		GPIO pin 10 GPIOPIN10
0b011		GPIOPIN11		GPIO pin 11 GPIOPIN11
0b100		GPIOPIN12		GPIO pin 12 GPIOPIN12
0b101		GPIOPIN13		GPIO pin 13 GPIOPIN13
0b110		GPIOPIN14		GPIO pin 14 GPIOPIN14
0b111		GPIOPIN15		GPIO pin 15 GPIOPIN15
SOURCESEL = 0b110100 (LETIMER0)				
0b000		LETIMER0CHO		LETIMER CH0 Out LETIMER0CHO
0b001		LETIMER0CH1		LETIMER CH1 Out LETIMER0CH1
SOURCESEL = 0b110111 (BURTC)				
0b000		BURTCOF		BURTC Overflow BURTCOF
0b001		BURTCCOMP0		BURTC Compare 0 BURTCCOMP0
SOURCESEL = 0b111001 (LESENSE)				
0b000		LESENSESCANRES0		LESENSE SCANRES register, bit 0 LESENSESCANRES0
0b001		LESENSESCANRES1		LESENSE SCANRES register, bit 1 LESENSESCANRES1
0b010		LESENSESCANRES2		LESENSE SCANRES register, bit 2 LESENSESCANRES2
0b011		LESENSESCANRES3		LESENSE SCANRES register, bit 3 LESENSESCANRES3
0b100		LESENSESCANRES4		LESENSE SCANRES register, bit 4 LESENSESCANRES4
0b101		LESENSESCANRES5		LESENSE SCANRES register, bit 5 LESENSESCANRES5
0b110		LESENSESCANRES6		LESENSE SCANRES register, bit 6 LESENSESCANRES6
0b111		LESENSESCANRES7		LESENSE SCANRES register, bit 7 LESENSESCANRES7
SOURCESEL = 0b111010 (LESENSE)				
0b000		LESENSESCANRES8		LESENSE SCANRES register, bit 8 LESENSESCANRES8
0b001		LESENSESCANRES9		LESENSE SCANRES register, bit 9 LESENSESCANRES9
0b010		LESENSESCANRES10		LESENSE SCANRES register, bit 10 LESENSESCANRES10
0b011		LESENSESCANRES11		LESENSE SCANRES register, bit 11 LESENSESCANRES11
0b100		LESENSESCANRES12		LESENSE SCANRES register, bit 12 LESENSESCANRES12
0b101		LESENSESCANRES13		LESENSE SCANRES register, bit 13 LESENSESCANRES13
0b110		LESENSESCANRES14		LESENSE SCANRES register, bit 14 LESENSESCANRES14
0b111		LESENSESCANRES15		LESENSE SCANRES register, bit 15 LESENSESCANRES15
SOURCESEL = 0b111011 (LESENSE)				
0b000		LESENSEDEC0		LESENSE Decoder PRS out 0 LESENSEDEC0
0b001		LESENSEDEC1		LESENSE Decoder PRS out 1 LESENSEDEC1
0b010		LESENSEDEC2		LESENSE Decoder PRS out 2 LESENSEDEC2

# 14 EBI - External Bus Interface



## Quick Facts

### What?

The EBI is used for accessing external parallel devices. The devices appear as a part of the EFM32LG's internal memory map and are therefore extremely simple to use.

### Why?

Even though the EFM32LG is versatile, there might be a need for specific external devices such as extra RAM, FLASH, LCD, TFT. The EBI simplifies the access to such devices.

### How?

Through memory mapping the devices appear as a part of the internal memory map. When the processor performs read or writes to the address range of the EBI, the EBI handles the data transfers to and from the external devices. The EBI may be interfaced by the DMA, thus enabling operation in EM1.

## 14.1 Introduction

The External Bus Interface provides access to external parallel interface devices such as SRAM, FLASH, ADCs and LCDs. The interface is memory mapped into the address bus of the Cortex-M3. This enables seamless access from software without manually manipulating the IO settings each time a read or write is performed. The data and address lines can be multiplexed in order to reduce the number of pins required to interface the external devices. The bus timing is adjustable to meet specifications of the external devices. The interface is limited to asynchronous devices and TFT.

## 14.2 Features

- Programmable interface for various memory types
  - 4 memory bank regions
  - Individual chip select line (EBI\_CS<sub>n</sub>) per memory bank
  - Accurate control of setup, strobe, hold and turn-around timing per memory bank
  - Individual active high / active low setting of interface control signals per memory bank
  - Slave read/write cycle extension per memory bank
  - Page mode read
  - NAND Flash support
- Both multiplexed and non-multiplexed address and data line configurations
  - Up to 28 address lines
  - Up to 16-bit data bus width
- Automatic translation when AHB transaction width and memory width differ
- Configurable prefetch from external device
- Write buffer to limit stalling of the Cortex-M3 or DMA
- TFT Direct Drive
- Programmable display and porch sizes

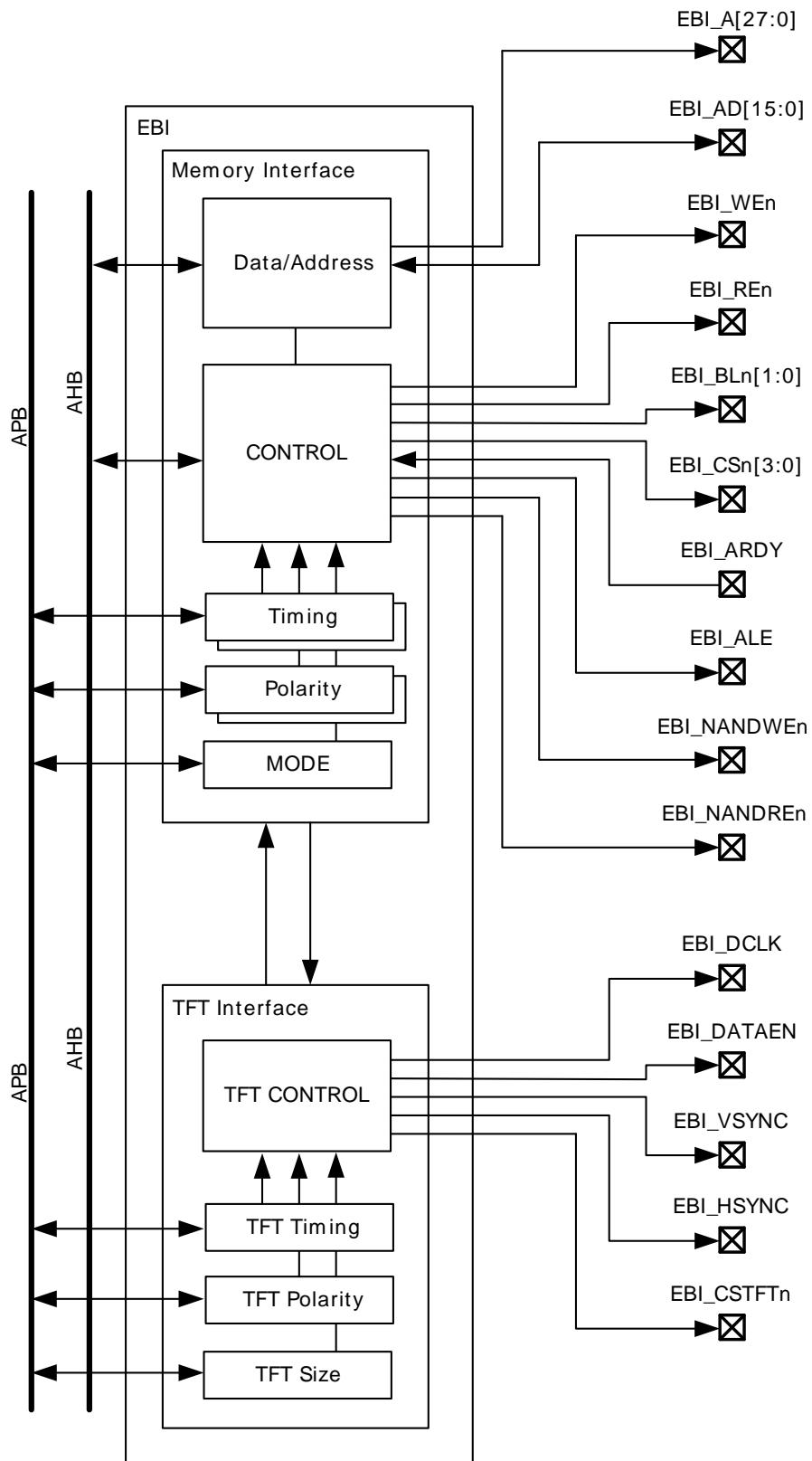
- Programmable bus timing (frequency, setup and hold timing)
- Individual active high / active low setting of interface control signals
- Frame buffer can be either on-chip or off-chip
- Alpha-blending and masking

## 14.3 Functional Description

An overview of the EBI module is shown in Figure 14.1 (p. 177) . The EBI module consists of two submodules. The first submodule implements a generic external device interface to for example SRAM or Flash devices. The second submodule implements a TFT RGB interface which can be used together with the generic external device interface to perform TFT Direct Drive from an external framebuffer to a TFT display.

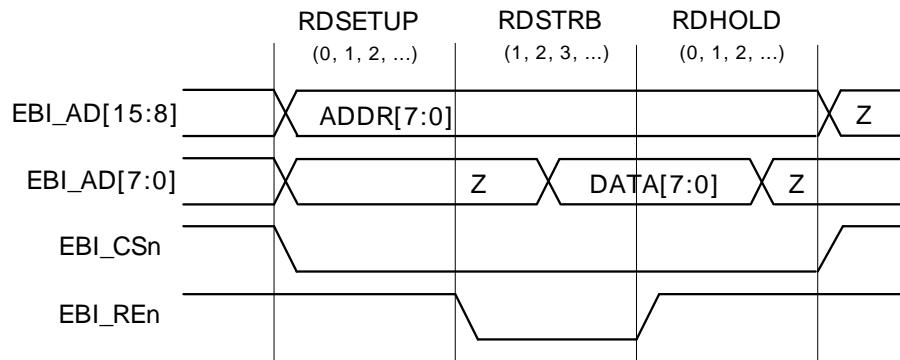
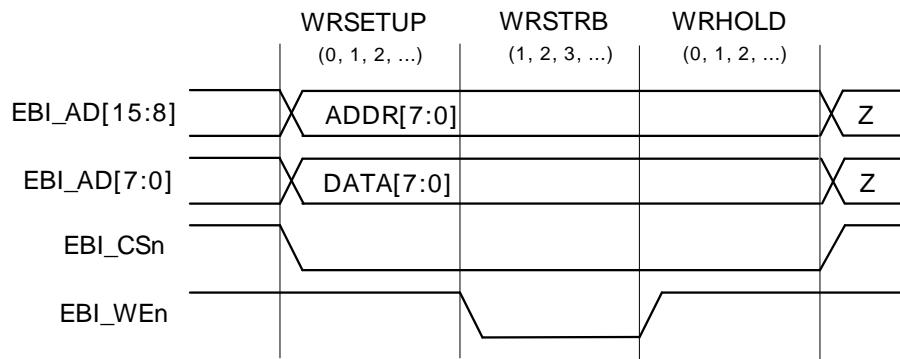
The EBI has multiplexed and non-multiplexed addressing modes. Fastest operation is achieved when using a non-multiplexed addressing mode. The multiplexed addressing modes are somewhat slower and require an external latch, but they use a significantly lower number of pins. The use of the 16 EBI\_AD pin connections depends on the addressing mode. They are used for both address and data in the multiplexed modes. Also for the non-multiplexed 8-bit address mode both the address and data fit into these 16 EBI\_AD pins. If more address bits or data bits are needed, external latches can be used to support up to 24-bit addresses or 16-bit data in the multiplexed addressing modes using only the 16 EBI\_AD pins. Furthermore, independent of the addressing mode, up to 28 non-multiplexed address lines can be enabled on the EBI\_A pin connections.

When a read operation is requested by the Cortex-M3 or DMA via the EBI's AHB interface, the address is transferred onto the EBI\_AD and/or EBI\_A bus. After a specific number of cycles, the EBI\_REn pin is activated and data is read from the EBI\_AD bus. When a write operation is requested, the address is transferred onto the EBI\_AD and/or EBI\_A bus and subsequently the write data is transferred onto the EBI\_AD bus as the EBI\_WEn pin is activated. The detailed operation in the supported modes is presented in the following sections.

**Figure 14.1. EBI Overview**

### 14.3.1 Non-multiplexed 8-bit Data, 8-bit Address Mode

In this mode, 8-bit address and 8-bit data is supported. The address is put on the higher 8 bits of the EBI\_AD lines while the data uses the lower 8 bits. This mode is set by programming the MODE field in the EBI\_CTRL register to D8A8. The address space can be extended to 256 MB by using the EBI\_A lines as described in Section 14.3.6 (p. 182). Read and write signals in 8-bit mode are shown in Figure 14.2 (p. 178) and Figure 14.3 (p. 178) respectively.

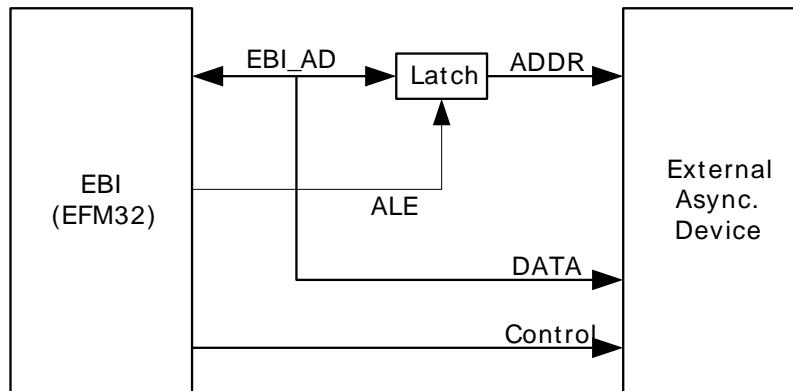
**Figure 14.2. EBI Non-multiplexed 8-bit Data, 8-bit Address Read Operation****Figure 14.3. EBI Non-multiplexed 8-bit Data, 8-bit Address Write Operation**

### 14.3.2 Multiplexed 16-bit Data, 16-bit Address Mode

In this mode, 16-bit address and 16-bit data is supported, but the utilization of an external latch is required. The 16-bit address and 16-bit data bits are multiplexed on the EBI\_AD lines. An illustration of such a setup is shown in Figure 14.4 (p. 178). This mode is set by programming the MODE field in the EBI\_CTRL register to D16A16ALE.

#### Note

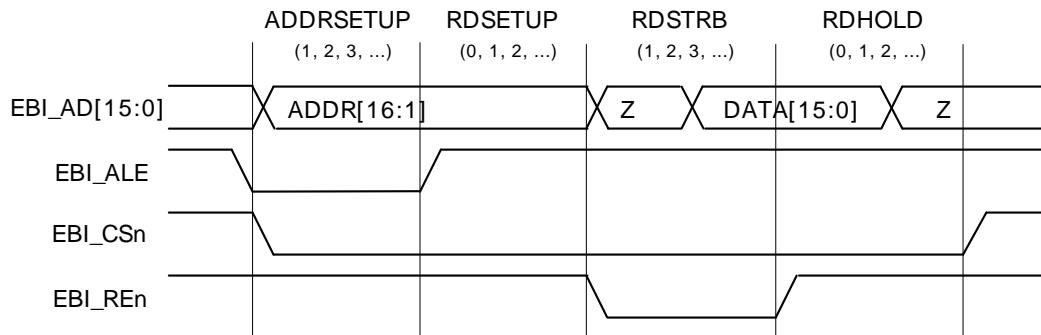
In this mode the 16-bit address is organized in 2-byte chunks at memory addresses aligned to 2-byte offsets. Consequently, the LSB of the 16-bit address will always be 0. In order to double the address space, the 16-bit address is internally shifted one bit to the right so that the LSB of the address driven into the EBI\_AD bus, i.e. the EBI\_AD[0]-bit, corresponds to the second least significant bit of the address, i.e. ADDR[1]. At the external device, the LSB of the address must be tied either low or high in order to create a full address.

**Figure 14.4. EBI Address Latch Setup**

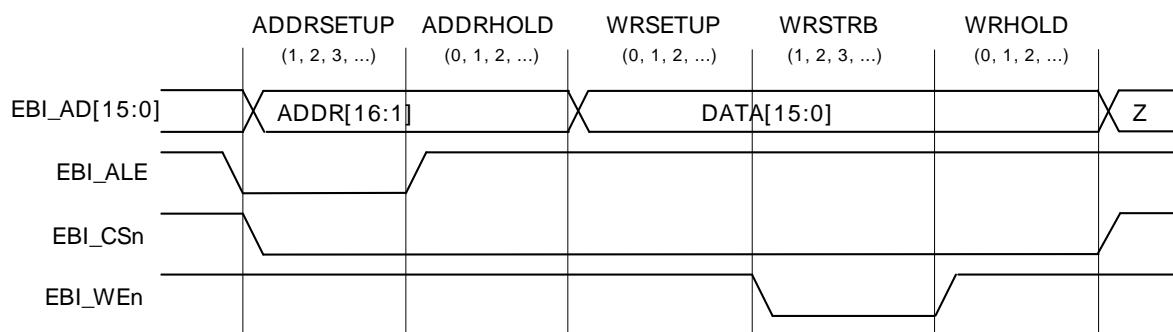
At the start of the transaction the address is output on the EBI\_AD lines. The Latch is controlled by the ALE (Address Latch Enable) signal and stores the address. Then the data is read or written according

to operation. Read and write signals are shown in Figure 14.5 (p. 179) and Figure 14.6 (p. 179) respectively.

**Figure 14.5. EBI Multiplexed 16-bit Data, 16-bit Address Read Operation**



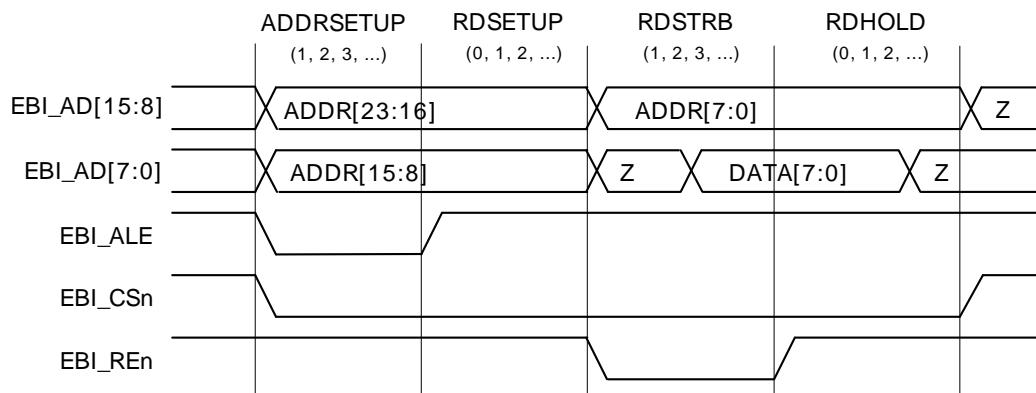
**Figure 14.6. EBI Multiplexed 16-bit Data, 16-bit Address Write Operation**

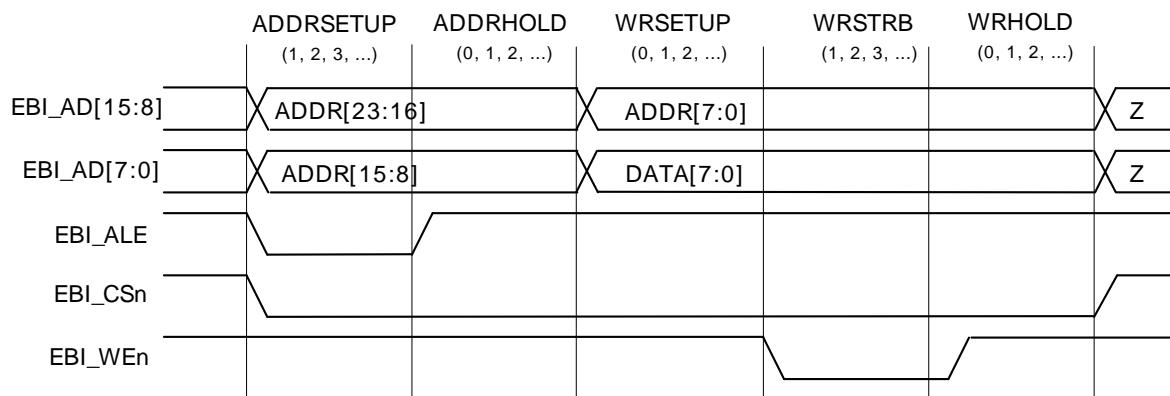


### 14.3.3 Multiplexed 8-bit Data, 24-bit Address Mode

This mode allows 24-bit address with 8-bit data multiplexed on the EBI\_AD lines. The upper 8 bits of the EBI\_AD lines are consecutively used for the highest 8 bits and the lowest 8 bits of the address. The lower 8 bits of the EBI\_AD lines are used for the middle 8 address bits and for data. This mode is set by programming the MODE field in the EBI\_CTRL register to D8A24ALE. Read and write signals are shown in Figure 14.7 (p. 179) and Figure 14.8 (p. 180) respectively.

**Figure 14.7. EBI Multiplexed 8-bit Data, 24-bit Address Read Operation**



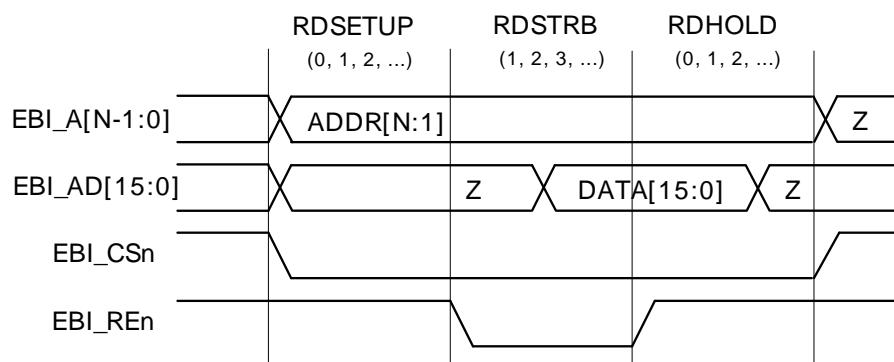
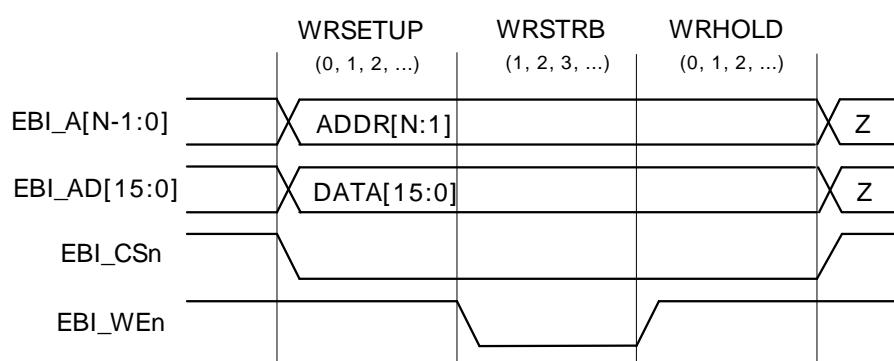
**Figure 14.8. EBI Multiplexed 8-bit Data, 24-bit Address Write Operation**

#### 14.3.4 Non-multiplexed 16-bit Data, N-bit Address Mode

In this non-multiplexed mode 16-bit data is driven on the 16 EBI\_AD lines. The addresses are driven on the EBI\_A lines. The address space can be up to 256 MB as described in Section 14.3.6 (p. 182). This mode is set by programming the MODE field in the EBI\_CTRL register to D16. Read and write signals are shown in Figure 14.9 (p. 180) and Figure 14.10 (p. 180) respectively for the case in which N address lines on EBI\_A have been enabled.

##### Note

In this mode the 16-bit address is organized in 2-byte chunks at memory addresses aligned to 2-byte offsets. Consequently, the LSB of the 16-bit address will always be 0. In order to double the address space, the 16-bit address is internally shifted one bit to the right so that the LSB of the address driven into the EBI\_A bus, i.e. the EBI\_A[0]-bit, corresponds to the second least significant bit of the address, i.e. ADDR[1]. At the external device, the LSB of the address must be tied either low or high in order to create a full address.

**Figure 14.9. EBI Non-multiplexed 16-bit Data Read Operation with Extended Address****Figure 14.10. EBI Non-multiplexed 16-bit Data Write Operation with Extended Address**

### 14.3.5 Page Mode Read Operation

Page mode read operation can enhance the performance of a sequence of consecutive asynchronous read transactions by allowing data at subsequent intrapage addresses to be read faster. Page mode operation is enabled by setting the PAGEMODE bitfield in the EBI\_RDTIMING (or EBI\_RDTIMINGn) register to 1. If enabled, the RDPA bitfield in the EBI\_PAGECTRL register defines the duration of an intrapage access and the PAGELEN bitfield in the EBI\_PAGECTRL register defines the number of members in a page. Page mode reads can for example be triggered by consecutive reads resulting from wide AHB reads which are automatically translated into multiple narrow external device reads. Page mode reads can also be triggered by sequential reads resulting from the EBI prefetch unit.

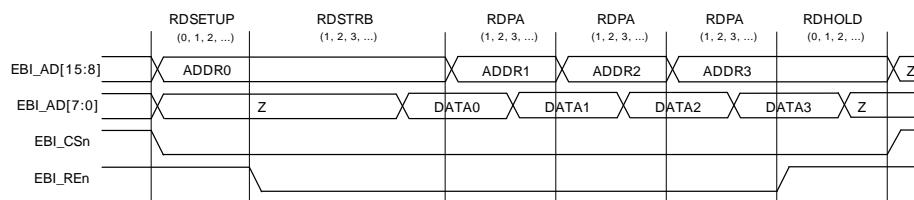
The number of members in a page together with the width of the external device and the INCHIT bit of the EBI\_PAGECTRL register define whether an address change results in an interpage access or in an intrapage access as shown in Table 14.1 (p. 181) .

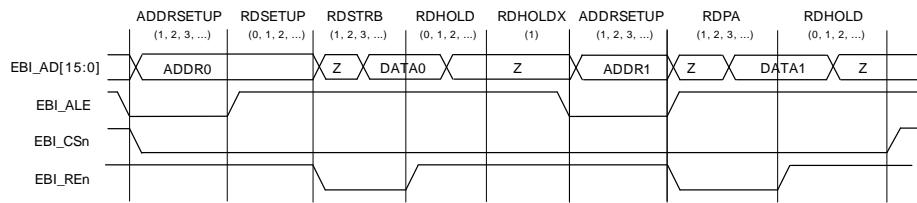
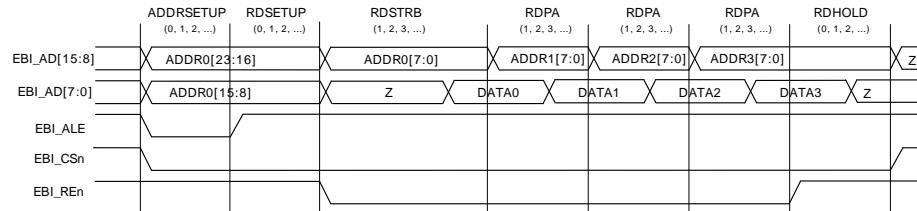
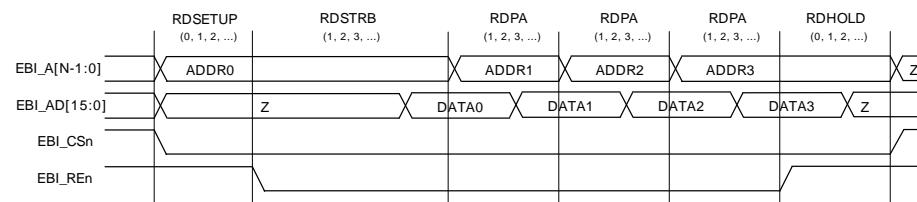
**Table 14.1. EBI Intrapage hit condition for read on address Addr (non-mentioned Addr bits are unchanged)**

PAGELEN, INCHIT	8-bit External Device	16-bit External Device
PAGELEN=MEMBER4, INCHIT=0	Addr[1:0] changed	Addr[2:0] changed
PAGELEN=MEMBER8, INCHIT=0	Addr[2:0] changed	Addr[3:0] changed
PAGELEN=MEMBER16, INCHIT=0	Addr[3:0] changed	Addr[4:0] changed
PAGELEN=MEMBER32, INCHIT=0	Addr[4:0] changed	Addr[5:0] changed
PAGELEN=MEMBER4, INCHIT=1	Addr[1:0] incremented by 1	Addr[2:0] incremented by 2
PAGELEN=MEMBER8, INCHIT=1	Addr[2:0] incremented by 1	Addr[3:0] incremented by 2
PAGELEN=MEMBER16, INCHIT=1	Addr[3:0] incremented by 1	Addr[4:0] incremented by 2
PAGELEN=MEMBER32, INCHIT=1	Addr[4:0] incremented by 1	Addr[5:0] incremented by 2

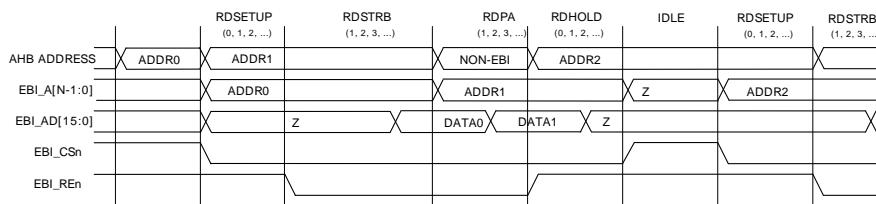
The initial page mode transaction uses the read setup and read strobe timing as shown in Figure 14.2 (p. 178) , Figure 14.5 (p. 179), Figure 14.7 (p. 179) or Figure 14.9 (p. 180) depending on the used addressing mode. Subsequent transactions are started by changing the low-order address bits and use the page access time defined in the RDPA bitfield of the EBI\_PAGECTRL register. The read hold state RDHOLD is only performed at the end of a page mode read sequence or when bus turn-around occurs. Note that bus turn-around can occur even if only read transactions are performed as the D16A16ALE addressing mode will drive the EBI\_AD lines when programming the external address latch. In this case one bus turn-around RDHOLDX cycle is automatically inserted in between the read and the write action on the EBI\_AD lines. Note that for the D16A16ALE addressing mode the RDPA state immediately follows the ADDRSETUP state, so the HALFALE feature will typically be required to satisfy the external address latch hold requirement. In the D8A24ALE addressing mode there is no need to reprogram the external address latch for intrapage addresses as the external latch then only latches the most significant, non-changed address lines. The following figures show typical page mode read sequences for all addressing modes.

**Figure 14.11. EBI Page Mode Read Operation for D8A8 addressing mode**



**Figure 14.12. EBI Page Mode Read Operation for D16A16ALE addressing mode****Figure 14.13. EBI Page Mode Read Operation for D8A24ALE addressing mode****Figure 14.14. EBI Page Mode Read Operation for D16 addressing mode**

The maximum duration that a page is kept open is defined in the KEEPOEN bitfield of the EBI\_PAGECTRL register. New read transactions which hit in an open page are started with RDPA intrapage timing if the KEEPOEN time has not been exceeded at the start of such a transaction. The default setting of KEEPOEN, which is equal to 0, will therefore never allow for intrapage timing to occur. Transactions are allowed to finish if the KEEPOEN time is exceeded during the transaction. Otherwise the RDSTRB interpage timing is used for the read transaction. Next to exceeding the KEEPOEN time there are other reasons for closing an open page. In particular EBI transactions which result in a write or a non-intrapage read always cause the page to be closed. Also the lack of a new EBI transaction will cause an open page to be closed. In order to prevent this last scenario as much as possible read transactions can often be made back to back. This is achieved by enabling prefetching by setting PREFETCH to 1 in the EBI\_RDTIMING (or EBI\_RDTIMINGn) register and by disallowing idle state insertion in between transfers by setting the NOIDLE (or NOIDLEn) bit to 1 in EBI\_CTRL register. Figure 14.15 (p. 182) shows an example in which only ADDR1 benefits from intrapage timing because an unrelated AHB transfer not directed at the EBI causes late arrival of ADDR2. ADDR2 arrives too late to be inserted as a back to back read transfer. The page is considered closed and ADDR2 can therefore not benefit from intrapage timing and it results in an interpage access instead.

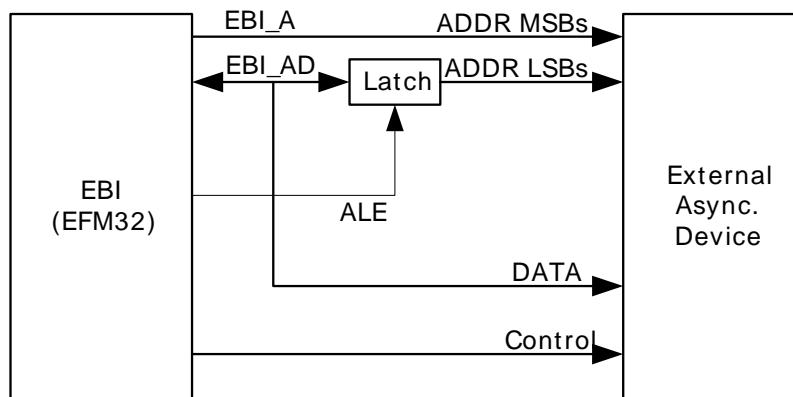
**Figure 14.15. EBI Page Closing**

### 14.3.6 Extended addressing

Extended addressing is used to extend the address range for any of the addressing modes described in Section 14.3.4 (p. 180), Section 14.3.1 (p. 177), Section 14.3.2 (p. 178) and Section 14.3.3 (p. 179). Up to 28 address bits can be individually enabled on the EBI\_A address lines providing up to 256 MB of address space per memory bank. The operation on the EBI\_AD lines is not affected by this. See Section 14.3.12 (p. 187) for the memory map definitions related to the EBI. An example of address

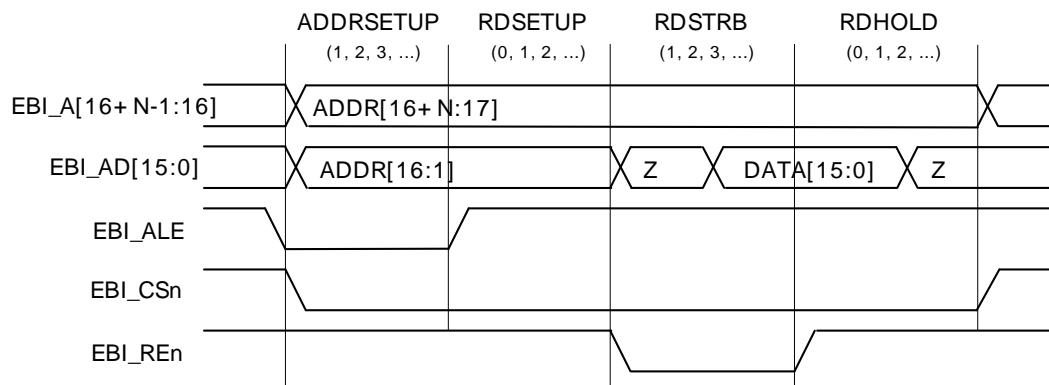
extension for the D16 mode is shown in Figure 14.9 (p. 180) and Figure 14.10 (p. 180). A further example for address extension in the multiplexed 16-bit data, 16-bit address mode of Section 14.3.2 (p. 178) is shown in Figure 14.16 (p. 183). This is achieved by programming the MODE field in the EBI\_CTRL register to D16A16ALE and by enabling the required address lines via the ALB and APEN bitfields of the EBI\_ROUTE register.

**Figure 14.16. EBI Extended Address Latch Setup**

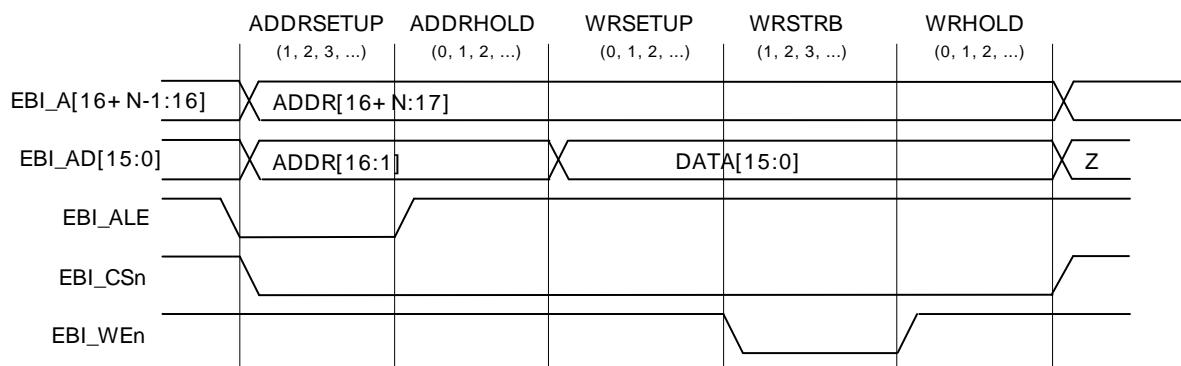


Read and write signals for using extended addressing in the D16A16ALE mode are shown in Figure 14.17 (p. 183) and Figure 14.18 (p. 183) respectively for the case in which N extra address lines have been enabled. At the start of the transaction the lower address bits are output on the EBI\_AD lines. The Latch is controlled by the ALE (Address Latch Enable) signal and stores the address. Then the data is read or written according to operation. The higher address bits are output on the EBI\_A lines throughout the transfer.

**Figure 14.17. EBI 16-bit Data Multiplexed Read Operation using Extended Addressing**



**Figure 14.18. EBI 16-bit Data Multiplexed Write Operation using Extended Addressing**



In order to minimize the pin requirements both the lower bound and the upper bound of the enabled EBI\_A lines can be set. This is done in the ALB and APEN bitfields of the EBI\_ROUTE register respectively. For example, in case all memory banks use the 8-bit addressing mode D8A8, then the

lower 8 address bits are always output on EBI\_AD. Therefore, if address extension is required, only address bits 8 and upwards need to be enabled on EBI\_A. This is done by setting the EBI\_A lower bound to 8 by setting ALB to A8 in EBI\_ROUTE and by enabling the required higher address lines via the APEN bitfield in EBI\_ROUTE. The operation of the APEN and ALB bitfields is shown in Table 14.2 (p. 184) for some typical configurations.

**Table 14.2. EBI Enabling EBI\_ADDR lines for transaction with address Addr and data Data**

Configuration	Addresses on EBI_A	Addresses/data on EBI_AD
MODE = D8A8, ALB = A8, APEN = A28	EBI_A[27:8] = Addr[27:8]	EBI_AD[15:0] = {Addr[7:0], Data[7:0]}
MODE = D16A16ALE, ALB = A16, APEN = A27	EBI_A[26:16] = Addr[27:17]	EBI_AD[15:0] = Addr[16:1]; Data[15:0]
MODE = D8A24ALE, ALB = A24, APEN = A28	EBI_A[27:24] = Addr[27:24]	EBI_AD[15:0] = Addr[23:8]; {Addr[7:0], Data[7:0]}
MODE = D16, ALB = A0, APEN = A27	EBI_A[26:0] = Addr[27:1]	EBI_AD[15:0] = Data[15:0]

### 14.3.7 Prefetch Unit and Write Buffer

Prefetching from external memory can enhance the performance of a sequence of consecutive transfers. In particular sequential code execution from external memory can benefit from prefetch. Also prefetch will typically lead to better utilization of intrapage accesses in case page mode is used. If prefetch is enabled, the prefetch unit will sequentially prefetch one data item of the same width as the last Cortex-M3 or DMA read transaction handled by the EBI. Note that one prefetch transaction might lead to multiple external device transactions as described in Table 14.3 (p. 187). Prefetch is not performed in reaction to write transactions, nor will prefetch cross bank boundaries. The prefetch unit is enabled via the PREFETCH bitfield in the EBI\_RDTIMING and EBI\_RDTIMINGn registers. When the ITS bitfield in the EBI\_CTRL register is set to 0, the PREFETCH bitfield from EBI\_RDTIMING applies to all 4 memory banks. When ITS is set to 1 the prefetch unit can be individually enabled per bank. In this case register EBI\_RDTIMING only applies to bank 0. Prefetch enabling for bank n is then defined in the EBI\_RDTIMINGn register.

The EBI has a 1 entry 32-bit wide write buffer. The write buffer can be used to limit stalling by partially decoupling the Cortex-M3 or DMA from a potentially slow external device. Only writes which are guaranteed to not cause an error (e.g. timeout) in the EBI will be buffered when the write buffer is enabled, such that precise error generation is guaranteed. The write buffer is disabled via the WBUFDIS bitfield in the EBI\_WRTIMING and EBI\_WRTIMINGn registers. When the ITS bitfield in the EBI\_CTRL register is set to 0, the WBUFDIS bitfield from EBI\_WRTIMING applies to all 4 memory banks. When ITS is set to 1 the write buffer can be individually disabled per bank. In this case register EBI\_WRTIMING only applies to bank 0. Write buffer disabling for bank n is then defined in the EBI\_WRTIMINGn register.

The AHBACT status bit in the EBI\_STATUS register indicates whether an AHB transaction is still active in the EBI or not. When performing an AHB write, the AHBACT bit stays 1 until the required transaction(s) with the external device have finished, independent of whether the AHB write gets buffered or not. On an AHB read with prefetching enabled, AHBACT stays high until the potential external device prefetch transaction(s) have finished.

### 14.3.8 Strobe length

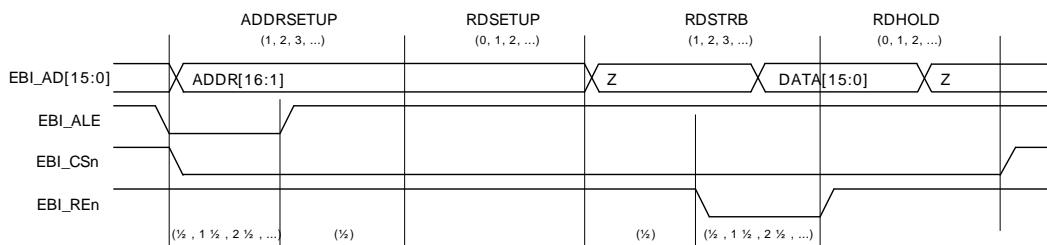
For external devices with low, but non-zero, setup requirements the performance overhead for EBI transactions can be relatively large if a full cycle setup time needs to be used. It is possible to borrow half of the cycle time from a neighbouring strobe phase in order to define setup times with a granularity of half the internal clock period.

The durations of the EBI\_ALE, EBI\_REn, EBI\_WEn, EBI\_NANDREn and EBI\_NANDWE<sub>n</sub> strobes can be individually decreased by half the internal clock period via the HALFALE, HALFRE and HALFWE bitfields in the address timing, read timing and write timing registers respectively. In case of EBI\_ALE the trailing edge of the strobe can be moved half a clock period earlier. In case of EBI\_REn, EBI\_WEn,

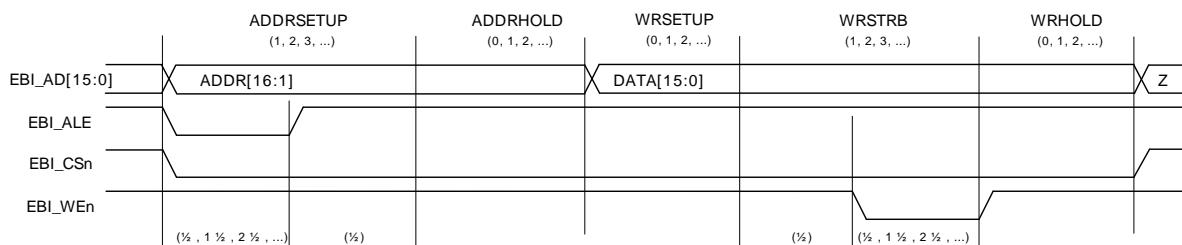
EBI\_NANDREN and EBI\_NANDWEn the leading edge of the strobe can be moved half a clock period later. Decreasing the length of the EBI\_ALE strobe can be thought of as increasing the length of the RDSETUP phase by the same amount. Similarly, decreasing the length of the EBI\_REn, EBI\_WEn, EBI\_NANDREN, EBI\_NANDWEn strobes can be thought of as increasing the length of the RDSETUP and WRSETUP phases. Note that the length of the ADDRSETUP, RDSTRB, and WRSTRB phases is still 1 or more internal clock cycles. For example, when HALFRE is set to 1 and RDSTRB is programmed to 2, the length of the RDSTRB phase is 2 cycles. The duration of the EBI\_REn pulse is however decreased by half a cycle to 1 1/2 cycles.

Figure 14.5 (p. 179) and Figure 14.6 (p. 179) respectively show read and write transactions in the multiplexed 16-bit address, 16-bit data mode in which half strobes are enabled for EBI\_ALE, EBI\_REn and EBI\_WEn.

**Figure 14.19. EBI Multiplexed Read Operation with Reduced Length Strobes**



**Figure 14.20. EBI Multiplexed Write Operation with Reduced Length Strobes**



### 14.3.9 Bus turn-around and Idle cycles

The EBI\_AD lines can be driven by either the EFM32LG or by the external device. Depending on the characteristics of an external device, the RDHOLD should be programmed to ensure adequate bus turn-around time. Default the EBI inserts an initial IDLE cycle, during which the EBI does not drive the EBI\_AD lines, after each external transaction. Furthermore, the EBI deasserts the EBI\_CSn, EBI\_REn, and EBI\_WEn lines during IDLE cycles. In case of subsequent IDLE cycles, after the initial one, the EBI will drive the EBI\_AD lines while keeping the EBI\_CSn, EBI\_REn, and EBI\_WEn lines deasserted. The IDLE state insertion is shown for two back-to-back read transactions in Figure 14.21 (p. 186). In case that the IDLE state provides the required bus turn-around time, the RDHOLD parameter can be programmed to 0. For increased performance, the automatic IDLE state insertion can be prevented by setting the NOIDLE/NOIDLEN bits in the EBI\_CTRL register to 1. This scenario is shown in Figure 14.22 (p. 186) for two back-to-back reads in a non-multiplexed addressing mode. Note that in case RDSETUP and RDHOLD are both programmed to 0, then the EBI\_REn line will not be deasserted between back-to-back read transfers. The same will happen for non-multiplexed back-to-back write transactions with WRSETUP and WRHOLD both programmed to 0. In case that NOIDLE/NOIDLEN is 1 and a read is immediately followed by a write on the EBI\_AD lines, one bus turn-around cycle called RDHOLDX is automatically inserted in between the read and the write action. During a RDHOLDX cycle the external EBI signals are driven in the same way as during regular RDHOLD cycles, i.e. the EBI\_REn line will get deasserted while the EBI\_CSn line will stay asserted.

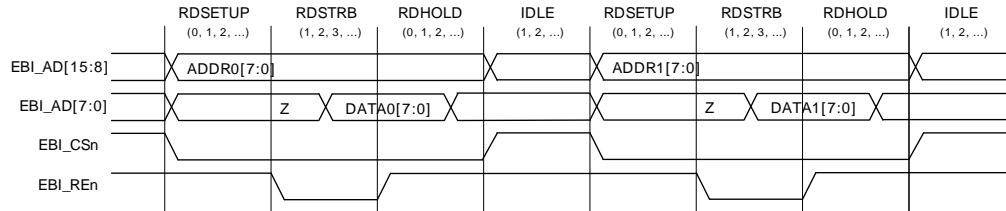
An IDLE cycle will automatically get inserted for the following cases:

- Between two external device transactions in case the NOIDLE/NOIDLEN bit is 0.
- Between two external device transactions to different banks.
- When no request for an external transaction is available in the EBI.

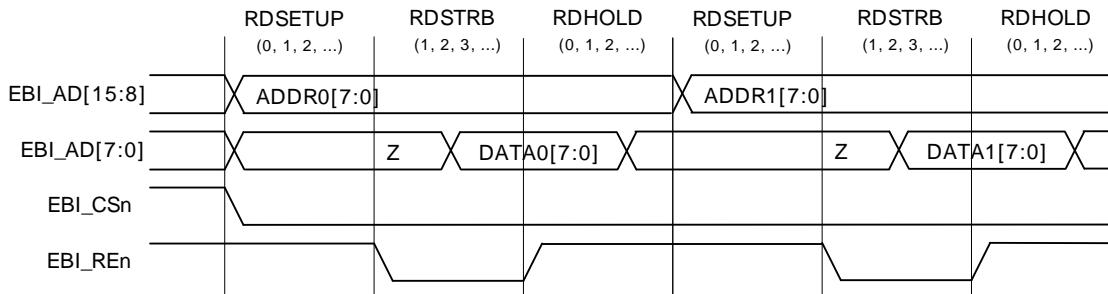
A RDHOLDX cycle will automatically get inserted for the following case:

- Between a read and a subsequent write on the EBI\_AD lines. Note that this is only possible if NOIDLE/NOIDLEN is set to 1. Also note that a read in a multiplexed addressing mode (e.g. D16A16ALE) starts with a write on the EBI\_AD lines when it is in the ADDRSETUP state.

**Figure 14.21. EBI Enforced IDLE cycles between Transactions**



**Figure 14.22. EBI No Enforced IDLE cycles between Transactions**



#### Note

In case NOIDLE/NOIDLEN bits are set in EBI\_CTRL the read or write strobes can remain asserted for back-to-back transfers if no further separation is guaranteed via for example RDSETUP, RDHOLD, WRSETUP, or WRHOLD bitfields.

### 14.3.10 Timing

The duration of the states in the transaction is defined by the corresponding uppercase name above the state, e.g. the address setup state in Figure 14.8 (p. 180) is active for a number of internal clock cycles defined by ADDRSET bitfield in the EBI\_ADDRTIMING register. Similar timing can be defined by the RDSTRB bitfield in the EBI\_RDTIMING register and WRSTRB in the EBI\_WRTIMING register. These parameters all have a minimum duration of 1 cycle, which is set by HW in case the bitfield is programmed to 0.

The setup and hold timing parameters are ADDRHOLD in the EBI\_ADDRTIMING register, RDHOLD and RDSETUP in the EBI\_RDTIMING register and WRHOLD and WR SETUP in the EBI\_WRTIMING register. Writing a value m to one of these bitfields results in a duration of the corresponding state of m cycles. If these parameters are set to 0, it effectively means that the state is skipped.

Page mode access time is defined in the RDPA bitfield of the EBI\_PAGECTRL register. This parameter has a minimum duration of 1 cycle, which is set by HW in case the bitfield is programmed to 0.

When the ITS bitfield in the EBI\_CTRL register is set to 0, the timing set defined in the EBI\_ADDRTIMING, EBI\_RDTIMING and EBI\_WRTIMING registers applies to all 4 memory banks. When ITS is set to 1 each memory bank uses an individual timing set. In this case registers EBI\_ADDRTIMING, EBI\_RDTIMING and EBI\_WRTIMING only apply to bank 0. Timing for bank n is then defined in the EBI\_ADDRTIMINGn, EBI\_RDTIMINGn and EBI\_WRTIMINGn registers.

#### Note

All timing related bitfields have a default value which is equal to the highest possible value for these bitfields, which makes the default values a better fit for slow memory devices.

This differs from the EFM32G devices in which the default values correspond to the lowest possible values, which would only be appropriate for fast memory devices.

### 14.3.11 Data Access Width

The mapping of AHB transactions to external device accesses depends on the data width of the external device and on whether or not it supports byte lanes. The data width of external devices is specified in the MODE and MODEn bitfields of the EBI\_CTRL register. An external device is specified to be either 8-bit or 16-bit wide. Availability of byte lane support by the external device is specified via the BL and BLn bitfields of the EBI\_CTRL register. When the ITS bitfield in the EBI\_CTRL register is set to 0, the MODE and BL bitfields apply to all 4 memory banks. When ITS is set to 1 each memory bank uses an individual mode and byte lane enable definition. In this case bitfields MODE and BL only apply to bank 0. The mode and byte lane availability for bank n is then defined in the MODEn and BLn bitfields.

In case the AHB transaction width does not match the width of the selected device, the EBI automatically translates the AHB transaction into 1 or more external device transactions matching the capabilities of that device. If one AHB transaction is translated into multiple external transactions, then the external transactions have incrementing addresses and start with the lowest data byte(s) from the AHB transaction. The translation, and possibly bus fault generation, is explained below and in Table 14.3 (p. 187) :

- If the AHB transaction width is larger than the external device width, then multiple consecutive external transactions are performed starting with the least significant data.
- If the AHB transaction width is smaller than the external device width, then EBI behavior depends on whether or not byte lanes are available for the selected device. Reads either use byte lane support when available, or read according to the full external device width and disregard the superfluous data. Writes normally either use byte lane support when available, or perform a read-modify-write sequence to only change the required data. However, NAND Flash does not support byte lanes or random access read-modify-write and therefore a hard fault is generated in case of an 8-bit write to a bank designated as 16-bit NAND bank.

**Table 14.3. EBI Mapping of AHB Transactions to External Device Transactions**

Data Access by Cortex-M3, DMA, or prefetch	8-bit External Device (non-NAND) transaction(s)	16-bit External Device (non-NAND) transaction(s) (with byte lanes)	16-bit External Device (non-NAND) transaction(s) (without byte lanes)	8-bit NAND Flash transaction(s)	16-bit NAND Flash transaction(s)
8-bit read	1 x 8-bit read	1 x 8-bit read (using byte lane)	1 x 16-bit read	1 x 8-bit read	1 x 16-bit read
16-bit read	2 x 8-bit read	1 x 16-bit read	1 x 16-bit read	2 x 8-bit read	1 x 16-bit read
32-bit read	4 x 8-bit read	2 x 16-bit read	2 x 16-bit read	4 x 8-bit read	2 x 16-bit read
8-bit write	1 x 8-bit write	1 x 8-bit write (using byte lane)	1 x 16-bit read; 1 x 16-bit write (read-modify-write)	1 x 8-bit write	- (Hard fault)
16-bit write	2 x 8-bit write	1 x 16-bit write	1 x 16-bit write	2 x 8-bit write	1 x 16-bit write
32-bit write	4 x 8-bit write	2 x 16-bit write	2 x 16-bit write	4 x 8-bit write	2 x 16-bit write

### 14.3.12 Bank Access

The EBI is split in 4 different address regions, each connected to an individual EBI\_CSn line. When accessing one of the memory regions, the corresponding CSn line is asserted. This way up to 4 separate devices can share the EBI lines and be identified by the EBI\_CSn line. Each bank can individually be enabled or disabled in the EBI\_CTRL register.

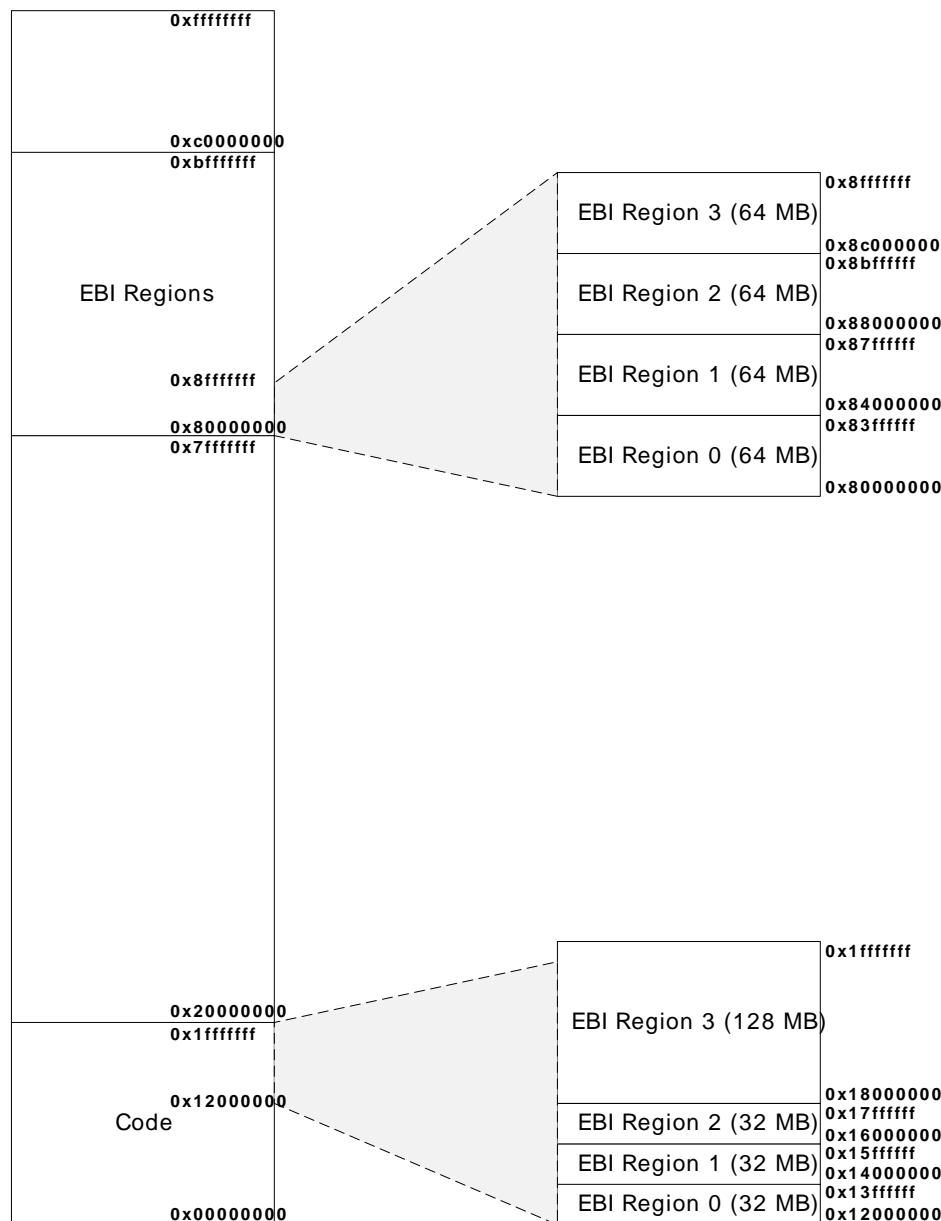
The bank separation depends on whether the access originates from code space or not and on the setting of the ALTMAP bit in the EBI\_CTRL register. From code space three 32 MB banks and one 128

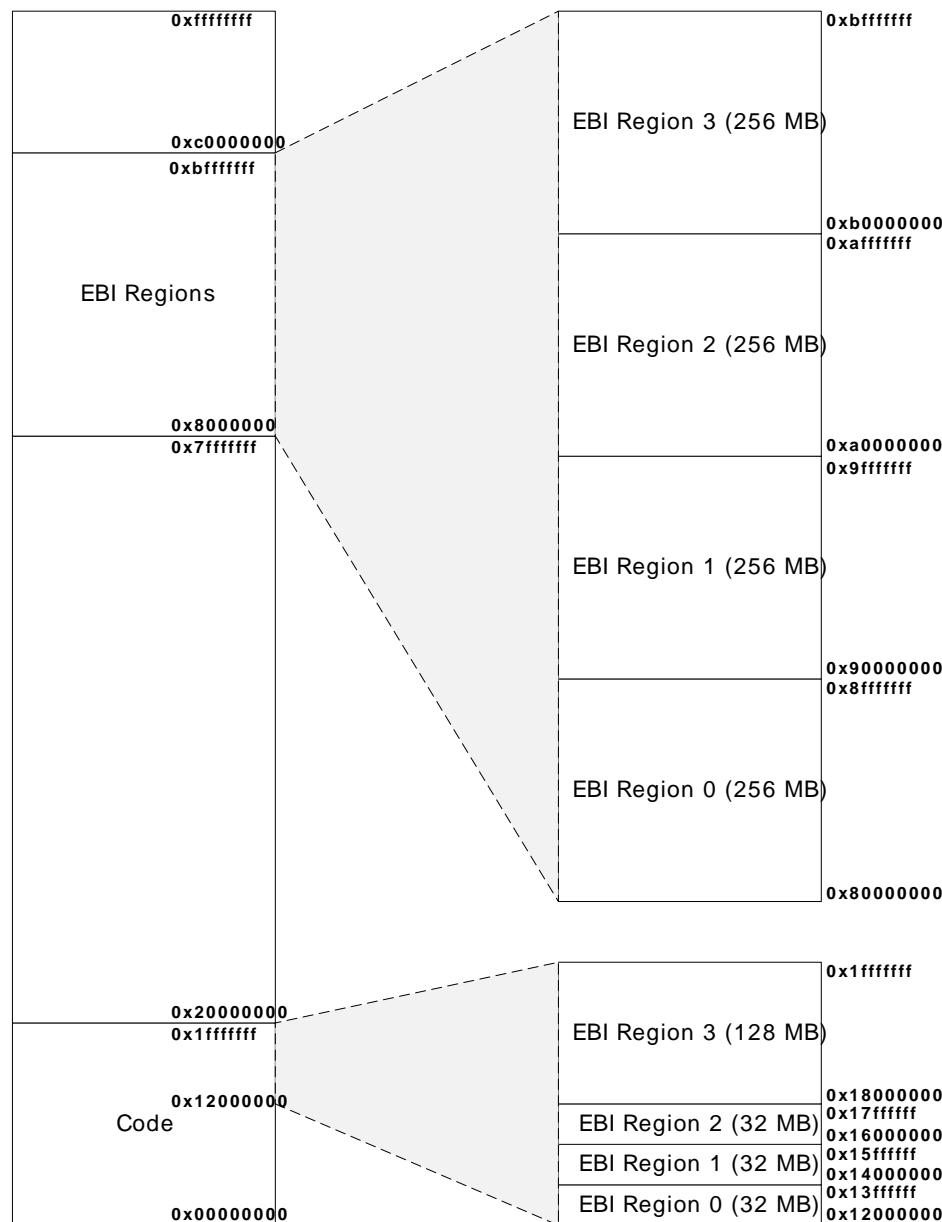
MB bank can be accessed. From data space either four 64 MB banks (when ALTMAP bit is 0) or four 256 MB banks (when the ALTMAP bit is 1) can be accessed as shown in Figure 14.23 (p. 188) and Figure 14.24 (p. 189) respectively.

The EBI regions starting at address 0x80000000 in the memory map of the EFM32LG can also be used for code execution. When running code via EBI regions starting at this address, the Cortex-M3 uses the System bus interface to fetch instructions. This results in reduced performance as the Cortex-M3 accesses stack, other data in SRAM and peripherals using the System bus interface. Code accesses via the System bus interface will not be cached. Furthermore, it should be noted that the address area from 0xA0000000 to 0xC0000000 is marked NX (no-execute) by default. To be able to run code via the EBI efficiently, the EBI is also mapped in the code space at address 0x12000000. When running code from this space, the Cortex-M3 fetches instructions through the I/D-Code bus interface, leaving the System bus interface for data access. Instructions fetched via the I/D-Code bus interface can be cached to increase performance. The EBI regions mapped into the code space can however only be accessed by the CPU, i.e. not the DMA.

Depending on the setting of the ITS bitfield in the EBI\_CTRL register. The external device behavior, including for example data width, timing definitions, page mode operation, and pin polarities, is either defined for all banks at once or individually per bank.

**Figure 14.23. EBI Default Memory Map (ALTMAP = 0)**



**Figure 14.24. EBI Alternative Memory Map (ALTMAP = 1)**

### 14.3.13 WAIT/ARDY.

Some external devices are able to indicate that they are not finished with either write or read operation by asserting the WAIT / ARDY line. This input signal is used to extend the REn/WEn cycles for slow devices. The interpretation of the polarity of this signal can be configured with the ARDYPOL bit in EBI\_POLARITY. E.g. if the ARDYPOL is set to ACTIVELOW, then the REn/WEn cycle is extended while the ARDY line is kept low. The ARDY functionality is enabled by setting the ARDYEN bit in the EBI\_CTRL register. It is also possible to enable a timeout check, which generates a bus error if the ARDY is not deasserted within the timeout period. This prevents a system lock up condition in the case that the external device does not deassert ARDY. The timeout functionality is disabled by setting ARDYTODIS in the EBI\_CTRL register.

When the ITS bitfield in the EBI\_CTRL register is set to 0, the wait behavior defined in the ARDYEN and ARDYTODIS bitfields applies to all 4 memory banks. When ITS is set to 1 each memory bank uses an individual wait behavior definition. In this case bitfields ARDYEN and ARDYTODIS only apply to bank 0. Wait behavior for bank n is then defined in the ARDYnEN and ARDYTONDIS bitfields.

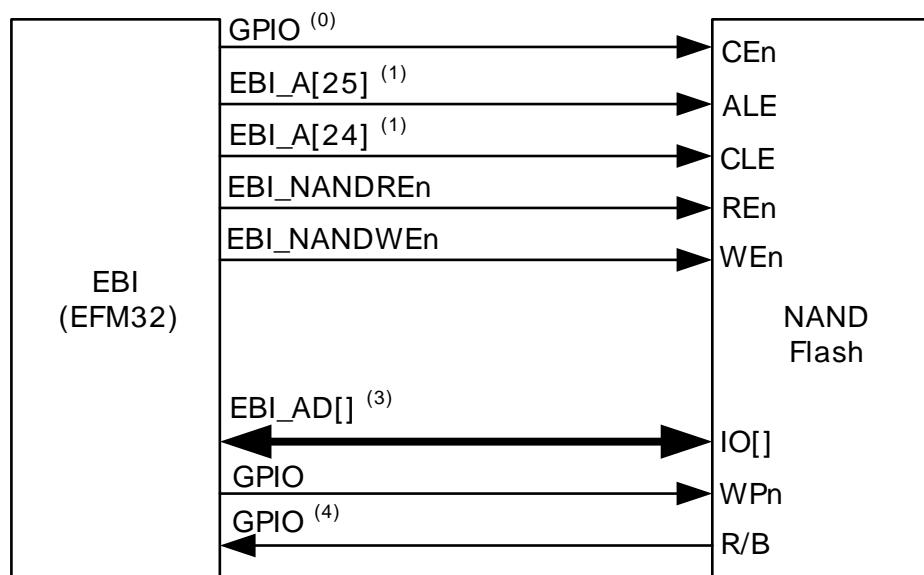
### 14.3.14 NAND Flash Support

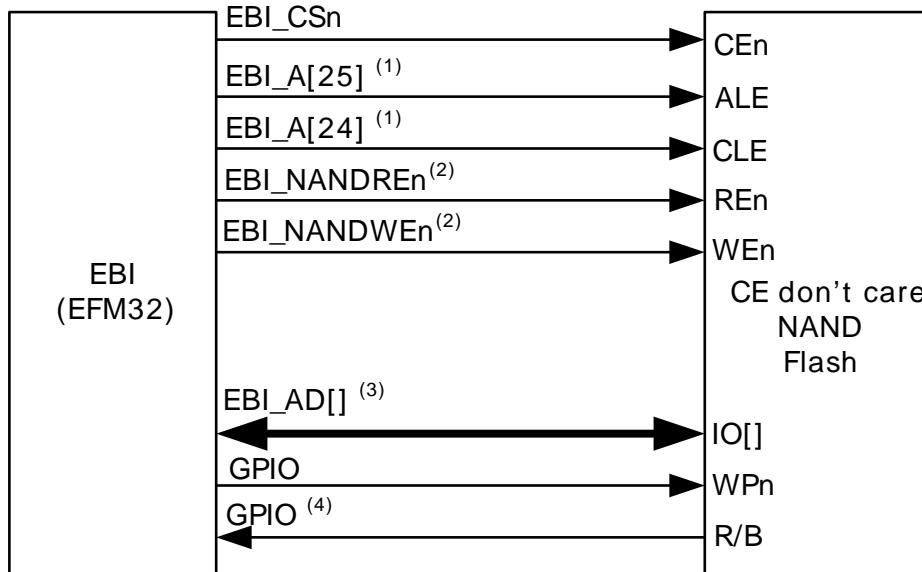
NAND Flash devices offer high density at relatively low cost when compared to NOR Flash devices. Unlike NOR Flash, which offers random read access, NAND Flash devices are based on page access and use an indirect interface. Furthermore, a NAND Flash can contain invalid bits leading to invalid blocks, which leads to requirements such as bit error detection/correction and bad block management.

The EBI offers support for glueless connection of a NAND Flash by implementing dedicated EBI\_NANDREn and EBI\_NANDWEn pins and by providing hardware for single error correction double error detection (SEC-DED) Error Correction Code (ECC) generation. NAND Flash support is enabled by setting the EN bitfield in the EBI\_NANDCTRL register to 1. The BANKSEL bitfield in EBI\_NANDCTRL defines which memory bank has a NAND Flash devices attached to it. NAND Flash data width, read timing, and write timing are programmed via the standard EBI registers as described in Section 14.3.14.2 (p. 191) . ECC support is described in Section 14.3.15 (p. 195) .

Both standard and Chip Enable Don't Care (CEDC) NAND Flash devices are supported and they can be attached as shown in Figure 14.25 (p. 190) and Figure 14.26 (p. 191) respectively. For standard NAND Flash devices, the Chip Enable (CEn) pin needs to remain asserted low during the entire read cycle busy period, in which data is transferred from the memory array into the NAND Flash internal data registers in order to prevent an early return to standby mode. CEDC NAND Flash devices do not have this restriction, but they do not support the automatic sequential read function. For CEDC NAND Flash the shared EBI\_REn and EBI\_WEn pins can be used instead of the dedicated EBI\_NANDREn and EBI\_NANDWEn pins.

**Figure 14.25. EBI Connection with Standard NAND Flash**



**Figure 14.26. EBI Connection with Chip Enable Don't Care NAND Flash****Note**

- (0) For a standard NAND Flash the EBI\_CSn should be left unconnected.
- (1) The address lines mapping to the NAND Flash ALE and CLE signals can be chosen as explained in Section 14.3.14.1 (p. 191)
- (2) For a CEDC NAND Flash the shared EBI\_REn and EBI\_WEn pins can be used instead of the dedicated EBI\_NANDREn and EBI\_NANDWE pins
- (3) Both 8-bit and 16-bit NAND Flash are supported.
- (4) The NAND Flash ready/busy (R/B) signal should be observed via GPIO (not via EBI\_ARDY)

**14.3.14.1 Register Selection**

NAND Flash uses an indirect I/O interface in which the NAND Flash is controlled by programming the NAND Flash internal Command, Address, and Data registers. NAND Flash does not use dedicated address lines. Because of this indirect I/O interface the NAND Flash memory size is not restricted by the memory map of the EFM32LG. The NAND Command, Address, and Data registers can be accessed via memory mapped IO in which two address lines are chosen for connection with the ALE and CLE signals. The memory mapping and the two used address lines should be chosen such that they adhere to the ALE/CLE encoding shown in Table 14.4 (p. 191). Either EBI\_A or EBI\_AD address lines can be used as long as the chosen addressing mode does not multiplex data signals onto the chosen lines. The EBI\_A[25:24] address lines used in Figure 14.25 (p. 190) and Figure 14.26 (p. 191) are just an example.

**Table 14.4. EBI NAND Flash Register Select**

ALE	CLE	Selected NAND Flash Register
0	0	Data Register
0	1	Command Register
1	0	Address Register
1	1	Undefined

**14.3.14.2 Width and Timing Configuration**

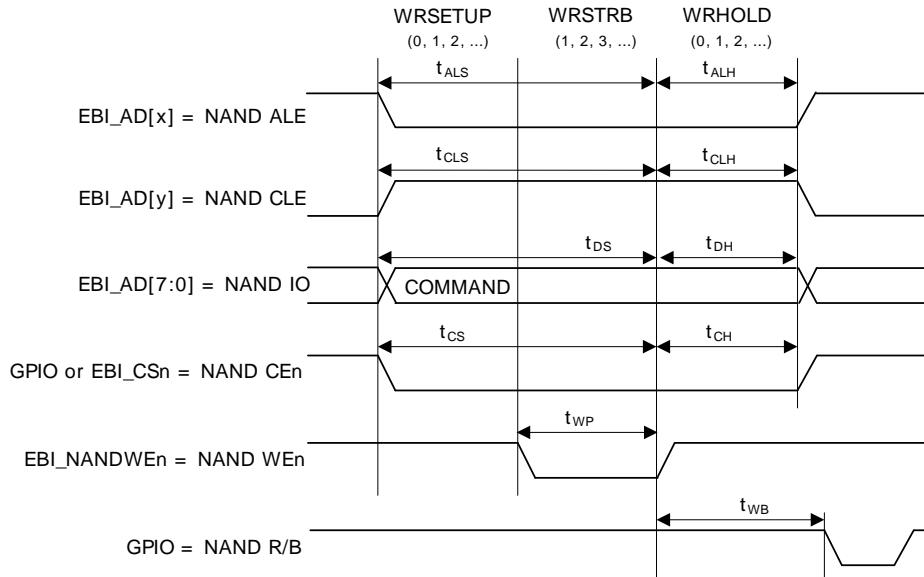
The regular EBI registers are used for defining transfer width, read timing, and write timing for the transactions on the NAND Flash interface. NAND Flash specific parameters as for example block size or

the number of address cycles are not configured in the EBI and need to be dealt with via driver software. Also higher level tasks as for example wear-leveling, bad block management, and logical-to-physical block mapping should be addressed via driver software.

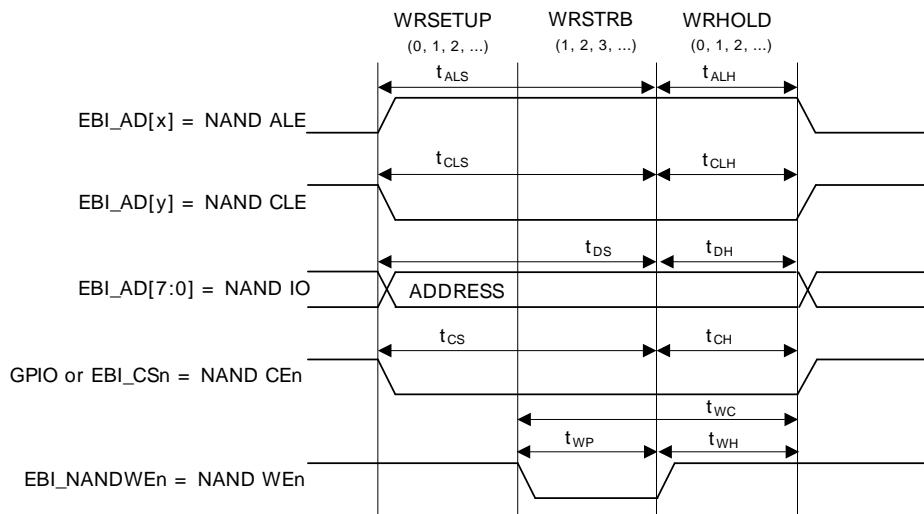
External transaction width is defined via the address mode as defined in MODE field of EBI\_CTRL. As only 3 NAND Flash registers are memory mapped it suffices to use either the D8A8 or D16 address mode. The D16A16ALE and D8A24ALE address modes can also be used, but they require unnecessary external address latch cycles and/or circuitry. For a 8-bit wide NAND Flash device, the D8A8 address mode is therefore recommended, whereas for a 16-bit wide NAND Flash device the D16 address mode is recommended. If the AHB transaction width does not match the external NAND device transaction width, then automatic transaction translation is performed as described in Section 14.3.11 (p. 187). Note that a bus fault is generated in case of an 8-bit write to a 16-bit NAND device as neither byte lanes nor read-modify-write is supported for NAND Flash.

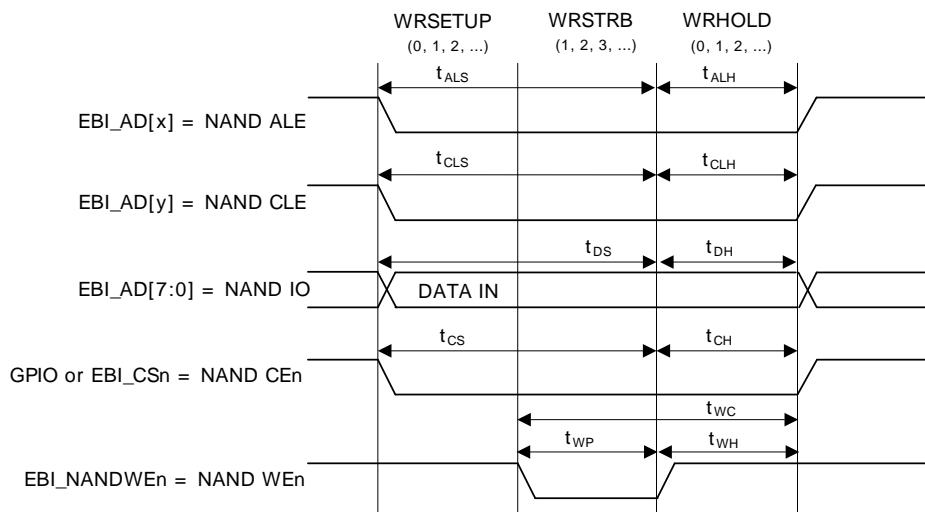
NAND Flash write timing is defined in the EBI\_WRTIMING(n) register. Figure 14.27 (p. 192), Figure 14.28 (p. 192), and Figure 14.29 (p. 193) show the command latch, address latch and data input timing respectively assuming the D8A8 address mode with EBI\_AD[x] used as ALE and EBI\_AD[y] used as CLE.

**Figure 14.27. EBI NAND Flash Command Latch Timing**



**Figure 14.28. EBI NAND Flash Address Latch Timing**



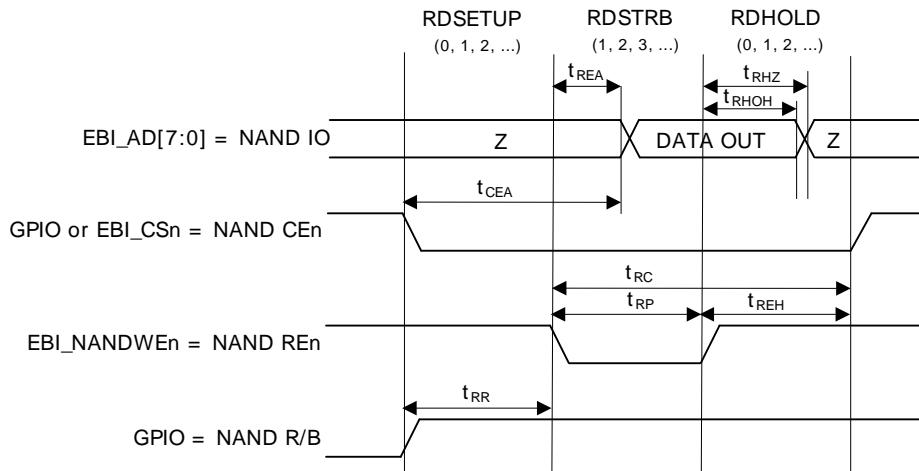
**Figure 14.29. EBI NAND Flash Data Input Timing**

The EBI\_WRTIMING(n) setting requirements for satisfying the NAND Flash timing parameters for command latching, address latching and data input timing are shown in Table 14.5 (p. 193) .

**Table 14.5. EBI NAND Flash Write Timing**

NAND Flash Write Timing Parameter	EBI Write Timing Parameter Requirements
tADL	$\leq t(WRHOLD) + t(WRSETUP) + t(WRSTRB)$
tALS	$\leq t(WRSETUP) + t(WRSTRB)$
tCS	$\leq t(WRSETUP) + t(WRSTRB)$
tCLS	$\leq t(WRSETUP) + t(WRSTRB)$
tDS	$\leq t(WRSETUP) + t(WRSTRB)$
tALH	$\leq t(WRHOLD)$
tCH	$\leq t(WRHOLD)$
tCLH	$\leq t(WRHOLD)$
tDH	$\leq t(WRHOLD)$
tWC	$\leq t(WRHOLD) + t(WRSETUP) + t(WRSTRB)$
tWH	$\leq t(WRHOLD) + t(WRSETUP)$
tWP	$\leq t(WRSTRB)$
tWB	(R/B edges can be detected by edge triggered GPIO interrupts)

NAND Flash read timing is defined in the EBI\_RDTIMING(n) register. Figure 14.30 (p. 194) shows the NAND Flash data output timing assuming the D8A8 address mode.

**Figure 14.30. EBI NAND Flash Data Output Timing**

The EBI\_RDTIMING(n) setting requirements for satisfying the NAND Flash timing parameters for data output timing are shown in Table 14.6 (p. 194).

**Table 14.6. EBI NAND Flash Read Timing**

NAND Read Timing Parameter	EBI Read Timing Parameter Requirements
tCEA	$\leq t(\text{RDSETUP}) + t(\text{RDSTRB})$
tREA	$\leq t(\text{RDSTRB})$
tRP	$\leq t(\text{RDSTRB})$
tRHZ	$\leq t(\text{RDHOLD})$
tREH	$\leq t(\text{RDHOLD}) + t(\text{RDSETUP})$
tRC	$\leq t(\text{RDHOLD}) + t(\text{RDSETUP}) + t(\text{RDSTRB})$
tRR	$\leq t(\text{RDSETUP})$ (assuming software wait for R/B high)
tAR	$\leq t(\text{RDSETUP})$
tCLR	$\leq t(\text{RDSETUP})$
tIR	$\leq t(\text{RDSETUP})$

The NAND Flash timing parameters tWHR and tRHW define separation of read and write pulses and therefore they can be satisfied by a combination of EBI\_RDTIMING(n) and EBI\_WRTIMING(n) settings as shown in Table 14.7 (p. 194).

**Table 14.7. EBI NAND Flash Read/Write Timing Requirements**

NAND Timing Parameter	EBI Timing Parameter
tWHR	$\leq t(\text{WRHOLD}) + t(\text{RDSETUP})$
tRHW	$\leq t(\text{RDHOLD}) + t(\text{WRSETUP})$

Remaining NAND Flash timing parameters, e.g. tRST and tPROG, should be dealt with in software.

#### 14.3.14.3 Application examples

A typical 528-byte page read sequence for an 8-bit wide NAND Flash is as follows:

- Configuration: Enable and select the memory bank connected to the NAND Flash device via the EN and BANKSEL bitfields in the EBI\_NANDCTRL register. Set the MODE field of the EBI\_CTRL register to D8A8 indicating that the attached device is 8-bit wide. Program the EBI\_RDTIMING and EBI\_WRTIMING registers to fulfill the NAND timing requirements.

- Command and address phase: Program the NAND Command register to the page read command and program the NAND Address register to the required read address. This can be done via Cortex-M3 or DMA writes to the memory mapped NAND Command and Address registers. The automatic data access width conversions described in Section 14.3.11 (p. 187) can be used if desired to for example automatically perform 4 consecutive address byte transactions in response to one 32-bit word AHB write to the NAND Address register (in this case the 2 address LSBs should not be used to map onto the NAND ALE/CLE signals).
- Data transfer phase: Wait for the NAND Flash internal data transfer phase to complete as indicated via its ready/busy (R/B) pin. The user can use the GPIO interrupt functionality for this. The 528-byte data is now ready for sequential transfer from the NAND Flash Data register.
- Read phase: Clear the ECC\_PARITY register and start Error Code Correction (ECC) parity generation by setting both the ECCSTART and ECCCLEAR bitfields in the EBI\_CMD register to 1. Now all subsequently transferred data to/from the NAND Flash devices is used to generate the ECC parity code into the EBI\_ECCPARITY register. Read 512 subsequent bytes of main area data from the NAND Flash Data register via DMA transfers. This can for example be done via 32-bit word DMA transfers (as long as the two address LSBs are not used to map onto the NAND ALE/CLE signals). Stop ECC parity generation by setting the ECCSTOP bitfield in the EBI\_CMD register to 1 so that following transactions will not modify the parity result. Read out the final 16 bytes from the NAND Flash spare data area.
- Error correction phase: Compare the ECC code contained in the read spare area data against the computed ECC code from the EBI\_ECCPARITY register. The user software can accept, correct, or discard the read data according the comparison result. No automatic correction is performed.

A typical 528-byte page program sequence for an 8-bit wide NAND Flash is as follows:

- Configuration: Configure the EBI for NAND Flash support via the EBI\_NANDCTRL, EBI\_CTRL, EBI\_RDTIMING and EBI\_WRTIMING registers.
- Command and address phase: Program the NAND Command register to command for page programming (serial data input) and program the NAND Address register to the desired write address.
- Write phase: Clear the ECC\_PARITY register and start Error Code Correction (ECC) parity generation by setting both the ECCSTART and ECCCLEAR bitfields in the EBI\_CMD register to 1. Now all subsequently transferred data to/from the NAND Flash devices is used to generate the ECC parity code into the EBI\_ECCPARITY register. Write 512 subsequent bytes of user main data to the NAND Flash Data register via for example DMA transfers. Stop ECC parity generation and read out the computed ECC parity data from EBI\_ECCPARITY. Write the final 16 bytes of spare data including the computed ECC parity data bytes.
- Program phase: Write the auto program command to the NAND Flash Command register after which the NAND Flash will indicate that it is busy via its read/busy (R/B) pin. After read/busy goes high again, the success of the program command can be verified by programming the read status command.

### 14.3.15 Error Correction Code

The EBI provides hardware support for generation of an Error Correction Code (ECC). The used ECC is a Hamming (Hsiao) code providing single bit error correction and double error detection (SEC-DED). ECC can be used to detect and/or correct failing bits in a NAND Flash page. ECC generation is enabled by setting bitfield ECCSTART in the EBI\_CMD register to 1. All subsequent data traffic to/from the memory bank specified in the BANKSEL bitfield of the EBI\_NANDCTRL register is then used for generation of the ECC into the EBI\_ECCPARITY register independent of the address in that bank. ECC generation is stopped by writing 1 to the ECCSTOP bitfield in the EBI\_CMD register. The EBI\_ECCPARITY register is cleared by writing 1 to the ECCCLEAR register. The ECCACT status bit in the EBI\_STATUS register shows whether ECC generation is active or not.

The ECC computation is as shown in Figure 14.31 (p. 196) and Table 14.8 (p. 196). Although the table only shows the ECC generation for 8-bit data transfers, the ECC hardware also works for 16-bit data transfers. In that case only the interpretation of the parity bits is different.

**Figure 14.31. EBI ECC Generation**

Byte 0	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8'	P16'	P32'	
Byte 1	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8			
Byte 2	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8'	P16		
Byte 3	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8			
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
Byte N-4	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8'	P16'	P32	
Byte N-3	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8			
Byte N-2	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8'	P16		
Byte N-1	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	P8			
P1	P1'	P1	P1'	P1	P1'	P1	P1	P1'	P2			
P2	P2'		P2		P2'		P4			P4'		
P4												

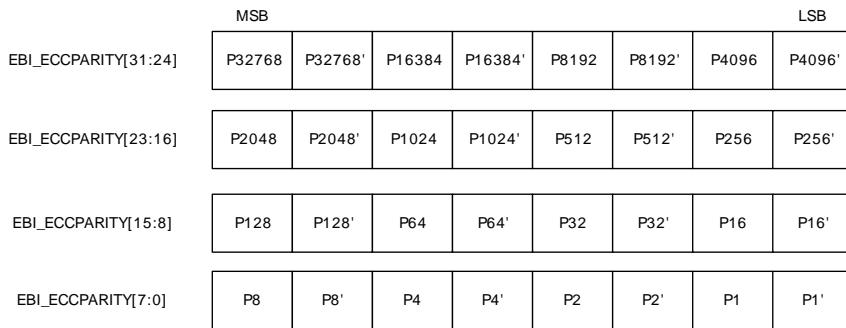
**Table 14.8. EBI ECC Bit/Column Parity**

Parity bit	Generation for 8-bit data
P1'	Bit 6 xor Bit 4 xor Bit 2 xor Bit 0 xor P1'
P1	Bit 7 xor Bit 5 xor Bit 3 xor Bit 1 xor P1
P2'	Bit 5 xor Bit 4 xor Bit 1 xor Bit 0 xor P2'
P2	Bit 7 xor Bit 6 xor Bit 3 xor Bit 2 xor P2
P4'	Bit 3 xor Bit 2 xor Bit 1 xor Bit 0 xor P4'
P4	Bit 7 xor Bit 6 xor Bit 5 xor Bit 4 xor P4

**Table 14.9. EBI ECC Byte/Row Parity**

Parity bit	Generation for 8-bit data
RP(x)	Byte(x)(7) xor Byte(x)(6) xor Byte(x)(5) xor Byte(x)(4) xor Byte(x)(3) xor Byte(x)(2) xor Byte(x)(1) xor Byte(x)(0)
P8'	RP(0) xor RP(2) xor RP(4) xor RP(6) xor ... xor RP(N-4) xor RP(N-2)
P8	RP(1) xor RP(3) xor RP(5) xor RP(7) xor ... xor RP(N-3) xor RP(N-1)
P16'	RP(0) xor RP(1) xor RP(4) xor RP(5) xor ... xor RP(N-4) xor RP(N-3)
P16	RP(2) xor RP(3) xor RP(6) xor RP(7) xor ... xor RP(N-2) xor RP(N-1)
Etc.	Etc.

The generated ECC code can be read from the EBI\_ECCPARITY register according to the format shown in Figure 14.32 (p. 197). The number of valid ECC bits depends on the number of transferred bytes during the time that the ECC hardware is running as indicated in Table 14.10 (p. 197).

**Figure 14.32. EBI\_EBI\_ECCPARITY Format****Table 14.10. EBI\_EBI\_ECCPARITY valid bits**

Number of data bytes used for ECC generation	Valid EBI_ECCPARITY bits
256	EBI_ECCPARITY[21:0]
512	EBI_ECCPARITY[23:0]
1024	EBI_ECCPARITY[25:0]
2048	EBI_ECCPARITY[27:0]
4096	EBI_ECCPARITY[29:0]
8192	EBI_ECCPARITY[31:0]

Software can compare, XOR, the parity data generated in EBI\_ECCPARITY with the parity information stored in the spare area for the used data set. The syndrome resulting from XORing the valid EBI\_ECCPARITY bits with the ECC code read from the spare area can be used for error detection and correction as shown in Table 14.11 (p. 197) .

**Table 14.11. EBI Error Detection Result**

Error Detection Result	Syndrome	Interpretation
No Error	Syndrome has all valid $P_n, P_n'$ bits 0	No error has been detected
1-bit Correctable Error	For all valid syndrome ( $P_n, P_n'$ ) pairs: $P_n = \text{not}(P_n')$	1 bit in the user main data is incorrect and it can be corrected. For 8-bit wide data the position of the incorrect bit is indicated by bit pattern (P4, P2, P1); the position of the incorrect byte is indicated by (... , P32, P16, P8). For 16-bit wide data the position of the incorrect bit is (P8, P4, P2, P1); the incorrect byte number is indicated by (... , P64, P32, P16)
ECC Error	1 bit of the XOR result is high	An error has been detected in the ECC itself. No error has been detected in the user data
Uncorrectable Error	Other cases	Multiple (2 or more) bits are incorrect. This error cannot be corrected

### 14.3.16 TFT Direct Drive

TFT Direct Drive can be used to automatically transfer frame data stored in either internal or external memory to a TFT display without frame buffer. The EBI generates the necessary RGB control signals for the TFT display and it coordinates and aligns the pixel data transfers accordingly. The Direct Drive engine is enabled by setting the DD bitfield in the EBI\_TFTCTRL register to either INTERNAL or

EXTERNAL. The RGB interface consists of 8 or 16 data lines on EBI\_AD together with the EBI\_DATAEN, EBI\_VSYNC, EBI\_HSYNC and EBI\_DCLK control signals. EBI\_TFTCSn indicates whether the DD bitfield is programmed to DISABLED or not. Whether Direct Drive is active or not can also be read via the DDACT status bit in the EBI\_STATUS register.

The dimensions of the visible display are defined in the VSZ and HSZ bitfields of the EBI\_TFTSIZE register. Hardware automatically adds 1 to the size programmed in these bitfields. The front and back porch sizes are defined in the HFPORCH, HBPORECH, VFPORCH and VBPORECH bitfields of the EBI\_TFTHPORCH and EBI\_TFTVPORCH registers. The porch and visible display sizes define the number of EBI\_DCLK pulses per line and the number of lines per frame according to Equation 14.1 (p. 198) and Equation 14.2 (p. 198) respectively.

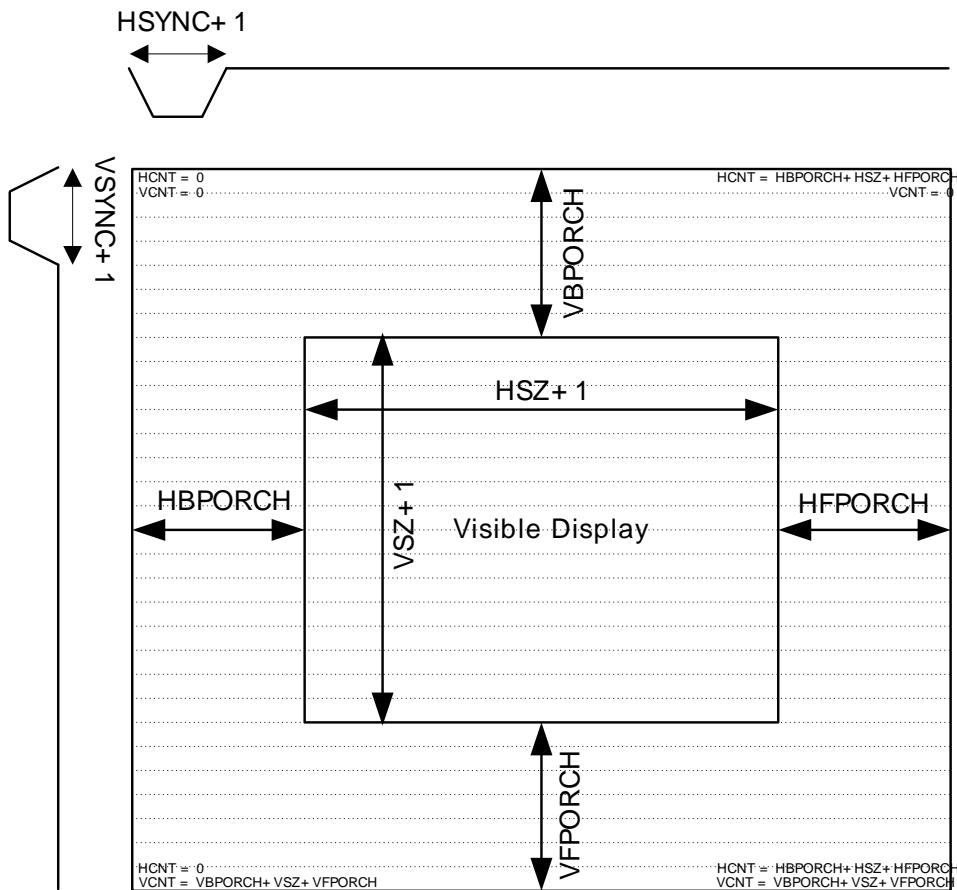
#### **EBI TFT Total Width**

$$\text{Number of EBI_DCLK pulses per line} = \text{HBPORECH} + (\text{HSZ} + 1) + \text{HFPORCH} \quad (14.1)$$

#### **EBI TFT Total Height**

$$\text{Number of lines per frame} = \text{VBPORECH} + (\text{VSZ} + 1) + \text{VFPORCH} \quad (14.2)$$

The horizontal and vertical synchronization pulses begin at the starts of the horizontal and vertical back porch intervals respectively. For the HSYNC pulse a delayed start position can be defined in the HSYNCSTART bitfield of the EBI\_TFTHPORCH register. The end of the HSYNC pulse is not delayed and therefore the HSYNC pulse width is shortened when using a non-zero HSYNCSTART. The widths, or rather end positions, of the HSYNC and VSYNC synchronization pulses are defined in the HSYNC and VSYNC bitfields of the EBI\_TFTSIZE register respectively. The horizontal synchronization pulse width is specified in pixels. The vertical synchronization pulse width is specified in lines. Hardware automatically adds 1 to the width programmed in these bitfields. The EBI\_TFTSIZE bitfields are shown in Figure 14.33 (p. 199). When Direct Drive is enabled, the VCNT and HCNT bitfields in the EBI\_TFTSTATUS register show how the frame display progresses. VCNT is a counter containing the current line position in a frame. It counts from 0 (first line in the vertical back porch) to VBPORECH + VSZ + VFPORCH (last line in the vertical front porch). HCNT is a counter containing the current pixel position within a line. It counts from 0 (first pixel in the horizontal back porch) to HBPORECH + HSZ + HFPORCH (last pixel in the horizontal front porch).

**Figure 14.33. EBI TFT Size**

$$\text{Total width} = \text{HBPORCH} + (\text{HSZ} + 1) + \text{HFPORCH}$$

$$\text{Total height} = \text{VBPORCH} + (\text{VSZ} + 1) + \text{VFPORCH}$$

While the Direct Drive engine is transferring frame data from internal or external memory to the TFT, the EBI can still be used for other EBI transfers to external devices. The interleaving of such EBI transfers with transfers originating from the Direct Drive engine is controlled via the INTERLEAVE field in the EBI\_TFTCTRL register. Interleaving can be limited to occur only during the vertical and horizontal porch intervals by setting the INTERLEAVE field to PORCH. EBI accesses outside the porch intervals while INTERLEAVE is set to PORCH can cause the insertion of a high number of wait states on the AHB bus. In case the TFT dot clock EBI\_DCLK is relatively slow compared to the external device access time, interleaving can also be allowed during the active interval of the TFT by setting the INTERLEAVE bitfield to ONEPERDCLK or UNLIMITED. In both cases interleaving during the porch intervals is unlimited as it is when the PORCH setting is used. If INTERLEAVE is set to ONEPERDCLK then at most 1 EBI access is inserted per EBI\_DCLK period in the active display interval at the point immediately after the pixel transfer. Wait states are inserted on the AHB bus while waiting for this insertion point. The access time of such an interleaved transfer should be guaranteed by software to fit in the free interval between pixel transfers as indicated in Figure 14.39 (p. 206). If INTERLEAVE is set to UNLIMITED, which is the default, then there are no restrictions on performing EBI transactions during Direct Drive operation. Although transactions related to Direct Drive have priority over other EBI transactions, jitter on the EBI\_DCLK can be introduced in case an EBI transaction is ongoing while the Direct Drive engine wants to insert its next transaction. In case the programmed EBI\_DCLK period can not be met, the DDJIT interrupt flag in the EBI\_IF register is set and the EBI\_DCLK period is stretched to accommodate the delayed pixel data.

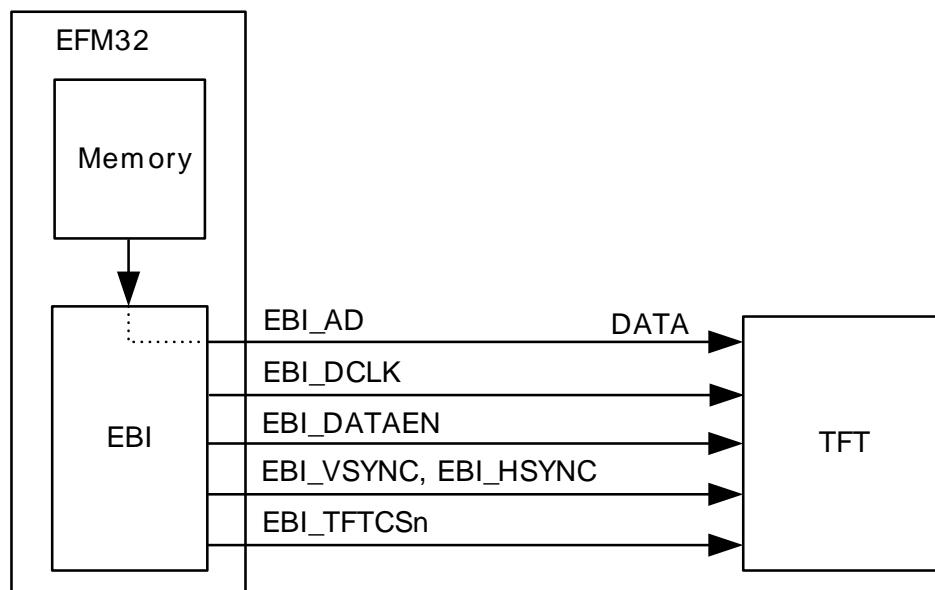
### Note

If INTERLEAVE is limited to PORCH only and zero porch sizes are programmed in the EBI\_TFTHPORCH and EBI\_TFTVPORCH registers, then no slots are left open for interleaving traffic and therefore interleaving EBI accesses can never finish.

#### 14.3.16.1 Direct Drive from Internal Memory

Any internal memory can be used as the frame source location for Direct Drive. Direct Drive display from internal memory is started by setting the DD bitfield in the EBI\_TFTCTRL register to INTERNAL. The TFT controller indicates that the pixel buffer EBI\_TFTDD is empty and needs to be filled by raising the corresponding DMA request. This DMA request is initially set and it is cleared when EBI\_TFTDD is written. It is set again once the pixel data has been transferred to the display. One DMA request is generated for each visible pixel. The Direct Drive engine will automatically align the data written to EBI\_TFTDD according to the setup and hold requirements with respect to EBI\_DCLK and send it out to the TFT via the EBI\_AD lines. Whether the EBI\_TFTDD buffer is full or empty is also signalled by the DDEMPY interrupt flag in the EBI\_IF register and by the TFTDDEMPY status bit in the EBI\_STATUS register. Given the relatively low performance of using software polling and interrupts compared to using DMA, these non-DMA mechanisms are only advised for very low pixel rates. If pixel data is not provided in time the EBI\_DCLK will be stretched to accommodate the late pixel data and the Direct Drive Jitter interrupt flag DDJIT in the EBI\_IF register is set. Figure 14.34 (p. 200) shows the setup for Direct Drive from internal memory.

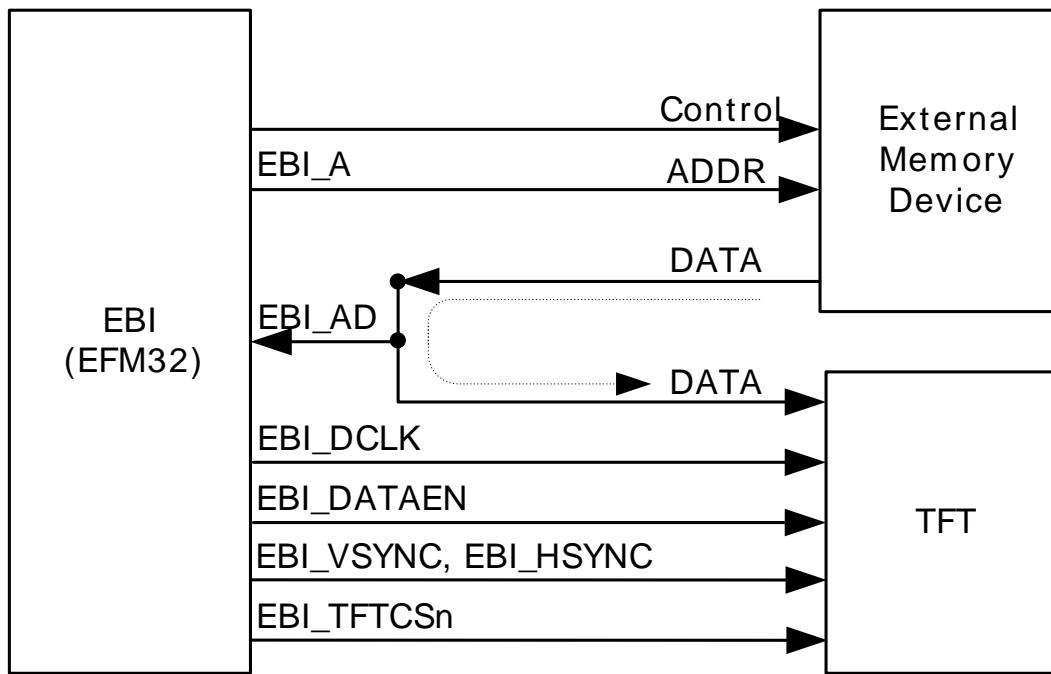
**Figure 14.34. EBI TFT Direct Drive from Internal Memory**



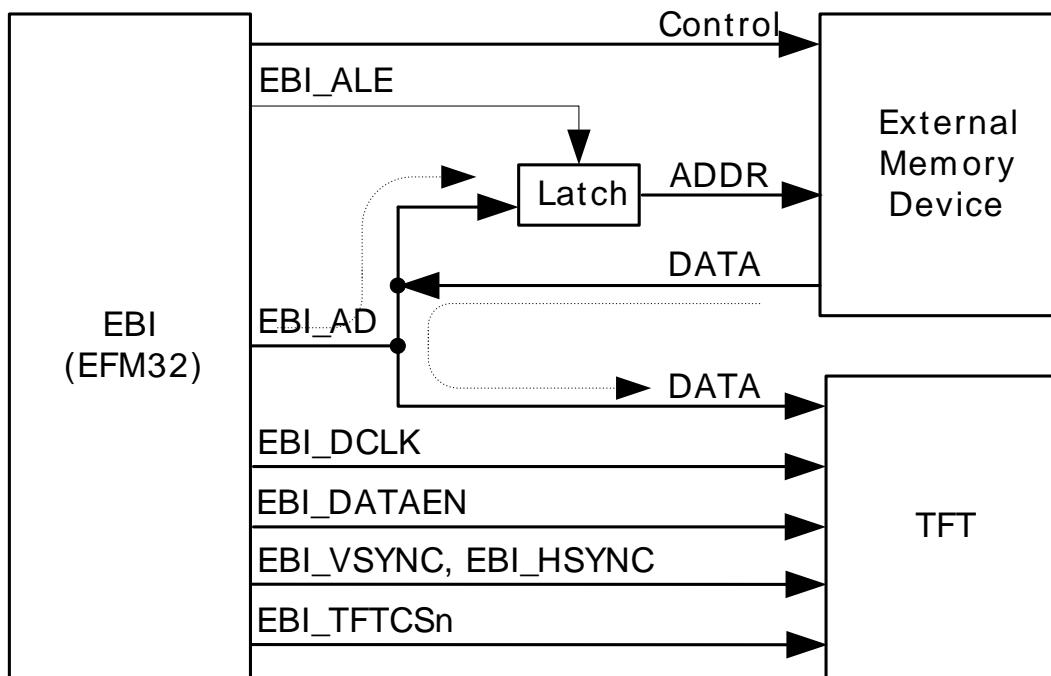
#### 14.3.16.2 Direct Drive from External Memory

Direct Drive can also use an external memory bank as the frame source location. The used bank is defined in the BANKSEL bitfield of the EBI\_TFTCTRL register. Direct Drive display from external memory is started by setting the DD bitfield in the EBI\_TFTCTRL register to EXTERNAL. Data is then streamed directly from the external memory to the TFT. Figure 14.35 (p. 201) and Figure 14.36 (p. 201) show the setup for Direct Drive from external memory when using non-multiplexed and multiplexed address and data lines respectively.

**Figure 14.35. EBI TFT Direct Drive from External Memory (non-multiplexed address/data)**



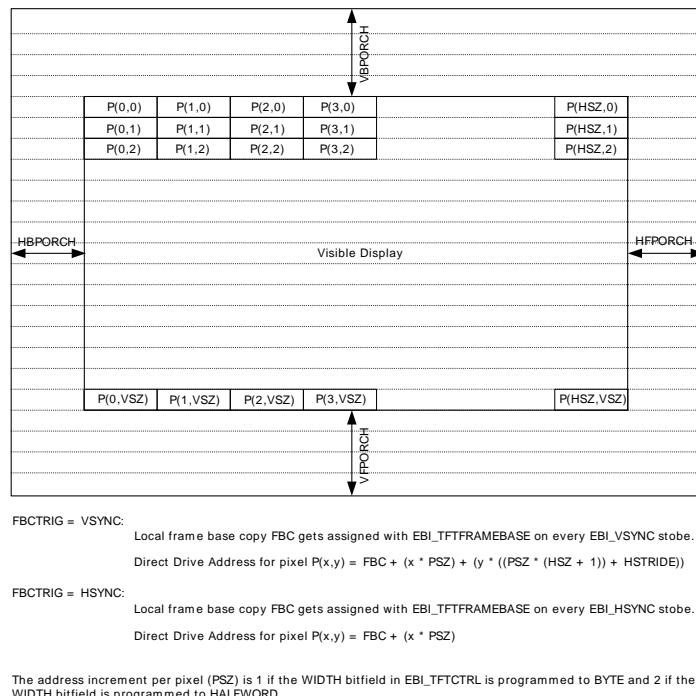
**Figure 14.36. EBI TFT Direct Drive from External Memory (multiplexed address/data)**



The start address for the frame transfer is defined in the EBI\_TFTFRAMEBASE register. The Direct Drive address is automatically incremented for each visible pixel and it does therefore not depend on the programmed porch sizes. The address increment depends on the WIDTH bitfield in the EBI\_TFTCTRL register. The increment per visible pixel is 1 if the WIDTH bitfield in the EBI\_TFTCTRL register is programmed to BYTE and it is 2 if WIDTH is programmed to HALFWORD. Additionally a horizontal stride is added to the Direct Drive address at the end of each visible line. This stride can be programmed in the HStride bitfield of the EBI\_TFTSTRIDE register. The first visible pixel always corresponds to the address defined in the EBI\_TFTFRAMEBASE register. On either the vertical or horizontal synchronization event, as defined in the FBCTRG bitfield of the EBI\_TFTCTRL register, the EBI\_TFTFRAMEBASE register is copied into an internal frame base buffer (FBC). This allows software to reprogram the EBI\_TFTFRAMEBASE register based on VSYNC or HSYNC interrupts, which in turn can be used to for example implement double buffering or scrolling schemes. The HSYNC

and VSYNC interrupts are generated at the same time as the local copy of EBI\_TFTFRAMEBASE is made. If software reprograms EBI\_TFTFRAMEBASE in the interrupt service routine, then the new value will only be used for address generation of the next line (in case FBCTRG equals HSYNC) or the next frame (in case FBCTRG equals VSYNC). For example, when FBCTRG equals HSYNC and the interrupt service routine triggered by the HSYNC interrupt reads VCNT as 0, then a software update of EBI\_TFTFRAMEBASE will take effect for Direct Drive addresses of the line which corresponds to a VCNT value of 1. Note that the EBI\_TFTSTRIDE register is not relevant in case the FBCTRG is set to HSYNC as the HSYNC events reloads the internal frame base copy (FBC) with EBI\_TFTFRAMEBASE at the start of each line. The Direct Drive address computation is summarized in Figure 14.37 (p. 202).

**Figure 14.37. EBI Direct Drive Address**

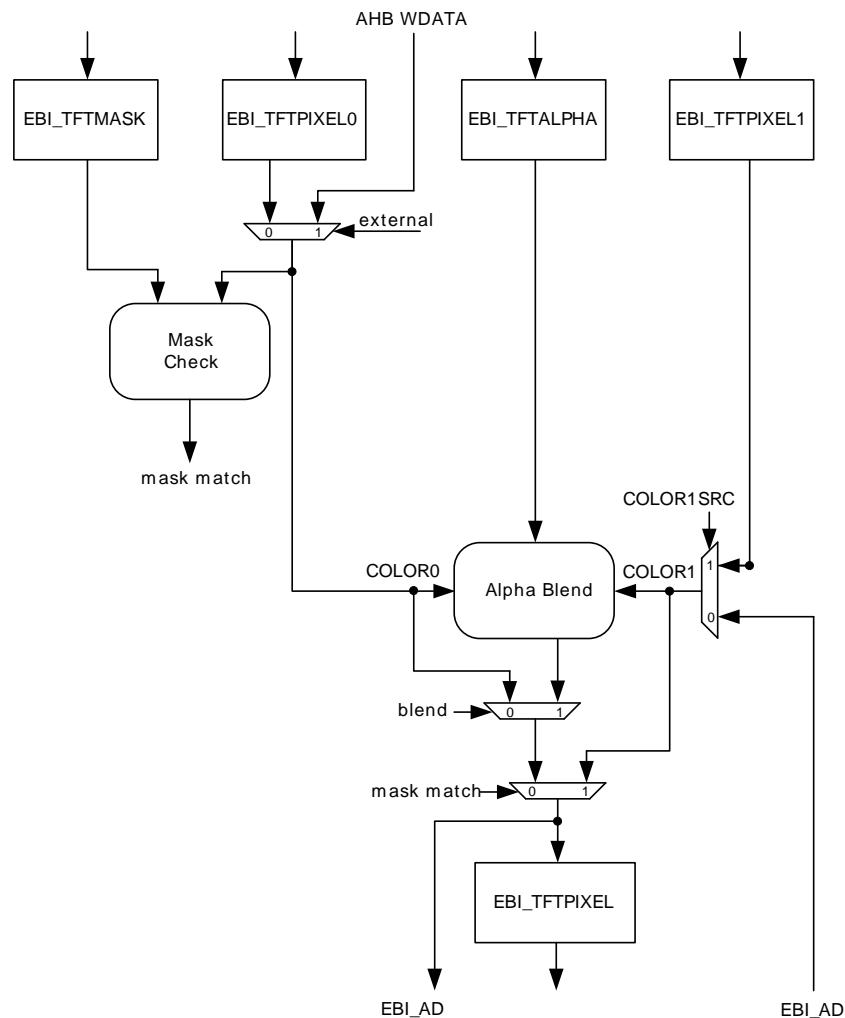


#### Note

In case that the memory bank used for external Direct Drive is defined as 16-bit wide, then the Direct Drive address is internally shifted one bit to the right before being output on the EBI\_AD or EBI\_A lines.

### 14.3.17 Alpha Blending and Masking

Automatic alpha blending and masking can be performed on AHB data written to or via the EBI. Alpha blending combines a foreground color with a background color into a new blended color and is further described in Section 14.3.17.1 (p. 203). Masking is a mechanism to suppress writes matching a specific color. It is used to preserve the background color and is further described in Section 14.3.17.2 (p. 204). Masking, if enabled, is applied before alpha blending as shown in Figure 14.38 (p. 203). Masking and alpha blending can be used for both internal and external data transfers.

**Figure 14.38. EBI TFT Alpha Blending and Masking**

external = (MASKBLEND == EMASK) or (MASKBLEND == EALPHA) or (MASKBLEND == EMASKEALPHA)  
 blend = (MASKBLEND == IALPHA) or (MASKBLEND == EALPHA)

#### 14.3.17.1 Alpha blending

Automatic alpha blending can be performed on AHB data written to or via the EBI. Alpha blending can be enabled for either internal or external writes by setting the MASKBLEND bitfield in the EBI\_TFTCTRL register. Internal writes are writes to the internal EBI\_TFTPIXEL0 register. External writes are writes to the external device attached to the bank defined in the BANKSEL bitfield of the EBI\_TFTCTRL register. Alpha blending works on two data items: a foreground Color0 = {R0, G0, B0} and a background Color1 = {R1, G1, B1}. These data items are encoded in either 565 RGB or 555 RGB format as defined in the RGBMODE bitfield of the EBI\_TFTCTRL register. In case that the 555 RGB format is used, only the 15 least significant bits of Color0 and Color1 are used for the alpha blending operation itself. The most significant bit of the foreground Color0 is passed on unmodified as the most significant bit of the alpha blending result. Alpha blending is performed according to formula Equation 14.3 (p. 203) .

##### **EBI Alpha Blending Equation**

$$\text{AlphaBlend}(\text{Color0}, \text{Color1}) = ((\{\text{R0}, \text{G0}, \text{B0}\} \times \text{EBI\_TFTALPHA}) + (\{\text{R1}, \text{G1}, \text{B1}\} \times (256 - \text{EBI\_TFTALPHA}))) / 256 \quad (14.3)$$

The 9-bit alpha blending factor is defined in the EBI\_TFTALPHA register. The maximum allowed value for EBI\_TFTALPHA is 256. An alpha value of 0 corresponds to a fully transparent color, whereas an alpha value of 256 corresponds to a fully opaque color. The RGB Color0 data is taken from either the internal write data (written to EBI\_TFTPIXEL0) or from the external write data (written to bank BANKSEL). The

Color0 source selection is based on the MASKBLEND bitfield of the EBI\_TFTCTRL register. Internal write data is used for MASKBLEND settings equal to IMASK, IALPHA, or IMASKIALPHA. External write data is used for MASKBLEND settings equal to EMASK, EALPHA, or EMASKEALPHA. The RGB data for Color1 is read from either the BANKSEL memory bank or from the EBI\_TFTPIXEL1 register as defined in the COLOR1SRC bitfield of the EBI\_TFTCTRL register. The alpha blended result will be written to the BANKSEL memory bank for external writes or to the EBI\_TFTPIXEL register for internal writes. For transactions involving an external memory device, the automatic transaction translation rules as described in Section 14.3.11 (p. 187) apply. For example, 1 32-bit wide AHB write to a 16-bit wide external memory can be used to automatically perform 2 16-bit alpha blending operations into external memory. Three configurations of data source and destination are supported as described next.

In-place alpha blending into external memory is performed by writing RGB data D to address A in bank BANKSEL with COLOR1SRC set to MEM and MASKBLEND set to EMASK, EALPHA, or EMASKEALPHA. Note that in this case the EBI automatically translates the AHB write transaction into a read-modify-write sequence for the external memory.

#### ***EBI In-place Alpha Blending into External Memory***

$$\text{Memory}[A] = \text{AlphaBlend}(D, \text{Memory}[A]) \quad (14.4)$$

Alpha blending into external memory with a Color1 from register is performed by writing RGB data D to address A in bank BANKSEL with COLOR1SRC set to PIXEL1 and MASKBLEND set to EMASK, EALPHA, or EMASKEALPHA:

#### ***EBI Alpha Blending into External Memory with Background Color1 from Register***

$$\text{Memory}[A] = \text{AlphaBlend}(D, \text{EBI\_TFTPIXEL1}) \quad (14.5)$$

Internal alpha blending into register EBI\_TFTPIXEL is performed by writing RGB data D to EBI\_TFTPIXEL0 with COLOR1SRC set to PIXEL1 and MASKBLEND set to IMASK, IALPHA, or IMASKEALPHA. This alpha blending interface is intended for use by both the Cortex-M3 and the DMA controller. For DMA operation three DMA requests are generated. One DMA request indicating that EBI\_TFTPIXEL0 requires new data, one DMA request indicating that EBI\_TFTPIXEL1 requires new data, and one DMA request indicating that new blended data is available in EBI\_TFTPIXEL. The write into EBI\_TFTPIXEL0 triggers the alpha blending operation. If software wants to reprogram EBI\_TFTPIXEL1, then this should be done before the EBI\_TFTPIXEL0 write, which triggers the alpha blending. The status of the internal alpha blending interface can also be read via the TFTPIXEL0EMPTY, TFTPIXEL1EMPTY, and TFTPIXELFULL bits in the EBI\_STATUS register.

#### ***EBI Internal Alpha Blending from Registers into Register***

$$\text{EBI\_TFTPIXEL} = \text{AlphaBlend}(\text{EBI\_TFTPIXEL0}, \text{EBI\_TFTPIXEL1}) \quad (14.6)$$

### **14.3.17.2 Masking**

The masking feature can be used to suppress writes. Instead of the write data, the original background color of a pixel is kept. Masking is supported for writes to an external device and for writes to internal register EBI\_TFTPIXEL0. The 16-bit data value corresponding to the write data to be masked is defined in the EBI\_TFTMASK register. Masking is always based on 16-bit data and it does not depend on the RGB mode defined in the RGBMODE bitfield of the EBI\_TFTCTRL register. For transactions involving an external memory device, the automatic transaction translation rules as described in Section 14.3.11 (p. 187) apply. For example, 1 32-bit wide AHB write to a 16-bit wide external memory can be used to perform masking operations on both 16-bit transactions to the external device. Masking can for example be used when drawing an icon with rounded corners into an external frame buffer. Such an icon can be written to the frame buffer using a 2-dimensional copy action. If the color of a pixel outside the rounded corners is set to match the value defined in the EBI\_TFTMASK register, then such a matching data transfer is suppressed. The resulting image in the frame buffer will keep its original background around the corners of the icon.

External masking is enabled by setting the EMASK bit in the EBI\_TFTCTRL register to 1. If enabled, writes to the memory bank defined in the BANKSEL bitfield of the EBI\_TFTCTRL register are suppressed in case the write data matches the value in EBI\_TFTMASK.

Internal masking is enabled by setting the IMASK bit in the EBI\_TFTCTRL register to 1. If enabled and EBI\_TFTPIXEL0 is written with data matching EBI\_TFTMASK, then the background color from EBI\_TFTPIXEL1 is copied into EBI\_TFTPIXEL. If enabled and EBI\_TFTPIXEL0 is written with data not matching EBI\_TFTMASK, then the color from EBI\_TFTPIXEL0 (possibly alpha blended with EBI\_TFTPIXEL1) is written into EBI\_TFTPIXEL. The three DMA requests and EBI\_STATUS bits as described for internal alpha blending also apply for internal masking.

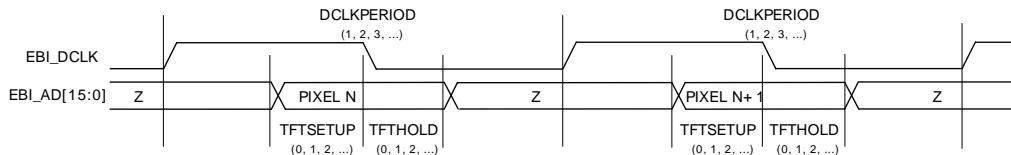
### 14.3.18 Direct Drive Timing

The timing definition for operating a TFT display in Direct Drive mode depends on where the frame buffer source is located. In case internal memory is used as source, then only the TFT timing as defined in the EBI\_TFTTIMING register is relevant. In case external memory is used as the source memory, then both the timing parameters of the TFT display and the timing parameters of the memory bank defined in the BANKSEL bitfield of the EBI\_TFTCTRL register are relevant.

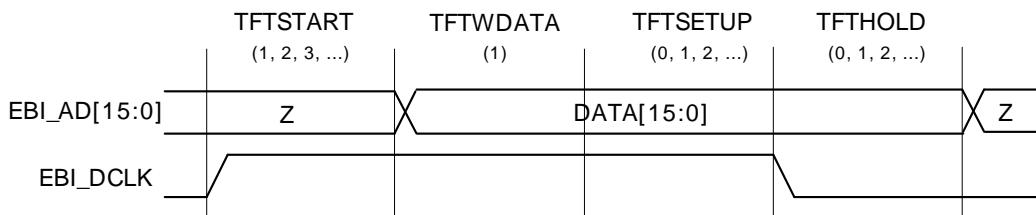
The minimum dot clock, EBI\_DCLK, period is defined in the DCLKPERIOD bitfield of the EBI\_TFTTIMING register. This parameter has a minimum duration of 1 cycle, which is set by HW, and writing a value n to this bitfield results in an extended duration of 1+n cycles. At cycle 0 (and then periodically with period DCLKPERIOD + 1) the EBI\_DCLK inactive edges are generated. At the cycle defined in the TFTSTART bitfield of the EBI\_TFTTIMING the TFT Direct Drive transaction is started. The TFTSTART bitfield can be used to define the duty cycle of the EBI\_DCLK. This parameter has a minimum duration of 1 cycle, which is set by HW, and writing a value n to this bitfield results in an extended duration of 1+n cycles. After performing the required actions to produce the required TFT pixel data on the EBI\_AD lines, the TFT transaction will pass through its TFTSETUP and TFTHOLD states as indicated in Figure 14.39 (p. 206). In this figure, the duration of the states in the TFT transaction is defined by the corresponding uppercase name above the state and it is expressed in internal clock cycles. The TFT setup and hold times are set in the TFTHOLD and TFTSETUP bitfields in the EBI\_TFTTIMING register. Writing a value m to one of these bitfields results in a duration of the corresponding state of m internal clock cycles. If these parameters are set to 0, it effectively means that the state is skipped. The TFT setup and hold timing is with respect to the active edge of EBI\_DCLK as defined in the DCLKPOL bitfield in the EBI\_TFTPOLARITY register. The TFT setup and hold timing applies to all TFT signals: EBI\_AD, EBI\_DATAEN, EBI\_VSYNC, EBI\_HSYNC and EBI\_TFTCSn. The active EBI\_DCLK edge is generated in between the TFTSETUP and TFTHOLD states. The TFTSTART bitfield therefore impacts the position of the active EBI\_DCLK edge. The later the TFT transaction is started, the later it will transition from its TFTSETUP to TFTHOLD state. If needed, the EBI\_DCLK period is automatically stretched beyond the DCLKPERIOD to complete the TFT transaction. EBI\_DCLK period stretching occurs when the TFT transaction does not complete in the specified time, which in turn can occur because of the following reasons:

- Specified timing parameters are conflicting. This can for example happen if the TFT setup plus hold time is programmed to be longer than the EBI\_DCLK period.
- TFT transaction is delayed by an ongoing EBI transaction. This transaction interference can be controlled by setting the transaction interleaving strategy in the INTERLEAVE bitfield of the EBI\_TFTCTRL register.
- TFT transaction data is not delivered in time. For internal Direct Drive this is caused by the Cortex-M3 or DMA not delivering the data in time. For external Direct Drive the timing parameters defining the external device read access might not allow the TFT transaction to complete in time.

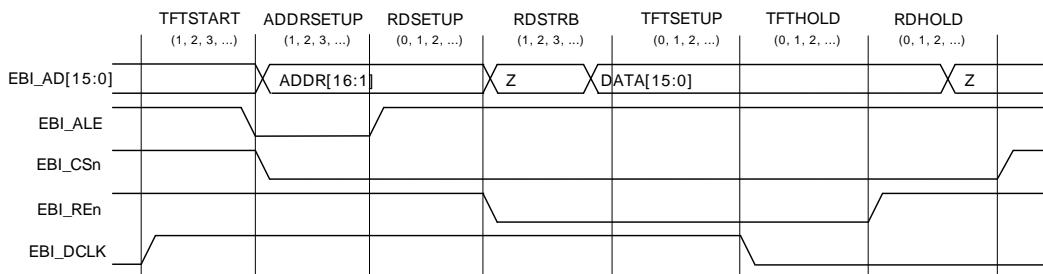
In case the specified DCLK\_PERIOD is not met, the DDJIT interrupt flag in the EBI\_IF register will be set.

**Figure 14.39. EBI TFT Pixel Timing**

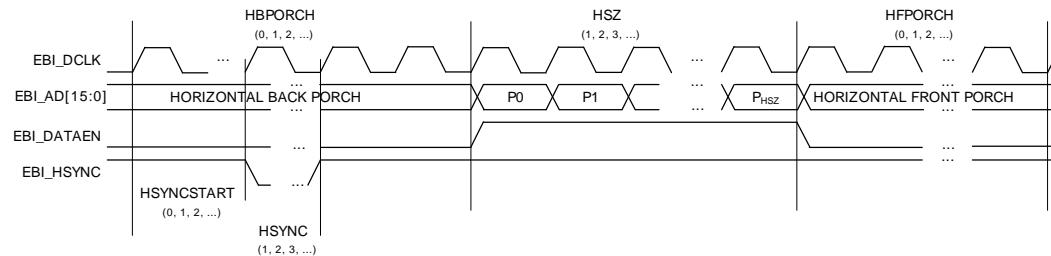
When driving the TFT from internal memory, the TFT timing is defined in the EBI\_TFTTIMING register as shown in Figure 14.40 (p. 206) . Before each TFT transaction to the visible part of the display, the EBI will request new pixel data via an interrupt or DMA request. At the time specified in the TFTSTART bitfield of the EBI\_TFTTIMING register (and when pixel data has been provided), the TFT transaction will start. For internal Direct Drive the TFT state machine will place the pixel data on the EBI\_AD lines during the TFTWDATA state after which the state machine will pass through the programmable TFTSETUP and TFTHOLD states.

**Figure 14.40. EBI TFT Direct Drive Internal Timing**

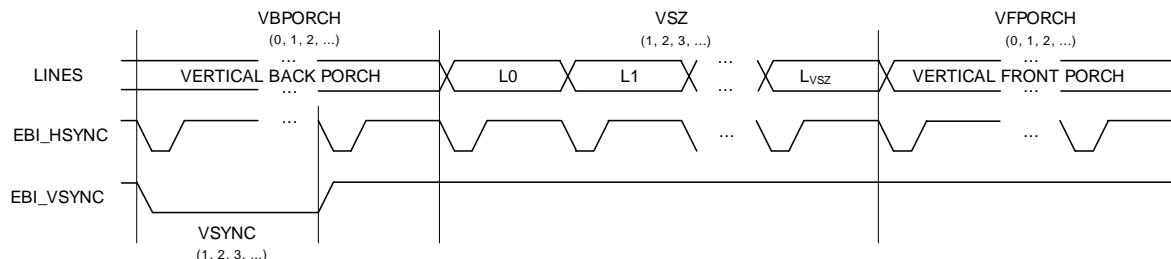
When the TFT is driven directly from an external memory, the timing definitions for the bank defined in the BANKSEL bitfield of the EBI\_TFTCTRL register and those for the TFT are both used by Direct Drive to generate transactions satisfying the requirements of both the memory device and the TFT display. The timing definition for the external memory device should be programmed according to its requirements independent of the TFT timing. Figure 14.41 (p. 206) shows an example of the Direct Drive engine accessing an external memory using the multiplexed 16-bit data, 16-bit address (D16A16ALE) mode. The TFTSETUP and TFTHOLD states are now enclosed within the read transaction states of the chosen mode. The external device read transaction is started at a time as defined by TFTSTART. The read strobe on EBI\_REn is automatically extended in duration to satisfy the TFT setup and hold requirements defined in the TFTSETUP and TFTHOLD bitfields.

**Figure 14.41. EBI TFT Direct Drive External Timing**

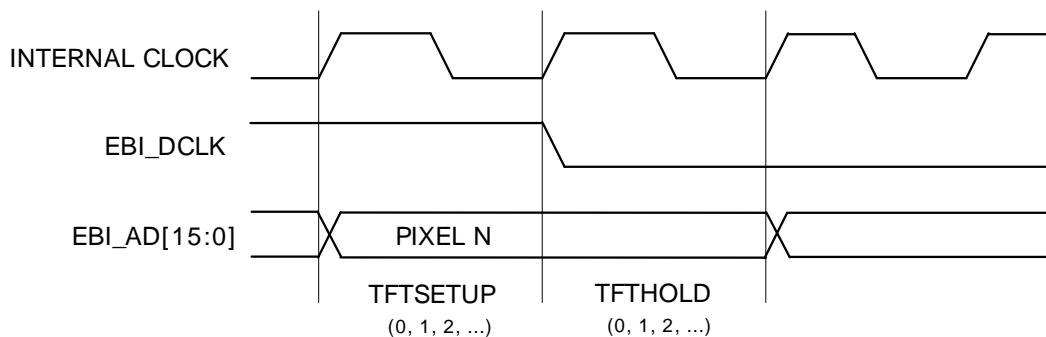
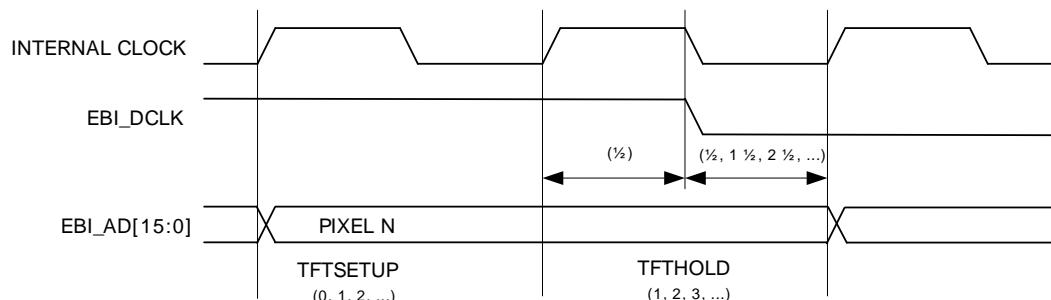
The timing parameters related to the horizontal timing are shown in Figure 14.42 (p. 207) . These parameters are defined as pixel or EBI\_DCLK counts. The horizontal porch widths are defined in the HPORCH and HFPORCH bitfields of the EBI\_TFTHPORCH register. A porch which has its width parameter programmed to 0 will be skipped. The width and start position of the horizontal synchronization pulse EBI\_HSYNC is programmed via the HSYNC and HSYNCSTART bitfields in the EBI\_TFTHPORCH register.

**Figure 14.42. EBI TFT Horizontal Porch Timing**

The timing parameters related to the vertical timing are shown in Figure 14.43 (p. 207). These parameters are defined as line or EBI\_HSYNC counts. The vertical porch widths are defined in the VBPORECH and VFPORECH bitfields of the EBI\_TFTVPORCH register. A porch which has its width parameter programmed to 0 will be skipped. The width of the vertical synchronization pulse EBI\_VSYNC is programmed via the VSYNC bitfield in the EBI\_TFTVPORCH register.

**Figure 14.43. EBI TFT Vertical Porch Timing**

The active edge of the EBI\_DCLK and the other TFT related signals are by default driven off the positive edge of the internal clock. The edges of the EBI\_DCLK can also be driven off the negative edge of the internal clock by setting the SHIFTDCLK bitfield in the EBI\_TFTCTRL register to 1. The Direct Drive engine then shifts the active DCLK edge 1/2 an internal cycle into the TFTHOLD state. Effectively the length of TFTSETUP state is increased by 1/2 an internal cycle, whereas the length of the TFTHOLD state is decreased by 1/2 an internal cycle. SHIFTDCLK should not be set if TFTHOLD is set to zero cycles. The effect of the SHIFTDCLK bitfield is shown in Figure 14.44 (p. 207) and Figure 14.45 (p. 207) for a setup using the falling EBI\_DCLK clock as its active edge.

**Figure 14.44. EBI TFT Pixel Timing: EBI\_DCLK driven off Positive Edge Internal Clock****Figure 14.45. EBI TFT Pixel Timing: EBI\_DCLK driven off Negative Edge Internal Clock**

### 14.3.19 Control Signal Polarity

It is possible to individually configure the control signals to be active high/low by setting or clearing the appropriate bits in the EBI\_POLARITY register. When the ITS bitfield in the EBI\_CTRL register is set to 0, the polarities defined in the EBI\_POLARITY register applies to all 4 memory banks. When ITS is set to 1 each memory bank uses an individual polarity definition. In this case register EBI\_POLARITY only applies to bank 0. Timing for bank n is then defined in the EBI\_POLARITYn register.

The TFT control signals can also be individually configured to be active high/low by setting or clearing the appropriate bits in the EBI\_TFTPOLARITY register.

### 14.3.20 Pin Configuration

In order to give the EBI access to the external pins of the EFM32LG, the GPIO must be configured accordingly. The lines must be set to Push-Pull, which is described in detail in the GPIO section.

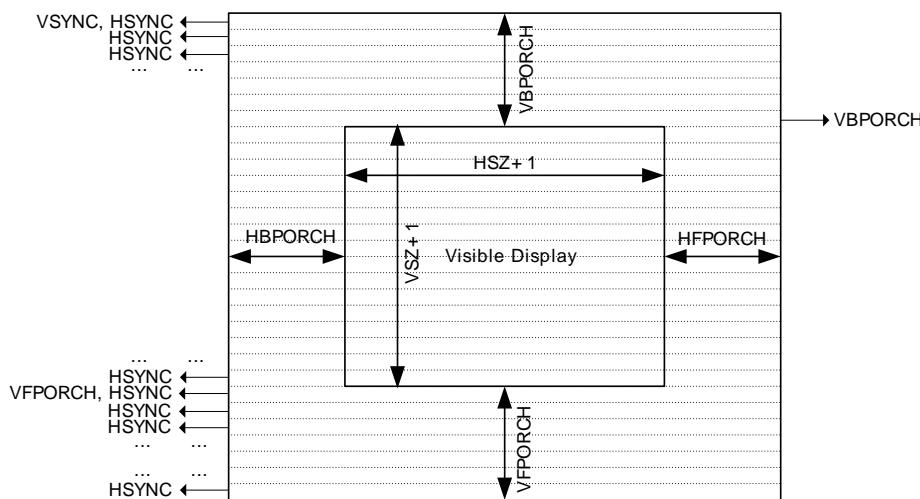
All the EBI pins are enabled in the EBI\_ROUTE register. The EBI\_AD, EBI\_WEn and EBI\_REn pins are all enabled by the EBIPEN bit, the EBI\_CSn pins are enabled by the corresponding CSxPEN bit, the EBI\_ALE pin is enabled by the ALEPEN bit, the EBI\_BL pins are enabled by the BLPEN bit, the EBI\_NANDWE<sub>n</sub> and EBI\_NANDRE<sub>n</sub> pins are enabled by the NANDPEN bit, the TFT pins EBI\_DCLK, EBI\_VSYNC and EBI\_HSYNC are all enabled by the TFTPEN bit, the EBI\_DATAEN pin is enabled by the DATAENPEN bit, the EBI\_CSTFT pin is enabled by the CSTFTPEN bit, the EBI\_A pins are enabled by the ALB and APEN bitfields, and the EBI\_ARDY pin is enabled by the ARDYPEN bit of the EBI\_ROUTE register.

For some of the EBI pins, alternative pin locations can be chosen by setting the LOCATION bitfield in the EBI\_ROUTE register. These alternative locations are specified in the datasheet.

### 14.3.21 Interrupts

The TFT controller has 6 separate interrupt flags (VSYNC, HSYNC, VBPORCH, VFPORCH, DDEMPI, DDJIT) in EBI\_IF.

The VSYNC, HSYNC, VBPORCH, and VFPORCH interrupt flags indicate various synchronization points during the display of a frame. Figure 14.46 (p. 209) shows the timing of the VSYNC, HSYNC, VBPORCH, and VFPORCH interrupt flags. The VSYNC and HSYNC flags are set at the beginning of a frame and at the beginning of a line respectively. The VBPORCH and VFPORCH flags are set at the end of the vertical back porch and at the beginning of the vertical front porch respectively (provided that the related porch is defined with a non-zero width).

**Figure 14.46. EBI TFT Interrupts**

The DDEMPY interrupt flag indicates that the EBI\_TFTDD register is empty during Direct Drive from internal memory. The DDJIT interrupt flag indicates that the DCLKPERIOD is not met during Direct Drive operation.

Setting one of the interrupt flags will result in an EBI interrupt if the corresponding interrupt enable bit is set in the EBI\_IEN register. All generated interrupts from the EBI will activate the same interrupt vector when enabled.

### 14.3.22 DMA Request

In internal Direct Drive mode, when the DD bitfield in EBI\_TFTCTRL register is INTERNAL, the TFT controller sends out a DMA request when the pixel buffer EBI\_TFTDD is empty and needs to be filled. This request is initially set and it is cleared when EBI\_TFTDD is written. It is set again once the pixel data has been transferred to the display. One DMA request is generated for each visible pixel.

The masking and alpha blending hardware uses three DMA requests related to the status of the internal masking and alpha blending registers EBI\_TFTPIXEL0, EBI\_TFTPIXEL1, and EBI\_TFTPIXEL. The DMA request for EBI\_TFTPIXEL0 indicates that new data can be written to be used for internal masking or alpha blending. This request is initially set and it is cleared when EBI\_TFTPIXEL0 is written. The request is set again when EBI\_TFTPIXEL is read. The DMA request for EBI\_TFTPIXEL1 is initially set and it is cleared when EBI\_TFTPIXEL1 is written. Only when both EBI\_TFTPIXEL0 and EBI\_TFTPIXEL1 have been written, will a EBI\_TFTPIXEL read set the DMA request for EBI\_TFTPIXEL1 again. The DMA request for EBI\_TFTPIXEL indicates whether new masked and/or blended data is available for reading in EBI\_TFTPIXEL or not. It is set after completion of internal masking and alpha blending in reaction to a write to EBI\_TFTPIXEL0. It is cleared when EBI\_TFTPIXEL is read.

## 14.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	EBI_CTRL	RW	Control Register
0x004	EBI_ADDRTIMING	RW	Address Timing Register
0x008	EBI_RDTIMING	RW	Read Timing Register
0x00C	EBI_WRTIMING	RW	Write Timing Register
0x010	EBI_POLARITY	RW	Polarity Register
0x014	EBI_ROUTE	RW	I/O Routing Register
0x018	EBI_ADDRTIMING1	RW	Address Timing Register 1
0x01C	EBI_RDTIMING1	RW	Read Timing Register 1
0x020	EBI_WRTIMING1	RW	Write Timing Register 1
0x024	EBI_POLARITY1	RW	Polarity Register 1
0x028	EBI_ADDRTIMING2	RW	Address Timing Register 2
0x02C	EBI_RDTIMING2	RW	Read Timing Register 2
0x030	EBI_WRTIMING2	RW	Write Timing Register 2
0x034	EBI_POLARITY2	RW	Polarity Register 2
0x038	EBI_ADDRTIMING3	RW	Address Timing Register 3
0x03C	EBI_RDTIMING3	RW	Read Timing Register 3
0x040	EBI_WRTIMING3	RW	Write Timing Register 3
0x044	EBI_POLARITY3	RW	Polarity Register 3
0x048	EBI_PAGECTRL	RW	Page Control Register
0x04C	EBI_NANDCTRL	RW	NAND Control Register
0x050	EBI_CMD	W1	Command Register
0x054	EBI_STATUS	R	Status Register
0x058	EBI_ECCPARITY	R	ECC Parity register
0x05C	EBI_TFTCTRL	RW	TFT Control Register
0x060	EBI_TFTSTATUS	R	TFT Status Register
0x064	EBI_TFTFRAMEBASE	RW	TFT Frame Base Register
0x068	EBI_TFTSTRIDE	RW	TFT Stride Register
0x06C	EBI_TFTSIZE	RW	TFT Size Register
0x070	EBI_TFTHPORCH	RW	TFT Horizontal Porch Register
0x074	EBI_TFTVPORCH	RW	TFT Vertical Porch Register
0x078	EBI_TFTTIMING	RW	TFT Timing Register
0x07C	EBI_TFTPOLARITY	RW	TFT Polarity Register
0x080	EBI_TFTDD	RW	TFT Direct Drive Data Register
0x084	EBI_TFTALPHA	RW	TFT Alpha Blending Register
0x088	EBI_TFTPIXEL0	RW	TFT Pixel 0 Register
0x08C	EBI_TFTPIXEL1	RW	TFT Pixel 1 Register
0x090	EBI_TFTPIXEL	R	TFT Alpha Blending Result Pixel Register
0x094	EBI_TFTMASK	RW	TFT Masking Register
0x098	EBI_IF	R	Interrupt Flag Register
0x09C	EBI_IFS	W1	Interrupt Flag Set Register

Offset	Name	Type	Description
0x0A0	EBI_IFC	W1	Interrupt Flag Clear Register
0x0A4	EBI_IEN	RW	Interrupt Enable Register

## 14.5 Register Description

### 14.5.1 EBI\_CTRL - Control Register

Offset	Bit Position							
Reset	0x000	31	30	29	28	27	26	25
Access	RW	ITS	BL3	BL2	BL1	BL	ARDYTO3DIS	ARDYTO2DIS
Name	ALTMAP	ITS	BL3	BL2	BL1	BL	ARDYTO3DIS	ARDYTO2DIS
	ARDY2EN	ARDY3EN	ARDYTO1DIS	ARDYTO2DIS	ARDY1EN	ARDYTODIS	ARDYEN	NOIDLE3
	NOIDLE2	NOIDLE1	NOIDLE	BANK3EN	BANK2EN	BANK1EN	BANK0EN	MODE3
	NOIDLE2	NOIDLE1	NOIDLE	BANK3EN	BANK2EN	BANK1EN	BANK0EN	MODE2
	NOIDLE2	NOIDLE1	NOIDLE	BANK3EN	BANK2EN	BANK1EN	BANK0EN	MODE1
	NOIDLE2	NOIDLE1	NOIDLE	BANK3EN	BANK2EN	BANK1EN	BANK0EN	MODE

Bit	Name	Reset	Access	Description
31	ALTMAP	0	RW	<b>Alternative Address Map Enable</b> This field enables or disables the alternative (256 MB per bank) address map.
30	ITS	0	RW	<b>Individual Timing Set, Line Polarity and Mode Definition Enable</b> This field enables or disables individual timing sets, line polarities and modes per bank.
29:28	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
27	BL3	0	RW	<b>Byte Lane Enable for bank 3</b> Enables or disables the Byte Lane functionality for bank 3. Ignored when ITS = 0.
26	BL2	0	RW	<b>Byte Lane Enable for bank 2</b> Enables or disables the Byte Lane functionality for bank 2. Ignored when ITS = 0.
25	BL1	0	RW	<b>Byte Lane Enable for bank 1</b> Enables or disables the Byte Lane functionality for bank 1. Ignored when ITS = 0.
24	BL	0	RW	<b>Byte Lane Enable for bank 0</b> Enables or disables the Byte Lane functionality for bank 0. Applies to all banks when ITS = 0. Applies to only bank 0 when ITS = 1.
23	ARDYTO3DIS	0	RW	<b>ARDY Timeout Disable for bank 3</b> Enables or disables the ARDY timeout functionality for bank 3. The timeout value is 32 internal clock cycles. Ignored when ITS = 0.
22	ARDY3EN	0	RW	<b>ARDY Enable for bank 3</b> Enables or disables the ARDY functionality for bank 3. Ignored when ITS = 0.
21	ARDYTO2DIS	0	RW	<b>ARDY Timeout Disable for bank 2</b> Enables or disables the ARDY timeout functionality for bank 2. The timeout value is 32 internal clock cycles. Ignored when ITS = 0.
20	ARDY2EN	0	RW	<b>ARDY Enable for bank 2</b> Enables or disables the ARDY functionality for bank 2. Ignored when ITS = 0.
19	ARDYTO1DIS	0	RW	<b>ARDY Timeout Disable for bank 1</b> Enables or disables the ARDY timeout functionality for bank 1. The timeout value is 32 internal clock cycles. Ignored when ITS = 0.
18	ARDY1EN	0	RW	<b>ARDY Enable for bank 1</b> Enables or disables the ARDY functionality for bank 1. Ignored when ITS = 0.
17	ARDYTODIS	0	RW	<b>ARDY Timeout Disable</b> Enables or disables the ARDY timeout functionality. The timeout value is 32 internal clock cycles. Applies to all banks when ITS = 0. Applies to only bank 0 when ITS = 1.
16	ARDYEN	0	RW	<b>ARDY Enable</b> Enables or disables the ARDY functionality. Applies to all banks when ITS = 0. Applies to only bank 0 when ITS = 1.

Bit	Name	Reset	Access	Description															
15	NOIDLE3	0	RW	<b>No idle cycle insertion on bank 3.</b> Enables or disables idle state insertion between transfers for bank 3. Ignored when ITS = 0.															
14	NOIDLE2	0	RW	<b>No idle cycle insertion on bank 2.</b> Enables or disables idle state insertion between transfers for bank 2. Ignored when ITS = 0.															
13	NOIDLE1	0	RW	<b>No idle cycle insertion on bank 1.</b> Enables or disables idle state insertion between transfers for bank 1. Ignored when ITS = 0.															
12	NOIDLE	0	RW	<b>No idle cycle insertion on bank 0.</b> Enables or disables idle state insertion between transfers for bank 0. Applies to all banks when ITS = 0. Applies to only bank 0 when ITS = 1.															
11	BANK3EN	0	RW	<b>Bank 3 Enable</b> This field enables or disables bank 3.															
10	BANK2EN	0	RW	<b>Bank 2 Enable</b> This field enables or disables bank 2.															
9	BANK1EN	0	RW	<b>Bank 1 Enable</b> This field enables or disables bank 1.															
8	BANK0EN	0	RW	<b>Bank 0 Enable</b> This field enables or disables bank 0.															
7:6	MODE3	0x0	RW	<b>Mode 3</b> This field sets the access mode the EBI will use for interfacing devices on bank 3. Ignored when ITS = 0.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>D8A8</td><td>EBI_AD drives 8 bit data, 8 bit address, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>1</td><td>D16A16ALE</td><td>EBI_AD drives 16 bit data, 16 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>2</td><td>D8A24ALE</td><td>EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>3</td><td>D16</td><td>EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> </tbody> </table>	Value	Mode	Description	0	D8A8	EBI_AD drives 8 bit data, 8 bit address, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	1	D16A16ALE	EBI_AD drives 16 bit data, 16 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	2	D8A24ALE	EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	3	D16	EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.
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3	D16	EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.																	
5:4	MODE2	0x0	RW	<b>Mode 2</b> This field sets the access mode the EBI will use for interfacing devices on bank 2. Ignored when ITS = 0.															
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2	D8A24ALE	EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.																	
3	D16	EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.																	
3:2	MODE1	0x0	RW	<b>Mode 1</b> This field sets the access mode the EBI will use for interfacing devices on bank 1. Ignored when ITS = 0.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>D8A8</td><td>EBI_AD drives 8 bit data, 8 bit address, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>1</td><td>D16A16ALE</td><td>EBI_AD drives 16 bit data, 16 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>2</td><td>D8A24ALE</td><td>EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> <tr> <td>3</td><td>D16</td><td>EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.</td></tr> </tbody> </table>	Value	Mode	Description	0	D8A8	EBI_AD drives 8 bit data, 8 bit address, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	1	D16A16ALE	EBI_AD drives 16 bit data, 16 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	2	D8A24ALE	EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.	3	D16	EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.
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2	D8A24ALE	EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.																	
3	D16	EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.																	
1:0	MODE	0x0	RW	<b>Mode</b> This field sets the access mode the EBI will use for interfacing devices. Applies to all banks when ITS = 0. Applies to only bank 0 when ITS = 1.															

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0	D8A8			EBI_AD drives 8 bit data, 8 bit address, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.
1	D16A16ALE			EBI_AD drives 16 bit data, 16 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.
2	D8A24ALE			EBI_AD drives 8 bit data, 24 bit address, ALE is used for address latching. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.
3	D16			EBI_AD drives 16 bit data, ALE not used. Extended address bits can be enabled on EBI_A in the EBI_ROUTE register.

#### **14.5.2 EBI\_ADDRTIMING - Address Timing Register**

Bit	Name	Reset	Access	Description
31:29	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
28	HALFALE	0	RW	<b>Half Cycle ALE Strobe Duration Enable</b>
				Enables or disables half cycle duration of the ALE strobe in the last ADDRSETUP cycle.
27:10	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
9:8	ADDRHOLD	0x3	RW	<b>Address Hold Time</b>
				Sets the number of cycles the address is held after ALE is asserted.
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	ADDRSETUP	0x3	RW	<b>Address Setup Time</b>
				Sets the number of cycles the address is driven onto the ADDRDAT bus before ALE is asserted. If set to 0, 1 cycle is inserted by HW.

### **14.5.3 EBI\_RDTIMING - Read Timing Register**

Offset	Bit Position							
Name	PAGEMODE	PREFETCH	HALFRE	RDHOLD	RDSTRB	RDSETUP		
0x008	31	30	29	28	27	26	25	24
Reset	RW	0	0			23	22	21
Access	RW	0	0			20	19	18
				RW	0x3	17	16	15
						14	13	12
					RW	0x3F	10	9
							8	7
							6	5
							4	3
							2	1
				RW	0x3			0

Bit	Name	Reset	Access	Description
31	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
30	PAGEMODE	0	RW	<b>Page Mode Access Enable</b>

Bit	Name	Reset	Access	Description
Enables or disables page mode reads.				
29	PREFETCH	0	RW	<b>Prefetch Enable</b>
Enables or disables prefetching of data from sequential address.				
28	HALFRE	0	RW	<b>Half Cycle REn Strobe Duration Enable</b>
Enables or disables half cycle duration of the REn strobe in the last RDSTRB cycle.				
27:18	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
17:16	RDHOLD	0x3	RW	<b>Read Hold Time</b>
Sets the number of cycles CSn is held active after the REn is deasserted. This interval is used for bus turnaround.				
15:14	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
13:8	RDSTRB	0x3F	RW	<b>Read Strobe Time</b>
Sets the number of cycles the REn is held active. After the specified number of cycles, data is read. If set to 0, 1 cycle is inserted by HW.				
7:2	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
1:0	RDSETUP	0x3	RW	<b>Read Setup Time</b>
Sets the number of cycles the address setup before REn is asserted.				

#### 14.5.4 EBI\_WRTIMING - Write Timing Register

Offset	Bit Position																																
0x00C	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			0	0											0x3																0x3		
Access			RW	RW											RW																RW		
Name			WBUFDIS	HALFWE											WRHOLD															WRSTRB			
																															WRSETUP		

Bit	Name	Reset	Access	Description
31:30 Reserved <i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>				
29	WBUFDIS	0	RW	<b>Write Buffer Disable</b>
Enables or disables the write buffer.				
28	HALFWE	0	RW	<b>Half Cycle WEn Strobe Duration Enable</b>
Enables or disables half cycle duration of the WEn strobe in the last WRSTRB cycle.				
27:18	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
17:16	WRHOLD	0x3	RW	<b>Write Hold Time</b>
Sets the number of cycles CSn is held active after the WEn is deasserted.				
15:14	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
13:8	WRSTRB	0x3F	RW	<b>Write Strobe Time</b>
Sets the number of cycles the WEn is held active. If set to 0, 1 cycle is inserted by HW.				
7:2	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
1:0	WRSETUP	0x3	RW	<b>Write Setup Time</b>
Sets the number of cycles the address setup before WEn is asserted.				

## 14.5.5 EBI\_POLARITY - Polarity Register

Offset	Bit Position																									
0x010	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
Reset																										
Access																										
Name																										

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	BLPOL	0	RW	<b>BL Polarity</b>
	Sets the polarity of the EBI_BLn lines.			
	Value	Mode	Description	
	0	ACTIVELOW	BLn[1:0] are active low.	
	1	ACTIVEHIGH	BLn[1:0] are active high.	
4	ARDYPOL	0	RW	<b>ARDY Polarity</b>
	Sets the polarity of the EBI_ARDY line.			
	Value	Mode	Description	
	0	ACTIVELOW	ARDY is active low.	
	1	ACTIVEHIGH	ARDY is active high.	
3	ALEPOL	0	RW	<b>Address Latch Polarity</b>
	Sets the polarity of the EBI_ALE line.			
	Value	Mode	Description	
	0	ACTIVELOW	ALE is active low.	
	1	ACTIVEHIGH	ALE is active high.	
2	WEPOL	0	RW	<b>Write Enable Polarity</b>
	Sets the polarity of the EBI_WEn and EBI_NANDWEn lines.			
	Value	Mode	Description	
	0	ACTIVELOW	WEn and NANDWEn are active low.	
	1	ACTIVEHIGH	WEn and NANDWEn are active high.	
1	REPOL	0	RW	<b>Read Enable Polarity</b>
	Sets the polarity of the EBI_REn and EBI_NANDREn lines.			
	Value	Mode	Description	
	0	ACTIVELOW	REN and NANDREN are active low.	
	1	ACTIVEHIGH	REN and NANDREN are active high.	
0	CSPOL	0	RW	<b>Chip Select Polarity</b>
	Sets the polarity of the EBI_CSn line.			
	Value	Mode	Description	
	0	ACTIVELOW	CSn is active low.	
	1	ACTIVEHIGH	CSn is active high.	

## 14.5.6 EBI\_ROUTE - I/O Routing Register

Offset	Bit Position															
0x014	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
<b>Reset</b>			0x0			0	0			0x00						
<b>Access</b>		RW								RW	RW	0x0				
<b>Name</b>	LOCATION	CSTFTPEN	DATAENPEN	TFTPEN	APEN	ALB	NANDPEN	BLPEN	ARDYPEN	ALEPEN	CS3PEN	CS2PEN	CS1PEN	CS0PEN	EBIPEN	

Bit	Name	Reset	Access	Description												
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
30:28	LOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the EBI I/O pins.												
				<table border="1"> <tr><td>Value</td><td>Mode</td><td>Description</td></tr> <tr><td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr><td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr><td>2</td><td>LOC2</td><td>Location 2</td></tr> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2
Value	Mode	Description														
0	LOC0	Location 0														
1	LOC1	Location 1														
2	LOC2	Location 2														
27	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
26	CSTFTPEN	0	RW	<b>EBI_CSTFT Pin Enable</b> When set, the EBI_CSTFT pin is enabled												
25	DATAENPEN	0	RW	<b>EBI_TFT Pin Enable</b> When set, the EBI_DATAEN pin is enabled												
24	TFTPEN	0	RW	<b>EBI_TFT Pin Enable</b> When set, the EBI_DCLK, EBI_VSYNC and EBI_HSYNC pins are enabled												
23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												

22:18	APEN	0x00	RW	<b>EBI_A Pin Enable</b> Selects which non-multiplexed address lines are enabled on EBI_A. The lower bound L is set to 0, 8, 16 or 24 as defined in the ALB field.																																																																		
				<table border="1"> <tr><td>Value</td><td>Mode</td><td>Description</td></tr> <tr><td>0</td><td>A0</td><td>All EBI_A pins are disabled.</td></tr> <tr><td>5</td><td>A5</td><td>EBI_A[4:L] pins enabled.</td></tr> <tr><td>6</td><td>A6</td><td>EBI_A[5:L] pins enabled.</td></tr> <tr><td>7</td><td>A7</td><td>EBI_A[6:L] pins enabled.</td></tr> <tr><td>8</td><td>A8</td><td>EBI_A[7:L] pins enabled.</td></tr> <tr><td>9</td><td>A9</td><td>EBI_A[8:L] pins enabled.</td></tr> <tr><td>10</td><td>A10</td><td>EBI_A[9:L] pins enabled.</td></tr> <tr><td>11</td><td>A11</td><td>EBI_A[10:L] pins enabled.</td></tr> <tr><td>12</td><td>A12</td><td>EBI_A[11:L] pins enabled.</td></tr> <tr><td>13</td><td>A13</td><td>EBI_A[12:L] pins enabled.</td></tr> <tr><td>14</td><td>A14</td><td>EBI_A[13:L] pins enabled.</td></tr> <tr><td>15</td><td>A15</td><td>EBI_A[14:L] pins enabled.</td></tr> <tr><td>16</td><td>A16</td><td>EBI_A[15:L] pins enabled.</td></tr> <tr><td>17</td><td>A17</td><td>EBI_A[16:L] pins enabled.</td></tr> <tr><td>18</td><td>A18</td><td>EBI_A[17:L] pins enabled.</td></tr> <tr><td>19</td><td>A19</td><td>EBI_A[18:L] pins enabled.</td></tr> <tr><td>20</td><td>A20</td><td>EBI_A[19:L] pins enabled.</td></tr> <tr><td>21</td><td>A21</td><td>EBI_A[20:L] pins enabled.</td></tr> <tr><td>22</td><td>A22</td><td>EBI_A[21:L] pins enabled.</td></tr> <tr><td>23</td><td>A23</td><td>EBI_A[22:L] pins enabled.</td></tr> <tr><td>24</td><td>A24</td><td>EBI_A[23:L] pins enabled.</td></tr> </table>	Value	Mode	Description	0	A0	All EBI_A pins are disabled.	5	A5	EBI_A[4:L] pins enabled.	6	A6	EBI_A[5:L] pins enabled.	7	A7	EBI_A[6:L] pins enabled.	8	A8	EBI_A[7:L] pins enabled.	9	A9	EBI_A[8:L] pins enabled.	10	A10	EBI_A[9:L] pins enabled.	11	A11	EBI_A[10:L] pins enabled.	12	A12	EBI_A[11:L] pins enabled.	13	A13	EBI_A[12:L] pins enabled.	14	A14	EBI_A[13:L] pins enabled.	15	A15	EBI_A[14:L] pins enabled.	16	A16	EBI_A[15:L] pins enabled.	17	A17	EBI_A[16:L] pins enabled.	18	A18	EBI_A[17:L] pins enabled.	19	A19	EBI_A[18:L] pins enabled.	20	A20	EBI_A[19:L] pins enabled.	21	A21	EBI_A[20:L] pins enabled.	22	A22	EBI_A[21:L] pins enabled.	23	A23	EBI_A[22:L] pins enabled.	24	A24	EBI_A[23:L] pins enabled.
Value	Mode	Description																																																																				
0	A0	All EBI_A pins are disabled.																																																																				
5	A5	EBI_A[4:L] pins enabled.																																																																				
6	A6	EBI_A[5:L] pins enabled.																																																																				
7	A7	EBI_A[6:L] pins enabled.																																																																				
8	A8	EBI_A[7:L] pins enabled.																																																																				
9	A9	EBI_A[8:L] pins enabled.																																																																				
10	A10	EBI_A[9:L] pins enabled.																																																																				
11	A11	EBI_A[10:L] pins enabled.																																																																				
12	A12	EBI_A[11:L] pins enabled.																																																																				
13	A13	EBI_A[12:L] pins enabled.																																																																				
14	A14	EBI_A[13:L] pins enabled.																																																																				
15	A15	EBI_A[14:L] pins enabled.																																																																				
16	A16	EBI_A[15:L] pins enabled.																																																																				
17	A17	EBI_A[16:L] pins enabled.																																																																				
18	A18	EBI_A[17:L] pins enabled.																																																																				
19	A19	EBI_A[18:L] pins enabled.																																																																				
20	A20	EBI_A[19:L] pins enabled.																																																																				
21	A21	EBI_A[20:L] pins enabled.																																																																				
22	A22	EBI_A[21:L] pins enabled.																																																																				
23	A23	EBI_A[22:L] pins enabled.																																																																				
24	A24	EBI_A[23:L] pins enabled.																																																																				

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	25	A25	EBI_A[24:L] pins enabled.		
	26	A26	EBI_A[25:L] pins enabled.		
	27	A27	EBI_A[26:L] pins enabled.		
	28	A28	EBI_A[27:L] pins enabled.		
17:16	ALB	0x0	RW	<b>Sets the lower bound for EBI_A enabling</b> Sets the lower bound of the EBI_A lines which can be enabled in the APEN field.	
	Value	Mode	Description		
	0	A0	Address lines from EBI_A[0] and upwards can be enabled via APEN.		
	1	A8	Address lines from EBI_A[8] and upwards can be enabled via APEN.		
	2	A16	Address lines from EBI_A[16] and upwards can be enabled via APEN.		
	3	A24	Address lines from EBI_A[24] and upwards can be enabled via APEN.		
15:13	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
12	NANDPEN	0	RW	<b>NANDRE and NANDWE Pin Enable</b> When set, the NANDREn and NANDWEn Pin pins are enabled	
11:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
7	BLPEN	0	RW	<b>EBI_BL[1:0] Pin Enable</b> When set, the EBI_BL[1:0] pins are enabled	
6	ARDYPEN	0	RW	<b>EBI_ARDY Pin Enable</b> When set, the EBI_ARDY pin is enabled	
5	ALEPEN	0	RW	<b>EBI_ALE Pin Enable</b> When set, the EBI_ALE pin is enabled	
4	CS3PEN	0	RW	<b>EBI_CS3 Pin Enable</b> When set, the EBI_CS3 pin is enabled	
3	CS2PEN	0	RW	<b>EBI_CS2 Pin Enable</b> When set, the EBI_CS2 pin is enabled	
2	CS1PEN	0	RW	<b>EBI_CS1 Pin Enable</b> When set, the EBI_CS1 pin is enabled	
1	CS0PEN	0	RW	<b>EBI_CS0 Pin Enable</b> When set, the EBI_CS0 pin is enabled	
0	EBIPEN	0	RW	<b>EBI Pin Enable</b> When set, the EBI_AD[15:0], EBI_WEn and EBI_REn pins are enabled	

## 14.5.7 EBI\_ADDRTIMING1 - Address Timing Register 1

Offset	Bit Position																															
0x018	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				0																												
Access				RW																												
Name				HALFALE																												

Bit	Name	Reset	Access	Description
31:29	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
28	HALFALE	0	RW	<b>Half Cycle ALE Strobe Duration Enable</b>

Bit	Name	Reset	Access	Description
Enables or disables half cycle duration of the ALE strobe in the last address setup cycle.				
27:10	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
9:8	ADDRHOLD	0x3	RW	<b>Address Hold Time</b>
Sets the number of cycles the address is held after ALE is asserted.				
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	ADDRSETUP	0x3	RW	<b>Address Setup Time</b>
Sets the number of cycles the address is driven onto the ADDRDAT bus before ALE is asserted. If set to 0, 1 cycle is inserted by HW.				

## 14.5.8 EBI\_RDTIMING1 - Read Timing Register 1

Offset	Bit Position							
0x01C			31					
Access	PAGEMODE	RW	0	30				
Reset	PREFETCH	RW	0	29				
HALFRE	HALFRE	RW	0	28				
				27				
				26				
				25				
				24				
				23				
				22				
				21				
				20				
				19				
				18				
	RDHOLD	RW	0x3		17			
					16			
					15			
					14			
					13			
					12			
	RDSTRB	RW	0x3F		11			
					10			
					9			
					8			
					7			
					6			
					5			
					4			
					3			
					2			
	RDSETUP	RW	0x3		1			
					0			

Bit	Name	Reset	Access	Description
31	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
30	PAGEMODE	0	RW	<b>Page Mode Access Enable</b>
		Enables or disables page mode reads.		
29	PREFETCH	0	RW	<b>Prefetch Enable</b>
		Enables or disables prefetching of data from sequential address.		
28	HALFRE	0	RW	<b>Half Cycle REn Strobe Duration Enable</b>
		Enables or disables half cycle duration of the REn strobe in the last RDSTRB cycle.		
27:18	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
17:16	RDHOLD	0x3	RW	<b>Read Hold Time</b>
		Sets the number of cycles CSn is held active after the REn is deasserted. This interval is used for bus turnaround.		
15:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13:8	RDSTRB	0x3F	RW	<b>Read Strobe Time</b>
		Sets the number of cycles the REn is held active. After the specified number of cycles, data is read. If set to 0, 1 cycle is inserted by HW.		
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	RDSETUP	0x3	RW	<b>Read Setup Time</b>
		Sets the number of cycles the address setup before REn is asserted.		

## 14.5.9 EBI\_WRTIMING1 - Write Timing Register 1

Offset	Bit Position																																				
	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			0	0												0x3																					
Access			RW	RW												RW																					
Name			WBUFDIS	HALFWE												WRHOLD																					

Bit	Name	Reset	Access	Description
31:30	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
29	WBUFDIS	0	RW	<b>Write Buffer Disable</b>
				Enables or disables the write buffer.
28	HALFWE	0	RW	<b>Half Cycle WEn Strobe Duration Enable</b>
				Enables or disables half cycle duration of the WEn strobe in the last WRSTRB cycle.
27:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17:16	WRHOLD	0x3	RW	<b>Write Hold Time</b>
				Sets the number of cycles CSn is held active after the WEn is deasserted.
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:8	WRSTRB	0x3F	RW	<b>Write Strobe Time</b>
				Sets the number of cycles the WEn is held active. If set to 0, 1 cycle is inserted by HW.
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	WRSETUP	0x3	RW	<b>Write Setup Time</b>
				Sets the number of cycles the address setup before WEn is asserted.

## 14.5.10 EBI\_POLARITY1 - Polarity Register 1

Offset	Bit Position																																			
	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																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	BLPOL	0	RW	<b>BL Polarity</b>
				Sets the polarity of the EBI_BLn lines.
	Value	Mode		Description
	0	ACTIVELOW		BLn[1:0] are active low.
	1	ACTIVEHIGH		BLn[1:0] are active high.
4	ARDYPOL	0	RW	<b>ARDY Polarity</b>

Bit	Name	Reset	Access	Description
Sets the polarity of the EBI_ARDY line.				
	Value	Mode		Description
	0	ACTIVELOW		ARDY is active low.
	1	ACTIVEHIGH		ARDY is active high.
3	ALEPOL	0	RW	<b>Address Latch Polarity</b>
Sets the polarity of the EBI_ALE line.				
	Value	Mode		Description
	0	ACTIVELOW		ALE is active low.
	1	ACTIVEHIGH		ALE is active high.
2	WEPOL	0	RW	<b>Write Enable Polarity</b>
Sets the polarity of the EBI_WEn and EBI_NANDWEn lines.				
	Value	Mode		Description
	0	ACTIVELOW		WEn and NANDWEn are active low.
	1	ACTIVEHIGH		WEn and NANDWEn are active high.
1	REPOL	0	RW	<b>Read Enable Polarity</b>
Sets the polarity of the EBI_REn and EBI_NANDREn lines.				
	Value	Mode		Description
	0	ACTIVELOW		REN and NANDREN are active low.
	1	ACTIVEHIGH		REN and NANDREN are active high.
0	CSPOL	0	RW	<b>Chip Select Polarity</b>
Sets the polarity of the EBI_CSn line.				
	Value	Mode		Description
	0	ACTIVELOW		CSn is active low.
	1	ACTIVEHIGH		CSn is active high.

### 14.5.11 EBI\_ADDRTIMING2 - Address Timing Register 2

Offset	Bit Position																										
0x028	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		
Reset				0																					1	0	
Access				RW																					RW	0x3	
Name				HALFAL																					ADDRHOLD		
																										ADDRSETUP	

Bit	Name	Reset	Access	Description
31:29	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
28	HALFAL	0	RW	<b>Half Cycle ALE Strobe Duration Enable</b>
	Enables or disables half cycle duration of the ALE strobe in the last address setup cycle.			
27:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9:8	ADDRHOLD	0x3	RW	<b>Address Hold Time</b>
	Sets the number of cycles the address is held after ALE is asserted.			
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	ADDRSETUP	0x3	RW	<b>Address Setup Time</b>
	Sets the number of cycles the address is driven onto the ADDRDAT bus before ALE is asserted. If set to 0, 1 cycle is inserted by HW.			

## 14.5.12 EBI\_RDTIMING2 - Read Timing Register 2

Offset	Bit Position															
0x02C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset			0	0											0x3F	10
Access		RW	RW	RW											RW	
Name	PAGEMODE	PREFETCH	HALFRE												RDSTRB	
																RDSETUP
																RW
																0x3
																0

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
30	PAGEMODE	0	RW	<b>Page Mode Access Enable</b>
				Enables or disables page mode reads.
29	PREFETCH	0	RW	<b>Prefetch Enable</b>
				Enables or disables prefetching of data from sequential address.
28	HALFRE	0	RW	<b>Half Cycle REn Strobe Duration Enable</b>
				Enables or disables half cycle duration of the REn strobe in the last RDSTRB cycle.
27:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17:16	RDHOLD	0x3	RW	<b>Read Hold Time</b>
				Sets the number of cycles CSn is held active after the REn is deasserted. This interval is used for bus turnaround.
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:8	RDSTRB	0x3F	RW	<b>Read Strobe Time</b>
				Sets the number of cycles the REn is held active. After the specified number of cycles, data is read. If set to 0, 1 cycle is inserted by HW.
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	RDSETUP	0x3	RW	<b>Read Setup Time</b>
				Sets the number of cycles the address setup before REn is asserted.

## 14.5.13 EBI\_WRTIMING2 - Write Timing Register 2

Offset	Bit Position															
0x030	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset			0	0											0x3F	10
Access		RW	RW												RW	
Name	WBUFDIS	HALFWE													WRSTRB	
																WRSETUP
																RW
																0x3
																0

Bit	Name	Reset	Access	Description
31:30	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
29	WBUFDIS	0	RW	<b>Write Buffer Disable</b>
				Enables or disables the write buffer.
28	HALFWE	0	RW	<b>Half Cycle WEn Strobe Duration Enable</b>

Bit	Name	Reset	Access	Description
Enables or disables half cycle duration of the WEn strobe in the last WRSTRB cycle.				
27:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
Sets the number of cycles CSn is held active after the WEn is deasserted.				
17:16	WRHOLD	0x3	RW	<b>Write Hold Time</b>
Sets the number of cycles the WEn is held active. If set to 0, 1 cycle is inserted by HW.				
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:8	WRSTRB	0x3F	RW	<b>Write Strobe Time</b>
Sets the number of cycles the address setup before WEn is asserted.				
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	WRSETUP	0x3	RW	<b>Write Setup Time</b>
Sets the number of cycles the address setup before WEn is asserted.				

## 14.5.14 EBI\_POLARITY2 - Polarity Register 2

Offset	Bit Position																			
0x034	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
<b>Reset</b>	11	10	9	8	7	6	5	4	3	2	1	0								
<b>Access</b>																				
<b>Name</b>																				
	BLPOL	RW	0	5																
	ARDYPOL	RW	0	4																
	ALEPOL	RW	0	3																
	WEPOL	RW	0	2																
	REPOL	RW	0	1																
	CSPOL	RW	0	0																

Bit	Name	Reset	Access	Description
31:6 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
5	BLPOL	0	RW	<b>BL Polarity</b>
Sets the polarity of the EBI_BLn lines.				
	Value	Mode		Description
	0	ACTIVELOW		BLn[1:0] are active low.
	1	ACTIVEHIGH		BLn[1:0] are active high.
4	ARDYPOL	0	RW	<b>ARDY Polarity</b>
Sets the polarity of the EBI_ARDY line.				
	Value	Mode		Description
	0	ACTIVELOW		ARDY is active low.
	1	ACTIVEHIGH		ARDY is active high.
3	ALEPOL	0	RW	<b>Address Latch Polarity</b>
Sets the polarity of the EBI_ALE line.				
	Value	Mode		Description
	0	ACTIVELOW		ALE is active low.
	1	ACTIVEHIGH		ALE is active high.
2	WEPOL	0	RW	<b>Write Enable Polarity</b>
Sets the polarity of the EBI_WEn and EBI_NANDWEn lines.				
	Value	Mode		Description
	0	ACTIVELOW		WEn and NANDWEn are active low.
	1	ACTIVEHIGH		WEn and NANDWEn are active high.
1	REPOL	0	RW	<b>Read Enable Polarity</b>
Sets the polarity of the EBI_REn and EBI_NANDREn lines.				

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	ACTIVELOW		REN and NANDREN are active low.
	1	ACTIVEHIGH		REN and NANDREN are active high.
0	CSPOL	0	RW	<b>Chip Select Polarity</b>
	Sets the polarity of the EBI_CSn line.			
	Value	Mode		Description
	0	ACTIVELOW		CSn is active low.
	1	ACTIVEHIGH		CSn is active high.

## 14.5.15 EBI\_ADDRTIMING3 - Address Timing Register 3

Offset	Bit Position																										
0x038	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		
<b>Reset</b>				0																				5	4	3	
<b>Access</b>				RW																				2	1	0	
<b>Name</b>				HALFAL																				ADDRHOLD	RW	0x3	
																									ADDRSETUP	RW	0x3

Bit	Name	Reset	Access	Description
31:29	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
28	HALFAL	0	RW	<b>Half Cycle ALE Strobe Duration Enable</b>
	Enables or disables half cycle duration of the ALE strobe in the last address setup cycle.			
27:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9:8	ADDRHOLD	0x3	RW	<b>Address Hold Time</b>
	Sets the number of cycles the address is held after ALE is asserted.			
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	ADDRSETUP	0x3	RW	<b>Address Setup Time</b>
	Sets the number of cycles the address is driven onto the ADDRDAT bus before ALE is asserted. If set to 0, 1 cycle is inserted by HW.			

## 14.5.16 EBI\_RDTIMING3 - Read Timing Register 3

Offset	Bit Position																										
0x03C	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		
<b>Reset</b>		0	RW	0																				5	4	3	
<b>Access</b>			RW	0																				2	1	0	
<b>Name</b>		PAGEMODE	PREFETCH	HALFRE																				RDHOLD	RW	0x3F	
																									RDSTRB	RW	0x3F
																									RDSETUP	RW	0x3

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

Bit	Name	Reset	Access	Description
30	PAGEMODE	0	RW	<b>Page Mode Access Enable</b> Enables or disables page mode reads.
29	PREFETCH	0	RW	<b>Prefetch Enable</b> Enables or disables prefetching of data from sequential address.
28	HALFRE	0	RW	<b>Half Cycle REn Strobe Duration Enable</b> Enables or disables half cycle duration of the REn strobe in the last RDSTRB cycle.
27:18	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
17:16	RDHOLD	0x3	RW	<b>Read Hold Time</b> Sets the number of cycles CSn is held active after the REn is deasserted. This interval is used for bus turnaround.
15:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13:8	RDSTRB	0x3F	RW	<b>Read Strobe Time</b> Sets the number of cycles the REn is held active. After the specified number of cycles, data is read. If set to 0, 1 cycle is inserted by HW.
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	RDSETUP	0x3	RW	<b>Read Setup Time</b> Sets the number of cycles the address setup before REn is asserted.

## 14.5.17 EBI\_WRTIMING3 - Write Timing Register 3

Offset	Bit Position																															
0x040	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			0	0											0x3				0x3F												0x3	
Access			RW	RW											RW				RW												RW	
Name			WBUFDIS	HALFWE											WRHOLD				WRSTRB											WRSETUP		

Bit	Name	Reset	Access	Description
31:30	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
29	WBUFDIS	0	RW	<b>Write Buffer Disable</b> Enables or disables the write buffer.
28	HALFWE	0	RW	<b>Half Cycle WEn Strobe Duration Enable</b> Enables or disables half cycle duration of the WEn strobe in the last WRSTRB cycle.
27:18	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
17:16	WRHOLD	0x3	RW	<b>Write Hold Time</b> Sets the number of cycles CSn is held active after the WEn is deasserted.
15:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13:8	WRSTRB	0x3F	RW	<b>Write Strobe Time</b> Sets the number of cycles the WEn is held active. If set to 0, 1 cycle is inserted by HW.
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	WRSETUP	0x3	RW	<b>Write Setup Time</b> Sets the number of cycles the address setup before WEn is asserted.

## 14.5.18 EBI\_POLARITY3 - Polarity Register 3

Offset	Bit Position																									
0x044	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
Reset																										
Access																										
Name																										
BLPOL	RW	0	5	ARDYPOL	RW	0	4	ALEPOL	RW	0	3	WEPOL	RW	0	2	REPOL	RW	0	1	CSPOL	RW	0	0			

Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	BLPOL	0	RW	<b>BL Polarity</b>
	Sets the polarity of the EBI_BLn lines.			
	Value	Mode		Description
	0	ACTIVELOW		BLn[1:0] are active low.
	1	ACTIVEHIGH		BLn[1:0] are active high.
4	ARDYPOL	0	RW	<b>ARDY Polarity</b>
	Sets the polarity of the EBI_ARDY line.			
	Value	Mode		Description
	0	ACTIVELOW		ARDY is active low.
	1	ACTIVEHIGH		ARDY is active high.
3	ALEPOL	0	RW	<b>Address Latch Polarity</b>
	Sets the polarity of the EBI_ALE line.			
	Value	Mode		Description
	0	ACTIVELOW		ALE is active low.
	1	ACTIVEHIGH		ALE is active high.
2	WEPOL	0	RW	<b>Write Enable Polarity</b>
	Sets the polarity of the EBI_WEn and EBI_NANDWEn lines.			
	Value	Mode		Description
	0	ACTIVELOW		WEn and NANDWEn are active low.
	1	ACTIVEHIGH		WEn and NANDWEn are active high.
1	REPOL	0	RW	<b>Read Enable Polarity</b>
	Sets the polarity of the EBI_REn and EBI_NANDREn lines.			
	Value	Mode		Description
	0	ACTIVELOW		REN and NANDREN are active low.
	1	ACTIVEHIGH		REN and NANDREN are active high.
0	CSPOL	0	RW	<b>Chip Select Polarity</b>
	Sets the polarity of the EBI_CSn line.			
	Value	Mode		Description
	0	ACTIVELOW		CSn is active low.
	1	ACTIVEHIGH		CSn is active high.

## 14.5.19 EBI\_PAGECTRL - Page Control Register

Bit	Name	Reset	Access	Description
31:27	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
26:20	KEEPOPEN	0x00	RW	<b>Maximum Page Open Time.</b>  Sets the maximum number of consecutive cycles a page can be considered open. Needs to be larger than 0 in order to be able to benefit from RDPA timing.
19:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10:8	RDPA	0x7	RW	<b>Page Read Access Time</b>  Sets the number of cycles needed for intrapage page access time. If set to 0, 1 cycle is inserted by HW.
7:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	INCHIT	0	RW	<b>Intrapage hit only on incremental addresses</b>  Sets whether page hits occur on any member in a page or only on incremental addresses.
3:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	PAGELEN	0x0	RW	<b>Page Length</b>  Sets the page length.

## 14.5.20 EBI\_NANDCTRL - NAND Control Register

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	2	BANK2		Memory bank 2 is connected to a NAND Flash device.
	3	BANK3		Memory bank 3 is connected to a NAND Flash device.
3:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	EN	0	RW	<b>NAND Flash control enable</b>
				This field enables NAND Flash control for the memory bank defined in BANK.

## 14.5.21 EBI\_CMD - Command Register

Offset	Bit Position																				
0x050	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	
<b>Reset</b>																					
<b>Access</b>																					
<b>Name</b>																					
Bit	Name	Reset	Access	Description	ECCCLEAR	ECCSTOP	ECCSTART														
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																	
2	ECCCLEAR	0	W1	<b>Error Correction Code Clear</b>																	
				Write to 1 to clear ECCPARITY.																	
1	ECCSTOP	0	W1	<b>Error Correction Code Generation Stop</b>																	
				Write to 1 to stop ECC generation.																	
0	ECCSTART	0	W1	<b>Error Correction Code Generation Start</b>																	
				Write to 1 to start ECC generation.																	

## 14.5.22 EBI\_STATUS - Status Register

Offset	Bit Position																				
0x054	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	
<b>Reset</b>																					
<b>Access</b>																					
<b>Name</b>																					
Bit	Name	Reset	Access	Description	AHBACT																
31:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																	
13	TFTDDEMPY	0	R	<b>EBI_TFTDD register is empty.</b>																	
				Indicates that EBI_TFTDD register is empty.																	
12	DDACT	0	R	<b>EBI Busy with Direct Drive Transactions.</b>																	
				Indicates that EBI is busy with Direct Drive Transactions.																	
11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																	
10	TFTPIXELFULL	0	R	<b>EBI_TFTPIXEL0 is full.</b>																	

Bit	Name	Reset	Access	Description
				Indicates that EBI_TFTPIXEL is full.
9	TFTPIXEL1EMPTY	0	R	<b>EBI_TFTPIXEL1 is empty.</b>
				Indicates that EBI_TFTPIXEL1 is empty.
8	TFTPIXEL0EMPTY	0	R	<b>EBI_TFTPIXEL0 is empty.</b>
				Indicates that EBI_TFTPIXEL0 is empty.
7:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	ECCACT	0	R	<b>EBI ECC Generation Active.</b>
				Indicates that EBI is generating ECC.
3:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	AHBACT	0	R	<b>EBI Busy with AHB Transaction.</b>
				Indicates that EBI is busy with an AHB Transaction.

### 14.5.23 EBI\_ECCPARITY - ECC Parity register

Offset	Bit Position																															
0x058	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	0x00000000																															
Access	R																															
Name	ECCPARITY																															
Bit	Name	Reset	Access	Description																												
31:0	ECCPARITY	0x00000000	R	<b>ECC Parity Data</b>																												
				ECC Parity Data.																												

### 14.5.24 EBI\_TFTCTRL - TFT Control Register

Offset	Bit Position																															
0x05C	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	0x00000000																															
Access	RW																															
Name	RGBMODE BANKSEL WIDTH COLOR1SRC INTERLEAVE FBCTRIG SHIFTDCLKEN MASKBLEND DD																															
Bit	Name	Reset	Access	Description																												
31:25	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																												
24	RGBMODE	0	RW	<b>TFT RGB Mode</b>																												
				This field sets TFT RGB Mode.																												

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	RGB565		RGB data is 565.
	1	RGB555		RGB data is 555.
23:22	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
21:20	BANKSEL	0x0	RW	<b>Graphics Bank</b>
	This field sets the Memory Bank containing the Frame Buffer			
	Value	Mode		Description
	0	BANK0		Memory bank 0 is used for Direct Drive, Masking, and Alpha Blending.
	1	BANK1		Memory bank 1 is used for Direct Drive, Masking, and Alpha Blending.
	2	BANK2		Memory bank 2 is used for Direct Drive, Masking, and Alpha Blending.
	3	BANK3		Memory bank 3 is used for Direct Drive, Masking, and Alpha Blending.
19:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
16	WIDTH	0	RW	<b>TFT Transaction Width</b>
	This field sets TFT transaction width.			
	Value	Mode		Description
	0	BYTE		TFT Data is 8 bit wide.
	1	HALFWORD		TFT Data is 16 bit wide.
15:13	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
12	COLOR1SRC	0	RW	<b>Masking/Alpha Blending Color1 Source</b>
	This field sets the Masking/Alpha Blending Color1 Source.			
	Value	Mode		Description
	0	MEM		Masking/Alpha Blending color 1 is read from external memory.
	1	PIXEL1		Masking/Alpha Blending color 1 is read from EBI_TFTPIXEL1.
11:10	INTERLEAVE	0x0	RW	<b>Interleave Mode</b>
	This field sets the TFT Direct Drive Interleave mode.			
	Value	Mode		Description
	0	UNLIMITED		Allow unlimited interleaved EBI accesses per EBI_DCLK period. This can cause jitter on the EBI_DCLK
	1	ONEPERDCLK		Allow 1 interleaved EBI access per EBI_DCLK period.
	2	PORCH		Only allow EBI accesses during TFT porches.
9	FBCTRIG	0	RW	<b>TFT Frame Base Copy Trigger</b>
	Sets the trigger on which the TFTFRAMEBASE is copied into an internal buffer. Direct Drive address generation is based on the internal buffer.			
	Value	Mode		Description
	0	VSYNC		TFTFRAMEBASE is buffered on the vertical synchronization event EBI_VSYNC.
	1	HSYNC		TFTFRAMEBASE is buffered on the horizontal synchronization event EBI_HSYNC.
8	SHIFTDCLKEN	0	RW	<b>TFT EBI_DCLK Shift Enable</b>
	When this bit is set, EBI_DCLK edges are driven off the negative (instead of the positive) edge of the internal clock. SHIFTDCLKEN is only allowed to be set to 1 if TFTHOLD in EBI_TFTTIMING is at least 1.			
7:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4:2	MASKBLEND	0x0	RW	<b>TFT Mask and Blend Mode</b>
	This field sets the Mask and Blend Mode.			
	Value	Mode		Description
	0	DISABLED		Masking and Blending are disabled.
	1	IMASK		Internal Masking is enabled.
	2	IALPHA		Internal Alpha Blending is enabled.
	3	IMASKIALPHA		Internal Masking and Alpha Blending are enabled.
	5	EMASK		External Masking is enabled.
	6	EALPHA		External Alpha Blending is enabled.

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	7	EMASKEALPHA	External Masking and Alpha Blending are enabled.		
1:0	DD	0x0	RW	<b>TFT Direct Drive Mode</b>	
This field sets the Direct Mode.					
	Value	Mode	Description		
	0	DISABLED	Direct Drive is disabled.		
	1	INTERNAL	Direct Drive from internal memory enabled and started.		
	2	EXTERNAL	Direct Drive from external memory enabled and started.		

## 14.5.25 EBI\_TFTSTATUS - TFT Status Register

Offset	Bit Position																															
0x060	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	0x000																0x000															
Access	R																R															
Name	VCNT																HCNT															
Bit	Name	Reset	Access	Description																												
31:27	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
26:16	VCNT	0x000	R	<b>Vertical Count</b>																												
Contains the current line position within a frame (initial line in vertical back porch has VCNT = 0).																																
15:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
10:0	HCNT	0x000	R	<b>Horizontal Count</b>																												
Contains the current pixel position within a line (initial pixel in horizontal backporch has HCNT = 0).																																

## 14.5.26 EBI\_TFTFRAMEBASE - TFT Frame Base Register

Offset	Bit Position																															
0x064	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	0x0000000																0x0000000															
Access	RW																RW															
Name	FRAMEBASE																FRAMEBASE															
Bit	Name	Reset	Access	Description																												
31:28	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
27:0	FRAMEBASE	0x0000000	RW	<b>Frame Base Address</b>																												
Sets the frame base address.																																

### 14.5.27 EBI\_TFTSTRIDE - TFT Stride Register

Offset	Bit Position																															
0x068	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																									0x000							
Access																									RW							
Name																									HSTRIDE							

Bit	Name	Reset	Access	Description
31:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	HSTRIDE	0x000	RW	<b>Horizontal Stride</b>  Sets the horizontal stride added to the Direct Drive address at the end of each line.

### 14.5.28 EBI\_TFTSIZE - TFT Size Register

Offset	Bit Position																															
0x06C	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																									0x000							
Access																									RW							
Name																									HSZ							

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	VSZ	0x000	RW	<b>Vertical Size (excluding porches)</b>  Sets the vertical size in lines. Set to required size minus 1.
15:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
9:0	HSZ	0x000	RW	<b>Horizontal Size (excluding porches)</b>  Sets the horizontal size in pixels. Set to required size minus 1.

### 14.5.29 EBI\_TFTHPORCH - TFT Horizontal Porch Register

Offset	Bit Position																															
0x070	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																									0x000							
Access																									RW							
Name																									HSYNC							

Bit	Name	Reset	Access	Description
31:30	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
29:28	HSYNCSTART	0x0	RW	<b>HSYNC Start Delay</b> Sets the HSYNC start position into the horizontal back porch in DCLK cycles.
27:26	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
25:18	HBPORCH	0x00	RW	<b>Horizontal Back Porch Size</b> Sets the horizontal back porch size in pixels.
17:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:8	HFPORCH	0x00	RW	<b>Horizontal Front Porch Size</b> Sets the horizontal front porch size in pixels.
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:0	HSYNC	0x00	RW	<b>Horizontal Synchronization Pulse Width</b> Sets the horizontal synchronization pulse width. Set to required width minus 1. Width is reduced in case HSYNCSTART > 0.

### 14.5.30 EBI\_TFTVPORCH - TFT Vertical Porch Register

Offset	Bit Position																																				
0x074	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																																					
Access																																					
Name																																					

Bit	Name	Reset	Access	Description
31:26	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
25:18	VBPORCH	0x00	RW	<b>Vertical Back Porch Size</b> Sets the Vertical back porch size in pixels.
17:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:8	VFPORCH	0x00	RW	<b>Vertical Front Porch Size</b> Sets the Vertical front porch size in pixels.
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:0	VSYNC	0x00	RW	<b>Vertical Synchronization Pulse Width</b> Sets the Vertical synchronization pulse width. Set to required width minus 1.

## 14.5.31 EBI\_TFTTIMING - TFT Timing Register

Offset	Bit Position																																		
0x078	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				0x0																															
Access			RW				RW								RW																				
Name		TFTHOLD			TFTSETUP										TFTSTART																		DCLKPERIOD		
Bit	Name	Reset	Access	Description																															
31:30	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
29:28	TFTHOLD	0x0	RW	<b>TFT Hold Time</b>																															
				Sets the number of internal clock cycles the RGB data is held after the active edge of EBI_DCLK.																															
27:26	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
25:24	TFTSETUP	0x0	RW	<b>TFT Setup Time</b>																															
				Sets the number of internal clock cycles the RGB data is driven before the active edge of EBI_DCLK.																															
23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
22:12	TFTSTART	0x000	RW	<b>TFT Direct Drive Transaction Start</b>																															
				Sets the starting position of the External Direct Drive Transaction relative to the DCLK inactive edge.																															
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
10:0	DCLKPERIOD	0x000	RW	<b>TFT Direct Drive Transaction (EBI_DCLK) Period</b>																															
				Sets the Direct Drive transaction (EBI_DCLK) period in internal cycles. Set to required cycle count minus 1.																															

## 14.5.32 EBI\_TFTPOLARITY - TFT Polarity Register

Offset	Bit Position																																			
0x07C	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																																				
Access																																				
Name																																				
Bit	Name	Reset	Access	Description																																
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																
4	VSYNCPOL	0	RW	<b>VSYNC Polarity</b>																																
				Sets the polarity of the EBI_VSYNC line.																																
	Value	Mode		Description																																
	0	ACTIVELOW		VSYNC is active low.																																
	1	ACTIVEHIGH		VSYNC is active high.																																
3	HSYNCPOL	0	RW	<b>Address Latch Polarity</b>																																
				Sets the polarity of the EBI_HSYNC line.																																
	Value	Mode		Description																																
	0	ACTIVELOW		HSYNC is active low.																																

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	1	ACTIVEHIGH		Hsync is active high.
2	DATAENPOL	0	RW	<b>TFT DATAEN Polarity</b>
	Sets the polarity of the EBI_DATAEN line.			
	Value	Mode		Description
	0	ACTIVELOW		Dataen is active low.
	1	ACTIVEHIGH		Dataen is active high.
1	DCLKPOL	0	RW	<b>TFT DCLK Polarity</b>
	Sets the active edge polarity of the EBI_DCLK line.			
	Value	Mode		Description
	0	ACTIVEFALLING		DCLK falling edge is the active edge.
	1	ACTIVERISING		DCLK rising edge the active edge.
0	CSPOL	0	RW	<b>TFT Chip Select Polarity</b>
	Sets the polarity of the EBI_CSTFT line.			
	Value	Mode		Description
	0	ACTIVELOW		Cstft is active low.
	1	ACTIVEHIGH		Cstft is active high.

### **14.5.33 EBI\_TFTDD - TFT Direct Drive Data Register**

Offset	Bit Position																															
0x080	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																																
Access																																
Name																										DATA	RW					

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	DATA	0x0000	RW	<b>TFT Direct Drive Data from Internal Memory</b>  Sets the RGB value used when Direct Drive from internal memory is used (DD = INTERNAL)

### 14.5.34 EBI\_TFTALPHA - TFT Alpha Blending Register

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	ALPHA	0x000	RW	<b>TFT Alpha Blending Factor</b>  Sets the alpha blending factor. The maximum value is 256.

### 14.5.35 EBI\_TFTPIXEL0 - TFT Pixel 0 Register

Offset	Bit Position																																
0x088	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																							0x0000										
Access																							RW										
Name																							DATA										

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DATA	0x0000	RW	<b>RGB data.</b>  Sets the RGB data value according to the format defined in RGBMODE.

### 14.5.36 EBI\_TFTPIXEL1 - TFT Pixel 1 Register

Offset	Bit Position																																
0x08C	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																							0x0000										
Access																							RW										
Name																							DATA										

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DATA	0x0000	RW	<b>RGB data.</b>  Sets the RGB data value according to the format defined in RGBMODE.

### 14.5.37 EBI\_TFTPIXEL - TFT Alpha Blending Result Pixel Register

Offset	Bit Position																															
0x090	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																	0x0000															
Access																	R															
Name																	DATA															

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DATA	0x0000	R	<b>Alpha Blending Result</b> RGB result of Alpha Blending operation according to the format defined in RGBMODE.

### 14.5.38 EBI\_TFTMASK - TFT Masking Register

Offset	Bit Position																															
0x094	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																	0x0000															
Access																	RW															
Name																	TFTMASK															

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	TFTMASK	0x0000	RW	<b>TFT Mask Value</b> Sets the mask value. Data write transactions matching this value are suppressed.

### 14.5.39 EBI\_IF - Interrupt Flag Register

Offset	Bit Position																															
0x098	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	DDJIT	DDEMPTY	VFPORCH	VBPORCH	HSYNC	VSYNC
Reset																	0															
Access																	R															
Name																	R															

Bit	Name	Reset	Access	Description
31:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	DDJIT	0	R	<b>Direct Drive Jitter Interrupt Flag</b> Set when DCLKPERIOD is not met.
4	DDEMPTY	0	R	<b>Direct Drive Data Empty Interrupt Flag</b> Set when Direct Drive engine EBI_TFTDD data is empty.
3	VFPORCH	0	R	<b>Vertical Front Porch Interrupt Flag</b> Set at beginning of Vertical Front Porch.
2	VBPORCH	0	R	<b>Vertical Back Porch Interrupt Flag</b> Set at end of Vertical Back Porch.
1	HSYNC	0	R	<b>Horizontal Sync Interrupt Flag</b> Set at Horizontal Sync pulse.
0	VSYNC	0	R	<b>Vertical Sync Interrupt Flag</b> Set at Vertical Sync pulse.

## 14.5.40 EBI\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3).</i>
5	DDJIT	0	W1	<b>Direct Drive Jitter Interrupt Flag Set</b>  Write to 1 to set Direct Drive Jitter Interrupt flag.
4	DDEMPTY	0	W1	<b>Direct Drive Data Empty Interrupt Flag Set</b>  Write to 1 to set Direct Drive Data Empty Interrupt flag.
3	VFPORCH	0	W1	<b>Vertical Front Porch Interrupt Flag Set</b>  Write to 1 to set Vertical Front Porch Interrupt flag.
2	VBPORCH	0	W1	<b>Vertical Back Porch Interrupt Flag Set</b>  Write to 1 to set Vertical Back Porch Interrupt flag.
1	HSYNC	0	W1	<b>Horizontal Sync Interrupt Flag Set</b>  Write to 1 to set Horizontal Sync interrupt flag.
0	VSYNC	0	W1	<b>Vertical Sync Interrupt Flag Set</b>  Write to 1 to set Vertical Sync interrupt flag.

## 14.5.41 EBI\_IFC - Interrupt Flag Clear Register

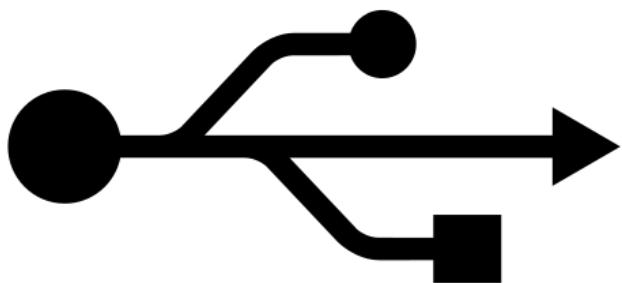
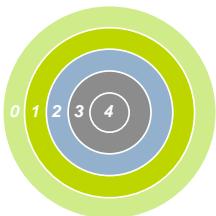
Offset	Bit Position																									
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
Reset																										
Access																										
Name																										
Bit	Name	Reset	Access	Description																						
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																								
5	DDJIT	0	W1	<b>Direct Drive Jitter Interrupt Flag Clear</b>																						
	Write to 1 to clear Direct Drive Jitter Interrupt flag.																									
4	DDEMPTY	0	W1	<b>Direct Drive Data Empty Interrupt Flag Clear</b>																						
	Write to 1 to clear Direct Drive Data Empty Interrupt flag.																									
3	VFPORCH	0	W1	<b>Vertical Front Porch Interrupt Flag Clear</b>																						
	Write to 1 to clear Vertical Front Porch interrupt flag.																									
2	VBPORCH	0	W1	<b>Vertical Back Porch Interrupt Flag Clear</b>																						
	Write to 1 to clear Vertical Back Porch interrupt flag.																									
1	HSYNC	0	W1	<b>Horizontal Sync Interrupt Flag Clear</b>																						
	Write to 1 to clear Horizontal Sync interrupt flag.																									
0	VSYNC	0	W1	<b>Vertical Sync Interrupt Flag Clear</b>																						
	Write to 1 to clear Vertical Sync interrupt flag.																									

## 14.5.42 EBI\_IEN - Interrupt Enable Register

Offset	Bit Position																									
	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
Reset																										
Access																										
Name																										
Bit	Name	Reset	Access	Description																						
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																								
5	DDJIT	0	RW	<b>Direct Drive Jitter Interrupt Enable</b>																						
	Set to enable interrupt on Direct Drive Jitter Interrupt flag.																									
4	DDEMPTY	0	RW	<b>Direct Drive Data Empty Interrupt Enable</b>																						
	Set to enable interrupt on Direct Drive Data Empty Interrupt flag.																									
3	VFPORCH	0	RW	<b>Vertical Front Porch Interrupt Enable</b>																						
	Set to enable interrupt on beginning of Vertical Front Porch interrupt flag.																									
2	VBPORCH	0	RW	<b>Vertical Back Porch Interrupt Enable</b>																						
	Set to enable interrupt on end of Vertical Back Porch interrupt flag.																									
1	HSYNC	0	RW	<b>Horizontal Sync Interrupt Enable</b>																						

Bit	Name	Reset	Access	Description
Set to enable interrupt on Horizontal Sync interrupt flag.				
0	VSYNC	0	RW	<b>Vertical Sync Interrupt Enable</b>
Set to enable interrupt on Vertical Sync interrupt flag.				

# 15 USB - Universal Serial Bus Controller



## Quick Facts

### What?

The USB is a full-speed/low-speed USB 2.0 compliant USB Controller that can be used in OTG Dual Role Device, Device and Host configurations. The on-chip 3.3V regulator delivers up to 50 mA and can also be used to power external components, eliminating the need for an external LDO. The on-chip regulator allows the system to run from a battery utilizing the full voltage range of the EFM32 still being compliant with the 3.3V +/- 10% USB voltage range.

### Why?

USB provides a robust, industry-standard way to interface PCs and other portable devices.

### How?

The flexible and highly software-configurable architecture of the USB Controller makes it easy to implement both device- and host-capable solutions. The on-chip OTG PHY with software controllable pull-up and pull-down resistors, VBUS comparators and ID-line detection reduces the number of external components to a minimum. Third-party USB software stacks are also available, reducing the development time substantially. By utilizing the very low energy consumption in EM2, the USB device will be able to wake up and perform tasks several times a second without violating the 2.5 mA maximum average current during suspend.

## 15.1 Introduction

The USB is a full-speed/low-speed USB 2.0 compliant OTG host/device controller. The architecture is very flexible and allows the USB to be used in On-the-go (OTG) Dual-Role Device, Device and Host-only configurations. The USB supports HNP and SRP protocols and both OTG Revisions 1.3 and 2.0 are supported. The on-chip voltage regulator and PHY reduces the number of external components to a minimum. A switchable external 5V supply or step-up regulator is needed for OTG Dual Role Device and Host configurations.

## 15.2 Features

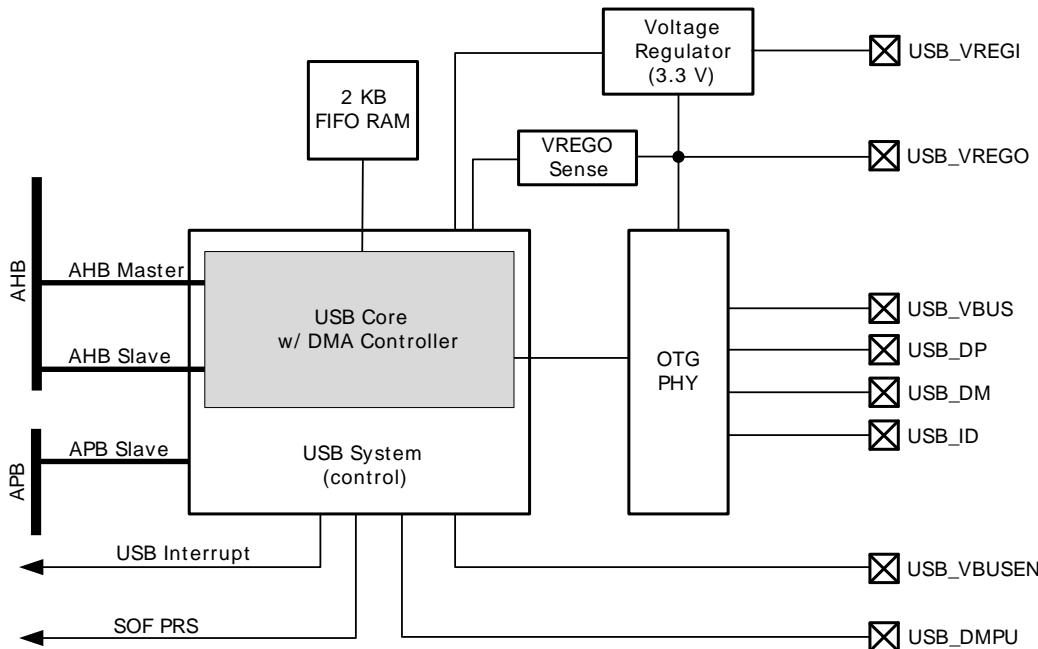
- Fully compliant with Universal Serial Bus Specification, Revision 2.0
- Supports full-speed (12 MBit/s) and low-speed (1.5 MBit/s) host and device
- Dedicated Internal DMA Controller
- 12 software-configurable endpoints (6 IN, 6 OUT) in addition to endpoint 0
- 2 KB endpoint memory

- Resume/Reset detection in EM2 (during suspend)
- SRP detection in EM2 (during host session off)
- Soft connect/disconnect
- Full OTG support
  - Compliant with On-The-Go and Embedded Host Supplement to the USB Revision 2.0 Specification, Revision 2.0
  - Compliant with USB On-The-Go Supplement, Revision 1.3
  - Supports Host Negotiation Protocol (HNP) and Session Request Protocol (SRP)
- On-chip PHY
  - Internal pull-up and pull-down resistors
  - Voltage comparators for monitoring VBUS voltage
  - A/B Device identification using ID line
  - Charge/discharge of VBUS for VBUS-pulsing
- Internal 3.3V Regulator
  - Output voltage: 3.3V
  - Output current: 50 mA
  - Input voltage range: 4.0 - 5.5V
  - Enabled automatically when input voltage applied
  - Low quiescent current: 100  $\mu$ A
  - Dedicated input pin allows regulator to be used in OTG and host configurations
  - Output pin can be used to power the EFM32 itself as well as external components
  - Regulator voltage output sense feature for detecting USB plug/unplug events (also available in EM2/3)

## 15.3 USB System Description

An block diagram of the USB is shown in Figure 15.1 (p. 241) .

**Figure 15.1. USB Block Diagram**



The USB consists of a digital logic part, a 2 KB endpoint RAM, OTG PHY and a voltage regulator with output voltage sensor. The voltage regulator provides a stable 3.3 V supply for the PHY, but can also be used to power the EFM32 itself as well as external components.

The digital logic of the USB is split into two parts: system and core.

The system part is accessed using USB registers from offset 0x000 to 0x018 and controls the voltage regulator and enabling/disabling of the PHY and USB pins. This part is clocked by HFCORECLK<sub>USB</sub> and is accessed using an APB slave interface. The system part can thus be accessed independently of the core part, without HFCORECLK<sub>USBC</sub> running.

The core part is clocked by HFCORECLK<sub>USBC</sub> and is accessed using an AHB slave interface. This interface is used for accessing the FIFO contents and the registers in the core part starting at offset 0x3C000. An additional master interface is used by the internal DMA controller of the core. The core part takes care of all the USB protocol related functionality. The clock to the system part must not be disabled when the core part is active.

There are 8 pins associated with the USB. USB\_VBUS should be connected to the VBUS (5V) pin on the USB receptacle. It is connected to the voltage comparators and current sink/source in the PHY. USB\_DP and USB\_DM are the USB D+ and D- pins. These are the USB data signaling pins. USB\_ID is the OTG ID pin used to detect the device type (A or B). This pin can be left unconnected when not used. USB\_VREGI is the input to the voltage regulator and USB\_VREGO is the regulated output. USB\_VBUSEN is used to turn on and off VBUS power when operating as host-only or OTG A-Device. USB\_DMPU is used to enable/disable an external D- pull-up resistor. This is needed for low-speed device only. USB\_VBUSEN and USB\_DMPU will be high-impedance until the pins are enabled from software. Thus, if a defined level is required during startup an external pull-up/pull-down can be used.

### 15.3.1 USB Initialization

The USB requires the device to run from a 48 MHz crystal (2500 ppm or better). The core part of the USB will always run from HFCORECLK<sub>USBC</sub> which is HFCLK undivided (48 MHz). The current consumption for the rest of the device can be reduced by dividing down HFCORECLK using the CMU\_HFCORECLKDIV register. Bandwidth requirements for the specific USB application must be taken into account when dividing down HFCORECLK.

Follow these steps to enable the USB:

1. Enable the clock to the system part by setting USB in CMU\_HFCORECLKEN0.
2. If the internal USB regulator is bypassed (by applying 3.3V on USB\_VREGI and USB\_VREGO externally), disable the regulator by setting VREGDIS in USB\_CTRL.
3. If the PHY is powered from VBUS using the internal regulator, the VREGO sense circuit should be enabled by setting VREGOSEN in USB\_CTRL.
4. Enable the USB PHY pins by setting PHYPEN in USB\_ROUTE.
5. If host or OTG dual-role device, set VBUSENAP in USB\_CTRL to the desired value and then enable the USB\_VBUSEN pin in USB\_ROUTE. Set the MODE for the pin to PUSH/PULL.
6. If low-speed device, set DMPUAP in USB\_CTRL to the desired value and then enable the USB\_DMPU pin in USB\_ROUTE. Set the MODE for the pin to PUSH/PULL.
7. Make sure HFXO is ready and selected. The core part requires the undivided HFCLK to be 48 MHz when USB is active (during suspend/session-off a 32 kHz clock is used)..
8. Enable the clock to the core part by setting USBC in CMU\_HFCORECLKEN0.
9. Wait for the core to come out of reset. This is easiest done by polling a core register with non-zero reset value until it reads a non-zero value. This takes approximately 20 48-MHz cycles.
10. Start initializing the USB core as described in USB Core Description.

### 15.3.2 Configurations

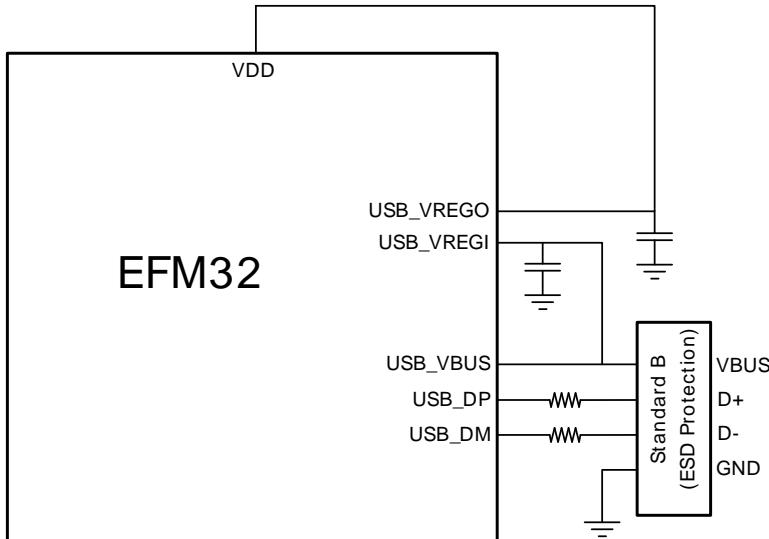
The USB can be used as Device, OTG Dual Role Device or Host. The sections below describe the different configurations. External ESD protection and series resistors for impedance matching are required. The voltage regulator requires a 4.7 uF external decoupling capacitor on the input and a 1 uF external decoupling capacitor on the output. Decoupling not related to USB is not shown in the figures.

### 15.3.2.1 Bus-powered Device

A bus-powered device configuration is shown in Figure 15.2 (p. 243) . In this configuration the voltage regulator powers the PHY and the EFM32 at 3.3 V. The voltage regulator output (USB\_VREGO) can also be used to power other components of the system.

In this configuration, the VREGO sense circuit should be left disabled.

**Figure 15.2. Bus-powered Device**

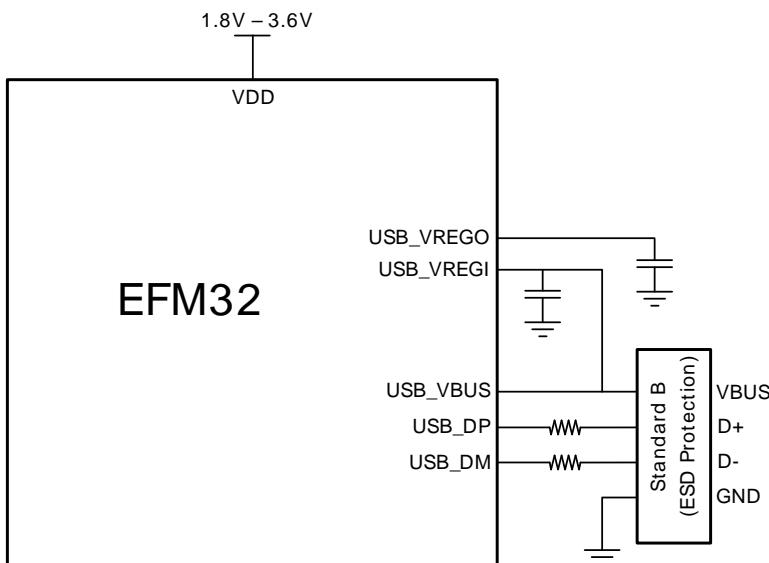


### 15.3.2.2 Self-powered Device

A self-powered device configuration is shown in Figure 15.3 (p. 243) . When the USB is configured as a self-powered device, the voltage regulator is typically used to power the PHY only, although it may also be used to power other 3.3 V components. When the USB is connected to a host, the voltage regulator is activated. Software can detect this event by enabling the VREGO Sense High (VREGOSH) interrupt. The PHY pins can then be enabled and USB traffic can start. The VREGO Sense Low (VREGOSL) interrupt can be used to detect when VBUS voltage disappears (for example if the USB cable is unplugged).

In this configuration, the VREGO sense circuit must be enabled.

**Figure 15.3. Self-powered Device**



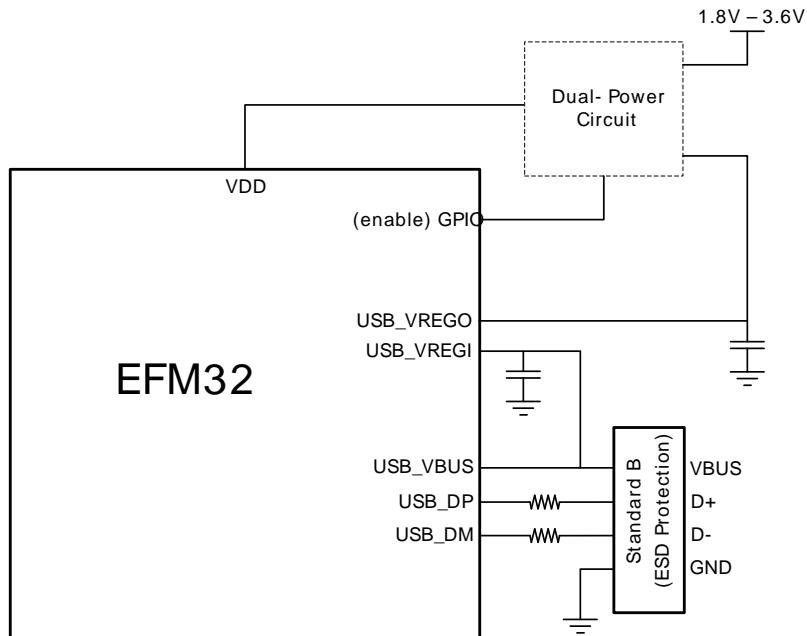
### **15.3.2.3 Self-powered Device (with bus-power switch)**

A self-powered device (with bus-power switch) may switch power supply to VBUS when connected to a host. This is typically useful for extending the life of battery-powered devices and enables the use of coin-cell driven systems with low maximum peak current. The external components required typically include 2 transistors, 2 diodes and a few resistors. See application note for details. This allows seamless power supply switching between a battery and the voltage regulator output.

The VREGO Sense High interrupt is used to detect when VBUS becomes present. Software can then enable the external transistor connected to USB\_VREGO, effectively switching the power source. A regular GPIO pin is used to control this transistor. If necessary, the application may have to reduce the current consumption before switching to the USB power source. If VBUS voltage is removed, the circuit switches automatically back to the battery power supply. If necessary software must react quickly to this event and reduce the current consumption (for example by reducing the clock frequency) to avoid excessive voltage drop. This configuration is shown in Figure 15.4 (p. 244) .

In this configuration, the VREGO sense circuit must be enabled.

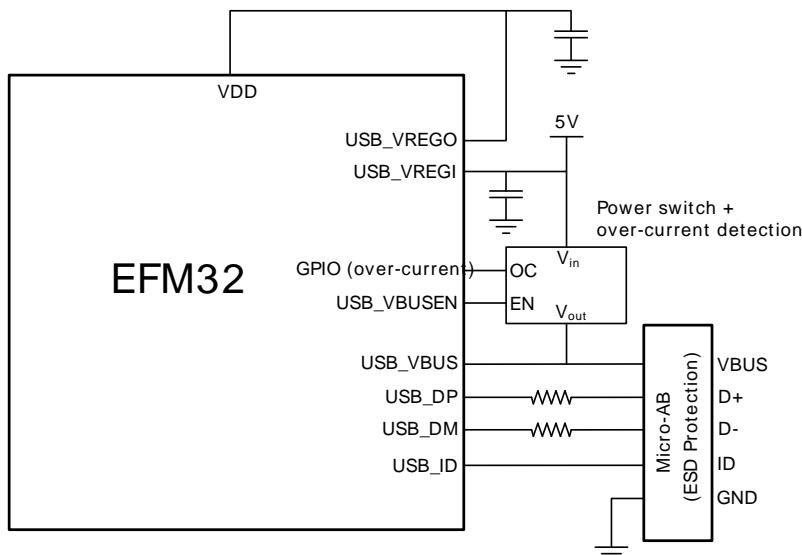
**Figure 15.4. Self-powered Device (with bus-power switch)**



#### **15.3.2.4 OTG Dual Role Device (5V)**

An OTG Dual Role Device (5V) configuration is shown in Figure 15.5 (p. 245). When 5V is available, the internal regulator can be used to power the EFM32. An external power switch is needed to control VBUS power. For overcurrent detection a regular GPIO input pin with interrupt is used. The application should turn off or limit VBUS power when overcurrent is detected. In OTG mode, the maximum VBUS decoupling capacitance is 6.5  $\mu$ F.

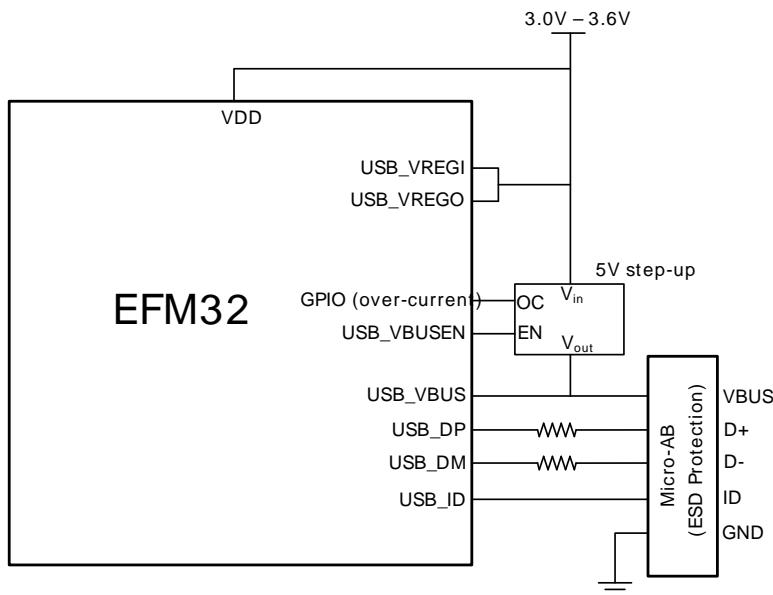
In this configuration, the VREGO sense circuit should be left disabled.

**Figure 15.5. OTG Dual Role Device (5V)**

### 15.3.2.5 OTG Dual Role Device (5V step-up regulator)

An OTG Dual Role Device (5V step-up regulator) configuration is shown in Figure 15.6 (p. 245). When 5V is not available, an external 5V step-up regulator is needed. In this configuration, the voltage for the EFM32 must be in the range 3.0V - 3.6V. In this configuration, the voltage regulator is bypassed by connecting both the input and output to the external supply. This effectively causes the PHY to be powered directly from the external 3.0 - 3.6 V supply. The voltage regulator should be disabled when operating in this mode. For overcurrent detection a regular GPIO input pin with interrupt is used. The application should turn off or limit VBUS power when overcurrent is detected. In OTG mode, the maximum VBUS decoupling capacitance is 6.5 uF.

In this configuration, the VREGO sense circuit should be left disabled.

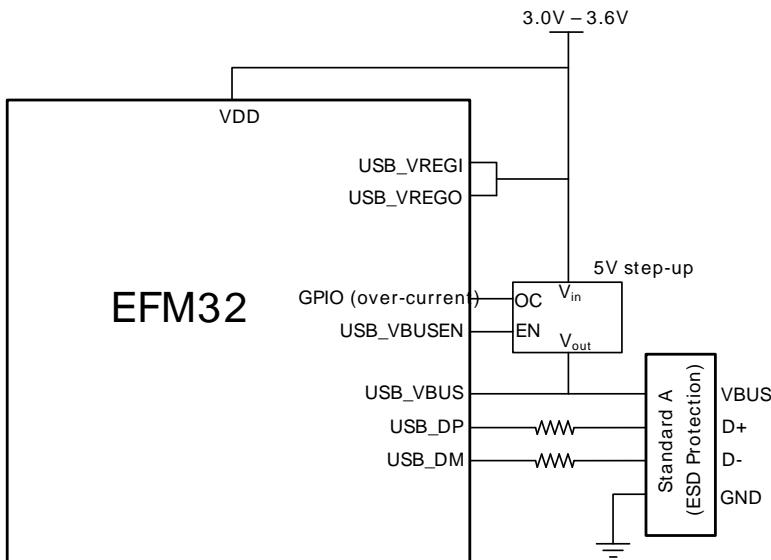
**Figure 15.6. OTG Dual Role Device (5V step-up regulator)**

### 15.3.2.6 Host

A host configuration is shown in Figure 15.7 (p. 246). In this example a 5V step-up regulator is used. If 5V is available, a power switch can be used instead, as shown in Figure 15.5 (p. 245). The host configuration is equal to OTG Dual Role Device, except for the USB\_ID pin which is not used and the USB connector which is a USB Standard-A Connector. In host mode, the minimum VBUS decoupling capacitance is 96 uF.

In this configuration, the VREGO sense circuit should be left disabled.

**Figure 15.7. Host**



### 15.3.3 PHY

The USB includes an internal full-speed/low-speed PHY with built-in pull-up/pull-down resistors, VBUS comparators and ID line state sensing. During suspend, the PHY enters a low-power state where only the single-ended receivers are active. The PHY is disabled by default and should be enabled by setting PHYPEN in USB\_ROUTE before the USB core clock is enabled.

The PHY is powered by the internal voltage regulator output (USB\_VREGO). To power the PHY directly from an external source (for example an external 3.3 V LDO), connect both USB\_VREGO and USB\_VREGI to the external 3.3 V supply voltage. To stop the quiescent current present with the voltage regulator enabled in this configuration, disable the the regulator by setting VREGDIS in USB\_CTRL after power up. Then the regulator is effectively bypassed.

When VREGO Sense is enabled, the PHY is automatically disabled internally when the VREGO Sense output is low. This will happen if VBUS-power disappears. The application can detect this by keeping the VREGO Sense Low Interrupt enabled. Note that PHYPEN in USB\_ROUTE will not be set to 0 in this case.

### 15.3.4 Voltage Regulator

The voltage regulator is used to regulate the 5 V VBUS voltage down to 3.3 V which is the operating voltage for the PHY.

A decoupling capacitor is required on USB\_VREGI and USB\_VREGO. Note that the USB standard requires the total capacitance on VBUS to be 1 uF minimum and 10 uF maximum for regular devices. OTG devices can have maximum 6.5 uF capacitance on VBUS.

The voltage regulator is enabled by default and can thus be used to power the EFM32 itself. Systems not using the USB should disable the regulator by setting VREGDIS in USB\_CTRL. A voltage sense circuit monitors the output voltage and can be used to detect when the voltage regulator becomes active. This sense circuit can also be used to detect when the voltage drops (typically due to the USB cable being unplugged). If regulator voltage monitoring is not required (i.e. it is known that the VREGO voltage is always present), the sense circuit should be left disabled.

During suspend, the bias current for the regulator can be reduced if the current requirements in EM2/3 are low. The bias current in EM2/3 is controlled by BIASPROGEM23 in USB\_CTRL. When EM2/3 is entered, the bias current for the regulator switches to what is specified in BIASPROGEM23 in USB\_CTRL. When

entering EM0 again (due to USB resume/reset signaling or any other wakeup interrupt) the regulator switches back to using the value specified in BIASPROGEM01 in USB\_CTRL.

### 15.3.5 Interrupts and PRS

Interrupts from the core and system part share a common USB interrupt line to the CPU. The interrupt flags for the system part are grouped together in the USB\_IF register. The interrupt events from the core are controlled by several core interrupt flag registers.

There are two PRS outputs from the USB: SOF and SOFSR. In Host mode, SOF toggles every time an SOF is generated. In Device mode, SOF toggles every time an SOF token is received from the USB host or when an SOF token is missed at the start of frame. In Host mode, SOFSR toggles every time an SOF is successfully transmitted. In Device mode, SOFSR toggles only when a valid SOF token is received from the USB host. Both PRS outputs must be synchronized in the PRS when used (i.e. it is an asynchronous PRS output). The edge-to-pulse converter in the PRS can be used to convert the edges into pulses if needed. The PRS outputs go to 0 in EM2/3.

### 15.3.6 USB in EM2

During suspend and session-off EM2 should be used to save power and meet the average current requirements dictated by the USB standard. Before entering EM2, HFCORECLK<sub>USBC</sub> must be switched from 48 MHz to 32 kHz (LFXO or LFRCO). This is done using the CMU\_CMD and CMU\_STATUS registers. While HFCORECLK<sub>USBC</sub> is 32 kHz, the USB core registers (starting from offset 0x3C000) cannot be accessed and the internal DMA in the USB core will not be able to access the AHB bus. Upon EM2 wake-up, HFCORECLK<sub>USBC</sub> must be switched back to 48 MHz before accessing the core registers. The device always starts up from HFRCO so software must restart HFXO and switch from HFRCO to HFXO. The USB system clock, HFCORECLK<sub>USB</sub>, must be kept enabled during EM2. The USB system registers can be accessed immediately upon EM2 wake-up, while running from HFRCO. Follow the steps outlined the USB Core Description when entering EM2 during suspend and session-off.

The FIFO content is lost when entering EM2. In addition, most of the USB core registers are reset and therefore need to be backed up in RAM.

EM3 cannot be used when the USB is active. However, EM3 can be used while waiting for the internal voltage regulator to be activated (i.e. VBUS becomes 5V).

## 15.4 USB Core Description

This section describes the programming requirements for the USB Core in Host and Device modes.

Important features/parameters for the core are:

- HNP- and SRP-Capable OTG (Device and Host)
- Internal DMA (Buffer Pointer Based)
- Dedicated TX FIFOs for each endpoint in device mode
- 6 IN/OUT endpoints in addition to endpoint 0 (in device mode)
- 14 host channels (in host mode)
- Dynamic FIFO sizing
- Non-Periodic Request Queue Depth: 8
- Host Mode Periodic Request Queue Depth: 8

The core has the following limitations:

- Link Power Management (LPM) is not supported
- ADP is not supported

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## 15.4.1 Overview: Programming the Core

Each significant programming feature of the core is discussed in a separate section.

This chapter uses abbreviations for register names and their fields. For detailed information on registers, see Section 15.6 (p. 351) .

The application must perform a core initialization sequence. If the cable is connected during power-up, the Current Mode of Operation bit in the Core Interrupt register (USB\_GINTSTS.CURMOD) reflects the mode. The core enters Host mode when an “A” plug is connected, or Device mode when a “B” plug is connected.

This section explains the initialization of the core after power-on. The application must follow the initialization sequence irrespective of Host or Device mode operation. All core global registers are initialized according to the core’s configuration.

1. Program the following fields in the Global AHB Configuration (USB\_GAHBCFG) register.
  - DMA Mode bit
  - AHB Burst Length field
  - Global Interrupt Mask bit = 1
  - Non-periodic TxFIFO Empty Level (can be enabled only when the core is operating in Slave mode as a host.)
  - Periodic TxFIFO Empty Level (can be enabled only when the core is operating in Slave mode)
2. Program the following field in the Global Interrupt Mask (USB\_GINTMSK) register:
  - USB\_GINTMSK.RXFLVLMSK = 0
3. Program the following fields in USB\_GUSBCFG register.
  - HNP Capable bit
  - SRP Capable bit
  - External HS PHY or Internal FS Serial PHY Selection bit
  - Time-Out Calibration field
  - USB Turnaround Time field
4. The software must unmask the following bits in the USB\_GINTMSK register.
  - OTG Interrupt Mask
  - Mode Mismatch Interrupt Mask
5. The software can read the USB\_GINTSTS.CURMOD bit to determine whether the core is operating in Host or Device mode. The software follows either the Section 15.4.1.1 (p. 248) or Device Initialization (p. 249) sequence.

**Note**

The core is designed to be interrupt-driven. Polling interrupt mechanism is not recommended: this may result in undefined resolutions.

**Note**

In device mode, just after Power On Reset or a Soft Reset, the USB\_GINTSTS.SOF bit is set to 1 for debug purposes. This status must be cleared and can be ignored.

### 15.4.1.1 Host Initialization

To initialize the core as host, the application must perform the following steps.

1. Program USB\_GINTMSK.PRTINT to unmask.
2. Program the USB\_HCFG register to select full-speed host.
3. Program the USB\_HPRT.PRTPOWER bit to 1. This drives VBUS on the USB.
4. Wait for the USB\_HPRT.PRTCONNDET interrupt. This indicates that a device is connected to the port.
5. Program the USB\_HPRT.PTRST bit to 1. This starts the reset process.
6. Wait at least 10 ms for the reset process to complete.

7. Program the USB\_HPRT.PRTRST bit to 0.
  8. Wait for the USB\_HPRT.PRTENCHNG interrupt.
  9. Read the USB\_HPRT.PRTSPD field to get the enumerated speed.
- 10 Program the USB\_HFIR register with a value corresponding to the selected PHY clock. At this point, the host is up and running and the port register begins to report device disconnects, etc. The port is active with SOFs occurring down the enabled port.
- 11 Program the RXFSIZE register to select the size of the receive FIFO.
- 12 Program the NPTXFSIZE register to select the size and the start address of the Non-periodic Transmit FIFO for non-periodic transactions.
- 13 Program the USB\_HPTXFSIZ register to select the size and start address of the Periodic Transmit FIFO for periodic transactions.

To communicate with devices, the system software must initialize and enable at least one channel as described in Device Initialization (p. 249) .

#### 15.4.1.1 Host Connection

The following steps explain the host connection flow:

1. When the USB Cable is plugged to the Host port, the core triggers USB\_GINTSTS.CONIDSTSCHNG interrupt.
2. When the Host application detects USB\_GINTSTS.CONIDSTSCHNG interrupt, the application can perform one of the following actions:
  - Turn on VBUS by setting USB\_HPRT.PRTPWR = 1 or
  - Wait for SRP Signaling from Device to turn on VBUS.
3. The PHY indicates VBUS power-on by detecting a VBUS valid voltage level.
4. When the Host Core detects the device connection, it triggers the Host Port Interrupt (USB\_GINTSTS.PRTINT) to the application.
5. When USB\_GINTSTS.PRTINT is triggered, the application reads the USB\_HPRT register to check if the Port Connect Detected (USB\_HPRT.PRTCONNDET) bit is set or not.

#### 15.4.1.2 Host Disconnection

The following steps explain the host disconnection flow:

1. When the Device is disconnected from the USB Cable (but the cable is still connected to the USB host), the Core triggers USB\_GINTSTS.DISCONNINT (Disconnect Detected) interrupt.

**Note**

If the USB cable is disconnected from the Host port without removing the device, the core generates an additional interrupt - USB\_GINTSTS.CONIDSTSCHNG (Connector ID Status Change).

2. The Host application can choose to turn off the VBUS by programming USB\_HPRT.PRTPWR = 0.

#### 15.4.1.2 Device Initialization

The application must perform the following steps to initialize the core at device on, power on, or after a mode change from Host to Device.

1. Program the following fields in USB\_DCFG register.
  - Device Speed
  - NonZero Length Status OUT Handshake
  - Periodic Frame Interval
2. Program the USB\_GINTMSK register to unmask the following interrupts.
  - USB Reset
  - Enumeration Done

- Early Suspend
  - USB Suspend
3. Wait for the USB\_GINTSTS.USBRST interrupt, which indicates a reset has been detected on the USB and lasts for about 10 ms. On receiving this interrupt, the application must perform the steps listed in Initialization on USB Reset (p. 283)
  4. Wait for the USB\_GINTSTS.ENUMDONE interrupt. This interrupt indicates the end of reset on the USB. On receiving this interrupt, the application must read the USB\_DSTS register to determine the enumeration speed and perform the steps listed in Initialization on Enumeration Completion (p. 283)

At this point, the device is ready to accept SOF packets and perform control transfers on control endpoint 0.

#### 15.4.1.2.1 Device Connection

The device connect process varies depending on the if the VBUS is on or off when the device is connected to the USB cable.

##### When VBUS is on When the Device is Connected

If VBUS is on when the device is connected to the USB cable, there is no SRP from the device. The device connection flow is as follows:

1. The device triggers the USB\_GINTSTS.SESSIONREQINT [bit 30] interrupt bit.
2. When the device application detects the USB\_GINTSTS.SESSIONREQINT interrupt, it programs the required bits in the USB\_DCFG register.
3. When the Host drives Reset, the Device triggers USB\_GINTSTS.USBRST [bit 12] on detecting the Reset. The host then follows the USB 2.0 Enumeration sequence.

##### When VBUS is off When the Device is Connected

If VBUS is off when the device is connected to the USB cable, the device initiates SRP in OTG Revision 1.3 mode. The device connection flow is as follows:

1. The application initiates SRP by writing the Session Request bit in the OTG Control and Status register. The core performs data-line pulsing followed by VBUS pulsing.
2. The host starts a new session by turning on VBUS, indicating SRP success. The core interrupts the application by setting the Session Request Success Status Change bit in the OTG Interrupt Status register.
3. The application reads the Session Request Success bit in the OTG Control and Status register and programs the required bits in USB\_DCFG register.
4. When Host drives Reset, the Device triggers USB\_GINTSTS.USBRST on detecting the Reset. The host then follows the USB 2.0 Enumeration sequence.

#### 15.4.1.2.2 Device Disconnection

The device session ends when the USB cable is disconnected or if the VBUS is switched off by the Host.

The device disconnect flow is as follows:

1. When the USB cable is unplugged or when the VBUS is switched off by the Host, the Device core triggers USB\_GINTSTS.OTGINT [bit 2] interrupt bit.
2. When the device application detects USB\_GINTSTS.OTGINT interrupt, it checks that the USB\_GOTGINT.SESENDDET (Session End Detected) bit is set to 1.

#### 15.4.1.2.3 Device Soft Disconnection

The application can perform a soft disconnect by setting the Soft disconnect bit (SFTDISCON) in Device Control Register (USB\_DCTL).

## Send/Receive USB Transfers -> Soft disconnect->Soft reset->USB Device Enumeration

Sequence of operations:

1. The application configures the device to send or receive transfers.
2. The application sets the Soft disconnect bit (SFTDISCON) in the Device Control Register (USB\_DCTL).
3. The application sets the Soft Reset bit (CSFTRST) in the Reset Register (USB\_GRSTCTL).
4. Poll the USB\_GRSTCTL register until the core clears the soft reset bit, which ensures the soft reset is completed properly.
5. Initialize the core according to the instructions in Device Initialization (p. 249) .

## Suspend-> Soft disconnect->Soft reset->USB Device Enumeration

Sequence of operations:

1. The core detects a USB suspend and generates a Suspend Detected interrupt.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register, the core puts the PHY in suspend mode, and the PHY clock stops.
3. The application clears the Stop PHY Clock bit in the Power and Clock Gating Control register, and waits for the PHY clock to come back. The core takes the PHY back to normal mode, and the PHY clock comes back.
4. The application sets the Soft disconnect bit (SFTDISCON) in Device Control Register (USB\_DCTL).
5. The application sets the Soft Reset bit (CSFTRST) in the Reset Register (USB\_GRSTCTL).
6. Poll the USB\_GRSTCTL register until the core clears the soft reset bit, which ensures the soft reset is completed properly.
7. Initialize the core according to the instructions in Device Initialization (p. 249) .

## 15.4.2 Modes of operation

- Overview: DMA/Slave modes (p. 251)
- DMA Mode (p. 251)
- Slave Mode (p. 252)

### 15.4.2.1 Overview: DMA/Slave modes

The application can operate the core in either of two modes:

- In DMA Mode (p. 251) - The core fetches the data to be transmitted or updates the received data on the AHB.
- In Slave Mode (p. 252) — The application initiates the data transfers for data fetch and store.

### 15.4.2.2 DMA Mode

In DMA Mode, the OTG host uses the AHB master Interface for transmit packet data fetch (AHB to USB) and receive data update (USB to AHB). The AHB master uses the programmed DMA address (USB\_HCx\_DMAADDR register in host mode and USB\_DIEPx\_DMAADDR/USB\_DOEPx\_DMAADDR register in device mode) to access the data buffers.

#### 15.4.2.2.1 Transfer-Level Operation

In DMA mode, the application is interrupted only after the programmed transfer size is transmitted or received (provided the core detects no NAK/Timeout/Error response in Host mode, or Timeout/CRC Error in Device mode). The application must handle all transaction errors. In Device mode, all the USB errors are handled by the core itself.

### 15.4.2.2 Transaction-Level Operation

This mode is similar to transfer-level operation with the programmed transfer size equal to one packet size (either maximum packet size, or a short packet size).

### 15.4.2.3 Slave Mode

In Slave mode, the application can operate the core either in transaction-level (packet-level) operation or in pipelined transaction-level operation.

#### 15.4.2.3.1 Transaction-Level Operation

The application handles one data packet at a time per channel/endpoint in transaction-level operations. Based on the handshake response received on the USB, the application determines whether to retry the transaction or proceed with the next, until the end of the transfer. The application is interrupted on completion of every packet. The application performs transaction-level operations for a channel/endpoint for a transmission (host: OUT/device: IN) or reception (host: IN/device: OUT) as shown in Figure 15.8 (p. 253) and Figure 15.9 (p. 253) .

##### Host Mode

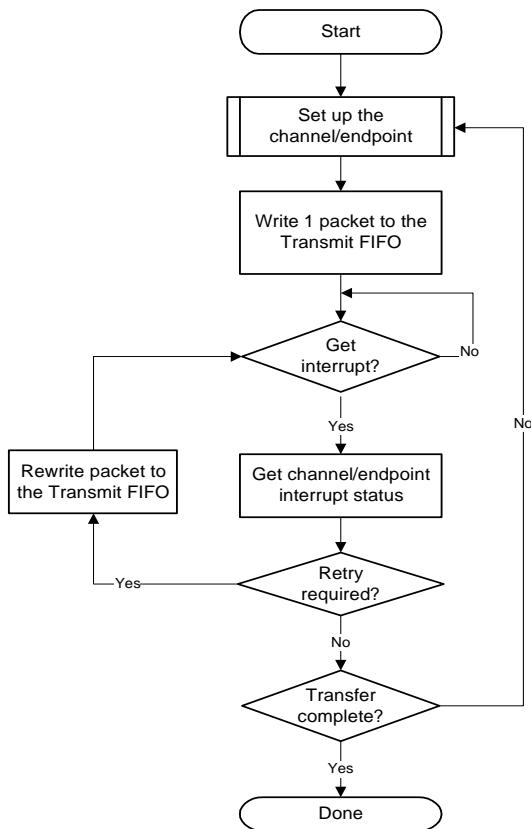
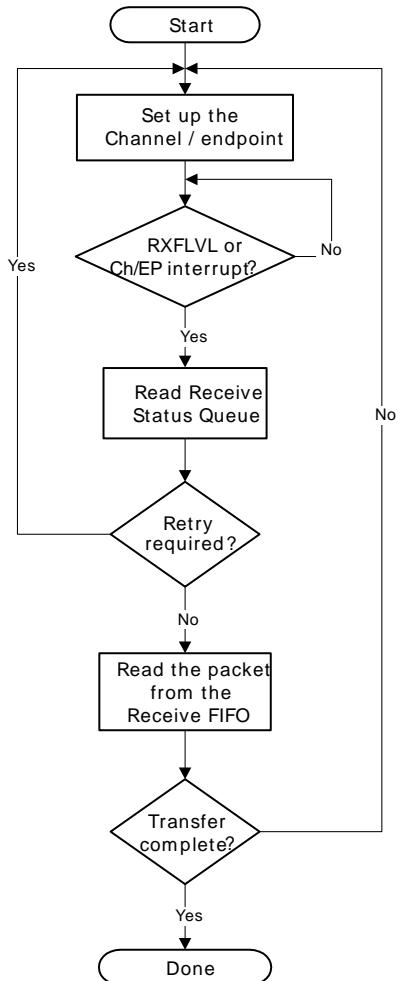
For an OUT transaction, the application enables the channel and writes the data packet into the corresponding (Periodic or Non-periodic) transmit FIFO. The core automatically writes the channel number into the corresponding (Periodic or Non-periodic) Request Queue, along with the last DWORD write of the packet. For an IN transaction, the application enables the channel and the core automatically writes the channel number into the corresponding Request queue. The application must wait for the packet received interrupt, then empty the packet from the receive FIFO.

##### Device Mode

For an IN transaction, the application enables the endpoint, writes the data packet into the corresponding transmit FIFO, and waits for the packet completion interrupt from the core. For an OUT transaction, the application enables the endpoint, waits for the packet received interrupt from the core, then empties the packet from the receive FIFO.

##### Note

The application has to finish writing one complete packet before switching to a different channel/endpoint FIFO. Violating this rule results in an error.

**Figure 15.8. Transmit Transaction-Level Operation in Slave Mode****Figure 15.9. Receive Transaction-Level Operation in Slave Mode**

### 15.4.2.3.2 Pipelined Transaction-Level Operation

The application can pipeline more than one transaction (IN or OUT) with pipelined transaction-level operation, which is analogous to Transfer mode in DMA mode. In pipelined transaction-level operation, the application can program the core to perform multiple transactions. The advantage of this mode compared to transaction-level operation is that the application is not interrupted on a packet basis.

#### 15.4.2.3.2.1 Host mode

For an OUT transaction, the application sets up a transfer and enables the channel. The application can write multiple packets back-to-back for the same channel into the transmit FIFO, based on the space availability. It can also pipeline OUT transactions for multiple channels by writing into the HCHARn register, followed by a packet write to that channel. The core writes the channel number, along with the last DWORD write for the packet, into the Request queue and schedules transactions on the USB in the same order.

For an IN transaction, the application sets up a transfer and enables the channel, and the core writes the channel number into the Request queue. The application can schedule IN transactions on multiple channels, provided space is available in the Request queue. The core initiates an IN token on the USB only when there is enough space to receive at least of one maximum-packet-size packet of the channel in the top of the Request queue.

#### 15.4.2.3.2.2 Device mode

For an IN transaction, the application sets up a transfer and enables the endpoint. The application can write multiple packets back-to-back for the same endpoint into the transmit FIFO, based on available space. It can also pipeline IN transactions for multiple channels by writing into the USB\_DIEPx\_CTL register followed by a packet write to that endpoint. The core writes the endpoint number, along with the last DWORD write for the packet into the Request queue. The core transmits the data in the transmit FIFO when an IN token is received on the USB.

For an OUT transaction, the application sets up a transfer and enables the endpoint. The core receives the OUT data into the receive FIFO, when it has available space. As the packets are received into the FIFO, the application must empty data from it.

From this point on in this chapter, the terms “Pipelined Transaction mode” and “Transfer mode” are used interchangeably.

## 15.4.3 Host Programming Model

Before you program the Host, read Overview: Programming the Core (p. 248) and Modes of operation (p. 251).

This section discusses the following topics:

- Channel Initialization (p. 254)
- Halting a Channel (p. 255)
- Zero-Length Packets (p. 256)
- Handling Babble Conditions (p. 256)
- Handling Disconnects (p. 256)
- Host Programming Operations (p. 256)
  - Writing the Transmit FIFO in Slave Mode (p. 257)
  - Reading the Receive FIFO in Slave Mode (p. 258)

### 15.4.3.1 Channel Initialization

The application must initialize one or more channels before it can communicate with connected devices. To initialize and enable a channel, the application must perform the following steps.

1. Program the USB\_GINTMSK register to unmask the following:
2. Channel Interrupt
  - Non-periodic Transmit FIFO Empty for OUT transactions (applicable for Slave mode that operates in pipelined transaction-level with the Packet Count field programmed with more than one).
  - Non-periodic Transmit FIFO Half-Empty for OUT transactions (applicable for Slave mode that operates in pipelined transaction-level with the Packet Count field programmed with more than one).
3. Program the USB\_USB\_HAINTMSK register to unmask the selected channels' interrupts.
4. Program the HCINTMSK register to unmask the transaction-related interrupts of interest given in the Host Channel Interrupt register.
5. Program the selected channel's USB\_HCx\_TSIZ register.

Program the register with the total transfer size, in bytes, and the expected number of packets, including short packets. The application must program the PID field with the initial data PID (to be used on the first OUT transaction or to be expected from the first IN transaction).

6. Program the selected channels' USB\_HCx\_DMAADDR register(s) with the buffer start address (DMA mode only).
7. Program the USB\_HCx\_CHAR register of the selected channel with the device's endpoint characteristics, such as type, speed, direction, and so forth. (The channel can be enabled by setting the Channel Enable bit to 1 only when the application is ready to transmit or receive any packet).

Repeat the above steps for other channels.

**Note**

De-allocate channel means after the transfer has completed, the channel is disabled. When the application is ready to start the next transfer, the application re-initializes the channel by following these steps.

#### 15.4.3.2 Halting a Channel

The application can disable any channel by programming the USB\_HCx\_CHAR register with the USB\_HCx\_CHAR.CHDIS and USB\_HCx\_CHAR.CHENA bits set to 1. This enables the host to flush the posted requests (if any) and generates a Channel Halted interrupt. The application must wait for the USB\_HCx\_INT.CHHLTD interrupt before reallocating the channel for other transactions. The host does not interrupt the transaction that has been already started on USB.

In Slave mode operation, before disabling a channel, the application must ensure that there is at least one free space available in the Non-periodic Request Queue (when disabling a non-periodic channel) or the Periodic Request Queue (when disabling a periodic channel). The application can simply flush the posted requests when the Request queue is full (before disabling the channel), by programming the USB\_HCx\_CHAR register with the USB\_HCx\_CHAR.CHDIS bit set to 1, and the USB\_HCx\_CHAR.CHENA bit reset to 0.

The core generates a RXFLVL interrupt when there is an entry in the queue. The application must read/pop the USB\_GRXSTSP register to generate the Channel Halted interrupt.

To disable a channel in DMA mode operation, the application need not check for space in the Request queue. The host checks for space in which to write the Disable request on the disabled channel's turn during arbitration. Meanwhile, all posted requests are dropped from the Request queue when the USB\_HCx\_CHAR.CHDIS bit is set to 1.

The application is expected to disable a channel under any of the following conditions:

1. When a USB\_HCx\_INT.XFERCOMPL interrupt is received during a non-periodic IN transfer or high-bandwidth interrupt IN transfer (Slave mode only)
2. When a USB\_HCx\_INT.STALL, USB\_HCx\_INT.XACTERR, USB\_HCx\_INT.BBLERR, or USB\_HCx\_INT.DATATGLERR interrupt is received for an IN or OUT channel (Slave mode only).

For high-bandwidth interrupt INs in Slave mode, once the application has received a DATATGLERR interrupt it must disable the channel and wait for a Channel Halted interrupt. The application must be able to receive other interrupts (DATATGLERR, NAK, Data, XACTERR, BBLERR) for the same channel before receiving the halt.

3. When a USB\_GINTSTS.DISCONNINT (Disconnect Device) interrupt is received. The application must check for the USB\_HPRT.PRTCONNSTS, because when the device directly connected to the host is disconnected, USB\_HPRT.PRTCONNSTS is reset. The software must issue a soft reset to ensure that all channels are cleared. When the device is reconnected, the host must issue a USB Reset.
4. When the application aborts a transfer before normal completion (Slave and DMA modes).

**Note**

In DMA mode, keep the following guideline in mind:

- Channel disable must not be programmed for periodic channels. At the end of the next frame (in the worst case), the core generates a channel halted and disables the channel automatically.

#### 15.4.3.3 Sending a Zero-Length Packet in Slave/DMA Modes

To send a zero-length data packet, the application must initialize an OUT channel as follows.

1. Program the USB\_HCx\_TSIZ register of the selected channel with a correct PID, XFERSIZE = 0, and PKTCNT = 1.
2. Program the USB\_HCx\_CHAR register of the selected channel with CHENA = 1 and the device's endpoint characteristics, such as type, speed, and direction.

The application must treat a zero-length data packet as a separate transfer, and cannot combine it with a non-zero-length transfer.

#### 15.4.3.4 Handling Babble Conditions

The core handles two cases of babble: packet babble and port babble. Packet babble occurs if the device sends more data than the maximum packet size for the channel. Port babble occurs if the core continues to receive data from the device at EOF2 (the end of frame 2, which is very close to SOF).

When the core detects a packet babble, it stops writing data into the Rx buffer and waits for the end of packet (EOP). When it detects an EOP, it flushes already-written data in the Rx buffer and generates a Babble interrupt to the application.

When detects a port babble, it flushes the RxFIFO and disables the port. The core then generates a Port Disabled Interrupt (USB\_GINTSTS.PRTINT, USB\_HPRT.PRTENCHNG). On receiving this interrupt, the application must determine that this is not due to an overcurrent condition (another cause of the Port Disabled interrupt) by checking USB\_HPRT.PTOVRCURRACT, then perform a soft reset. The core does not send any more tokens after it has detected a port babble condition.

#### 15.4.3.5 Handling Disconnects

If the device is disconnected suddenly, a USB\_GINTSTS.DISCONNINT interrupt is generated. When the application receives this interrupt, it must issue a soft reset by programming the USB\_GRSTCTL.CSFTRST bit.

#### 15.4.3.6 Host Programming Operations

Table 15.1 (p. 257) provides links to the programming sequence for the different types of USB transactions.

**Table 15.1. Host Programming Operations**

Mode	IN	OUT/SETUP
<b>Control</b>		
<b>Slave</b>	Bulk and Control IN Transactions in Slave Mode (p. 261)	Bulk and Control OUT/SETUP Transactions in Slave Mode (p. 259)
<b>DMA</b>	Bulk and Control IN Transactions in DMA Mode (p. 267)	Bulk and Control OUT/SETUP Transactions in DMA Mode (p. 263)
<b>Bulk</b>		
<b>Slave</b>	Bulk and Control IN Transactions in Slave Mode (p. 261)	Bulk and Control OUT/SETUP Transactions in Slave Mode (p. 259)
<b>DMA</b>	Bulk and Control IN Transactions in DMA Mode (p. 267)	Bulk and Control OUT/SETUP Transactions in DMA Mode (p. 263)
<b>Interrupt</b>		
<b>Slave</b>	Interrupt IN Transactions in Slave Mode (p. 271)	Interrupt OUT Transactions in Slave Mode (p. 269)
<b>DMA</b>	Interrupt IN Transactions in DMA Mode (p. 275)	Interrupt OUT Transactions in DMA Mode (p. 273)
<b>Isochronous</b>		
<b>Slave</b>	Isochronous IN Transactions in Slave Mode (p. 279)	Isochronous OUT Transactions in Slave Mode (p. 277)
<b>DMA</b>	Isochronous IN Transactions in DMA Mode (p. 281)	Isochronous OUT Transactions in DMA Mode (p. 280)

#### 15.4.3.6.1 Writing the Transmit FIFO in Slave Mode

Figure 15.10 (p. 258) shows the flow diagram for writing to the transmit FIFO in Slave mode. The host automatically writes an entry (OUT request) to the Periodic/Non-periodic Request Queue, along with the last DWORD write of a packet. The application must ensure that at least one free space is available in the Periodic/Non-periodic Request Queue before starting to write to the transmit FIFO. The application must always write to the transmit FIFO in DWORDs. If the packet size is non-DWORD aligned, the application must use padding. The host determines the actual packet size based on the programmed maximum packet size and transfer size.

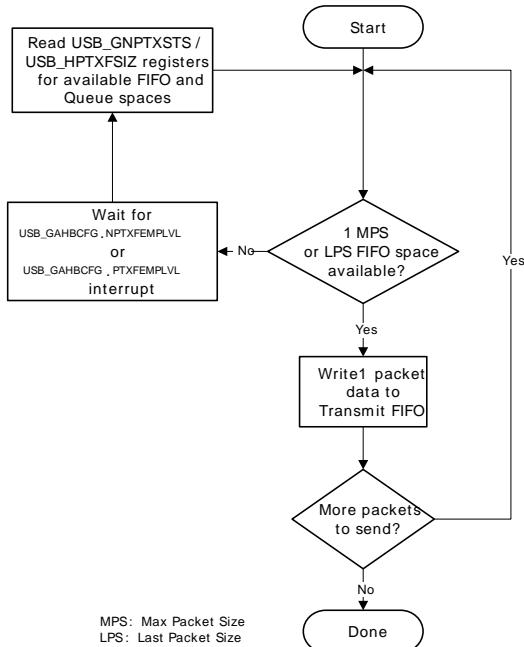
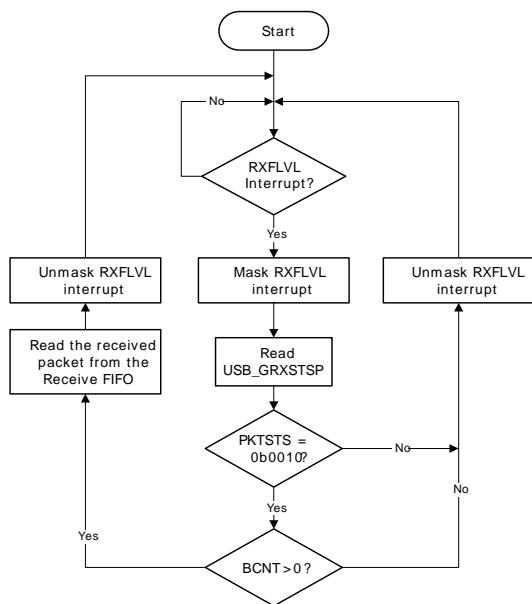
**Figure 15.10. Transmit FIFO Write Task in Slave Mode****15.4.3.6.2 Reading the Receive FIFO in Slave Mode**

Figure 15.11 (p. 258) shows the flow diagram for reading the receive FIFO in Slave mode. The application must ignore all packet statuses other than IN Data Packet (0b0010).

**Figure 15.11. Receive FIFO Read Task in Slave Mode****15.4.3.6.3 Control Transactions in Slave Mode**

Setup, Data, and Status stages of a control transfer must be performed as three separate transfers. Setup- Data- or Status-stage OUT transactions are performed similarly to the bulk OUT transactions explained in Bulk and Control OUT/SETUP Transactions in Slave Mode(p. 259). Data- or Status- stage IN transactions are performed similarly to the bulk IN transactions explained in Bulk and Control IN Transactions in Slave Mode (p. 261). For all three stages, the application is expected to set the USB\_HC1\_CHAR.EPTYPE field to Control. During the Setup stage, the application is expected to set the USB\_HC1\_TSIZ.PID field to SETUP.

#### 15.4.3.6.4 Bulk and Control OUT/SETUP Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248) . Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) . See Figure 15.10 (p. 258) and Figure 15.11 (p. 258) for Read or Write data to and from the FIFO in Slave mode.

A typical bulk or control OUT/SETUP pipelined transaction-level operation in Slave mode is shown in Figure 15.12 (p. 260) . See channel 1 (ch\_1). Two bulk OUT packets are transmitted. A control SETUP transaction operates the same way but has only one packet. The assumptions are:

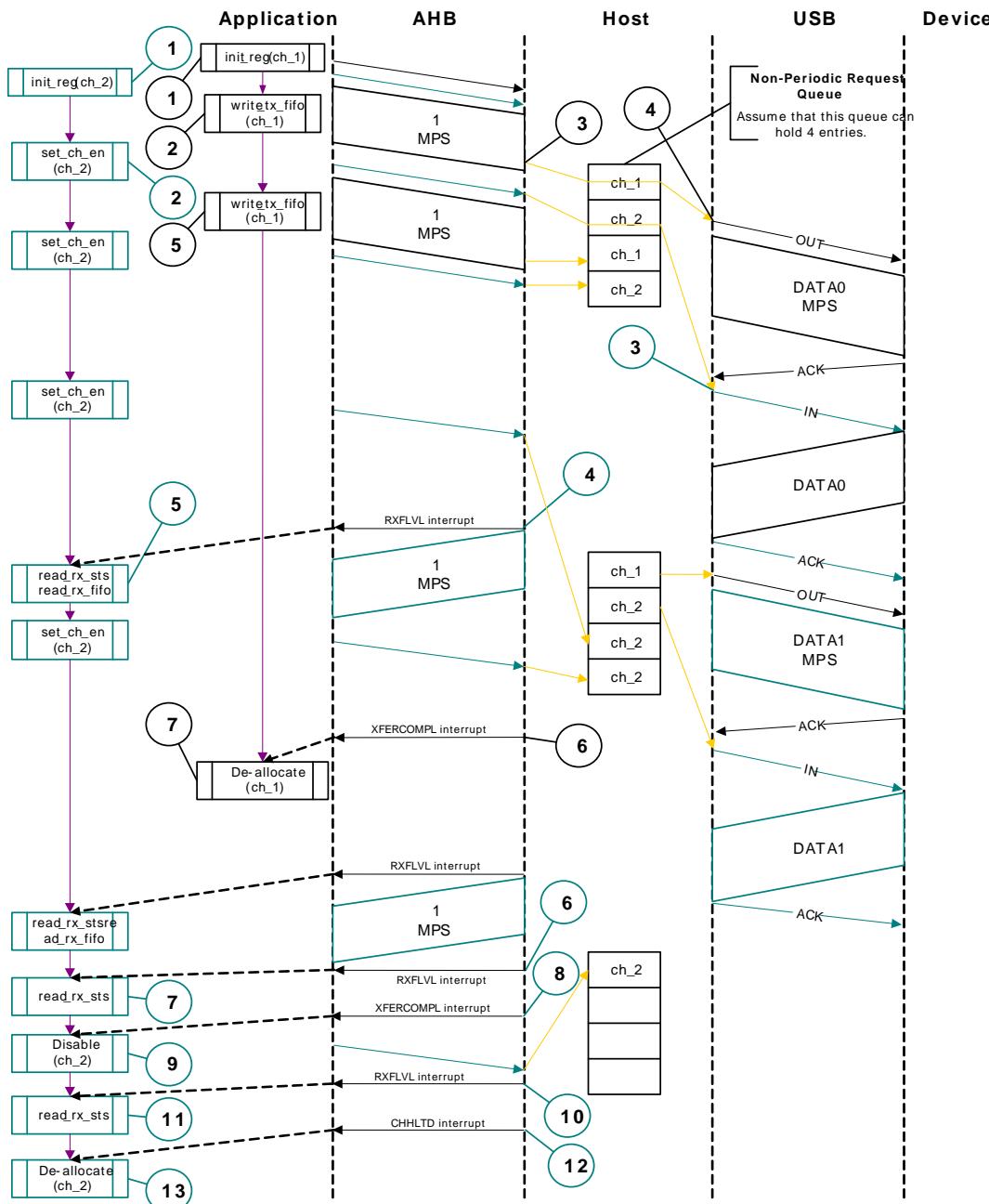
- The application is attempting to send two maximum-packet-size packets (transfer size = 1,024 bytes).
- The Non-periodic Transmit FIFO can hold two packets (128 bytes for FS).
- The Non-periodic Request Queue depth = 4.

##### 15.4.3.6.4.1 Normal Bulk and Control OUT/SETUP Operations

The sequence of operations in Figure 15.12 (p. 260) (channel 1) is as follows:

1. Initialize channel 1 as explained in Channel Initialization (p. 254) .
2. Write the first packet for channel 1.
3. Along with the last DWORD write, the core writes an entry to the Non-periodic Request Queue.
4. As soon as the non-periodic queue becomes non-empty, the core attempts to send an OUT token in the current frame.
5. Write the second (last) packet for channel 1.
6. The core generates the XFERCOMPL interrupt as soon as the last transaction is completed successfully.
7. In response to the XFERCOMPL interrupt, de-allocate the channel for other transfers.

**Figure 15.12. Normal Bulk/Control OUT/SETUP and Bulk/Control IN Transactions in Slave Mode**



#### 15.4.3.6.4.2 Handling Interrupts

The channel-specific interrupt service routine for bulk and control OUT/SETUP transactions in Slave mode is shown in the following code samples.

#### Interrupt Service Routine for Bulk/Control OUT/SETUP Transactions in Slave Mode

##### Bulk/Control OUT/SETUP

```

Unmask (NAK/XACTERR/STALL/XFERCOMPL)
if (XFERCOMPL)
{
    Reset Error Count
    Mask ACK
    De-allocate Channel
}
else if (STALL)

```

```

{
    Transfer Done = 1
    Unmask CHHLTD
    Disable Channel
}
else if (NAK or XACTERR)
{
    Rewind Buffer Pointers
    Unmask CHHLTD
    Disable Channel
    if (XACTERR)
    {
        Increment Error Count
        Unmask ACK
    }
    else
    {
        Reset Error Count
    }
}
else if (CHHLTD)
{
    Mask CHHLTD
    if (Transfer Done or (Error_count == 3))
    {
        De-allocate Channel
    }
    else
    {
        Re-initialize Channel
    }
}
else if (ACK)
{
    Reset Error Count
    Mask ACK
}

```

The application is expected to write the data packets into the transmit FIFO when space is available in the transmit FIFO and the Request queue. The application can make use of USB\_GINTSTS.NPTXFEMP interrupt to find the transmit FIFO space.

The application is expected to write the requests as and when the Request queue space is available and until the XFERCOMPL interrupt is received.

### 15.4.3.6.5 Bulk and Control IN Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248) . Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) . See Figure 15.10 (p. 258) and Figure 15.11 (p. 258) for read or write data to and from the FIFO in Slave mode.

A typical bulk or control IN pipelined transaction-level operation in Slave mode is shown in Figure 15.12 (p. 260) . See channel 2 (ch\_2) . The assumptions are:

1. The application is attempting to receive two maximum-sized packets (transfer size = 1,024 bytes).
2. The receive FIFO can contain at least one maximum-packet-size packet and two status DWORDS per packet (72 bytes for FS).
3. The Non-periodic Request Queue depth = 4.

#### 15.4.3.6.5.1 Normal Bulk and Control IN Operations

The sequence of operations in Figure 15.12 (p. 260) is as follows:

1. Initialize channel 2 as explained in Channel Initialization (p. 254) .
2. Set the USB\_HC2\_CHAR.CHENA bit to write an IN request to the Non-periodic Request Queue.
3. The core attempts to send an IN token after completing the current OUT transaction.
4. The core generates an RXFLVL interrupt as soon as the received packet is written to the receive FIFO.
5. In response to the RXFLVL interrupt, mask the RXFLVL interrupt and read the received packet status to determine the number of bytes received, then read the receive FIFO accordingly. Following this, unmask the RXFLVL interrupt.
6. The core generates the RXFLVL interrupt for the transfer completion status entry in the receive FIFO.
7. The application must read and ignore the receive packet status when the receive packet status is not an IN data packet (USB\_GRXSTSR.PKTSTS != 0b0010).
8. The core generates the XFERCOMPL interrupt as soon as the receive packet status is read.
9. In response to the XFERCOMPL interrupt, disable the channel (see Halting a Channel (p. 255) ) and stop writing the USB\_HC2\_CHAR register for further requests. The core writes a channel disable request to the non-periodic request queue as soon as the USB\_HC2\_CHAR register is written.
- 10.The core generates the RXFLVL interrupt as soon as the halt status is written to the receive FIFO.
- 11Read and ignore the receive packet status.
- 12The core generates a CHHLTD interrupt as soon as the halt status is popped from the receive FIFO.
- 13In response to the CHHLTD interrupt, de-allocate the channel for other transfers.

**Note**

For Bulk/Control IN transfers, the application must write the requests when the Request queue space is available, and until the XFERCOMPL interrupt is received.

#### 15.4.3.6.5.2 Handling Interrupts

The channel-specific interrupt service routine for bulk and control IN transactions in Slave mode is shown in the following code samples.

##### Interrupt Service Routine for Bulk/Control IN Transactions in Slave Mode

```
Unmask (XACTERR/XFERCOMPL/BBLERR/STALL/DATATGLERR)
if (XFERCOMPL)
{
    Reset Error Count
    Unmask CHHLTD
    Disable Channel
    Reset Error Count
    Mask ACK
}
else if (XACTERR or BBLERR or STALL)
{
    Unmask CHHLTD
    Disable Channel
    if (XACTERR)
    {
        Increment Error Count
        Unmask ACK
    }
}
else if (CHHLTD)
{
    Mask CHHLTD
    if (Transfer Done or (Error_count == 3))
    {
        De-allocate Channel
    }
    else
    {
        Re-initialize Channel
    }
}
```

```

    }
else if (ACK)
{
    Reset Error Count
    Mask ACK
}
else if (DATATGLERR)
{
    Reset Error Count
}

```

#### 15.4.3.6.6 Control Transactions in DMA Mode

Setup, Data, and Status stages of a control transfer must be performed as three separate transfers. Setup- and Data- or Status-stage OUT transactions are performed similarly to the bulk OUT transactions explained in Bulk and Control OUT/SETUP Transactions in DMA Mode(p. 263) . Data- or Status-stage IN transactions are performed similarly to the bulk IN transactions explained in Bulk and Control IN Transactions in DMA Mode (p. 267) . For all three stages, the application is expected to set the USB\_HC1\_CHAR.EPTYPE field to Control. During the Setup stage, the application is expected to set the USB\_HC1\_TSIZ.PID field to SETUP.

#### 15.4.3.6.7 Bulk and Control OUT/SETUP Transactions in DMA Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) .

This section discusses the following topics:

- Overview (p. 263)
- Normal Bulk and Control OUT/SETUP Operations (p. 263)
- NAK Handling with DMA (p. 263)
- Handling Interrupts (p. 265)

##### 15.4.3.6.7.1 Overview

- The application is attempting to send two maximum-packet-size packets (transfer size = 1,024 bytes).
- The Non-periodic Transmit FIFO can hold two packets (128 bytes for FS).
- The Non-periodic Request Queue depth = 4.

##### 15.4.3.6.7.2 Normal Bulk and Control OUT/SETUP Operations

The sequence of operations in Figure 15.12 (p. 260) is as follows:

1. Initialize and enable channel 1 as explained in Channel Initialization (p. 254) .
2. The host starts fetching the first packet as soon as the channel is enabled. For DMA mode, the host uses the programmed DMA address to fetch the packet.
3. After fetching the last DWORD of the second (last) packet, the host masks channel 1 internally for further arbitration.
4. The host generates a CHHLTD interrupt as soon as the last packet is sent.
5. In response to the CHHLTD interrupt, de-allocate the channel for other transfers.

The channel-specific interrupt service routine for bulk and control OUT/SETUP transactions in DMA mode is shown in Handling Interrupts (p. 265) .

##### 15.4.3.6.7.3 NAK Handling with DMA

1. The Host sends a Bulk OUT Transaction.

2. The Device responds with NAK.
3. If the application has unmasked NAK, the core generates the corresponding interrupt(s) to the application.

The application is not required to service these interrupts, since the core takes care of rewinding of buffer pointers and re-initializing the Channel without application intervention.

4. When the Device returns an ACK, the core continues with the transfer.

Optionally, the application can utilize these interrupts. If utilized by the application:

- The NAK interrupt is masked by the application.
- The core does not generate a separate interrupt when NAK is received by the Host functionality.

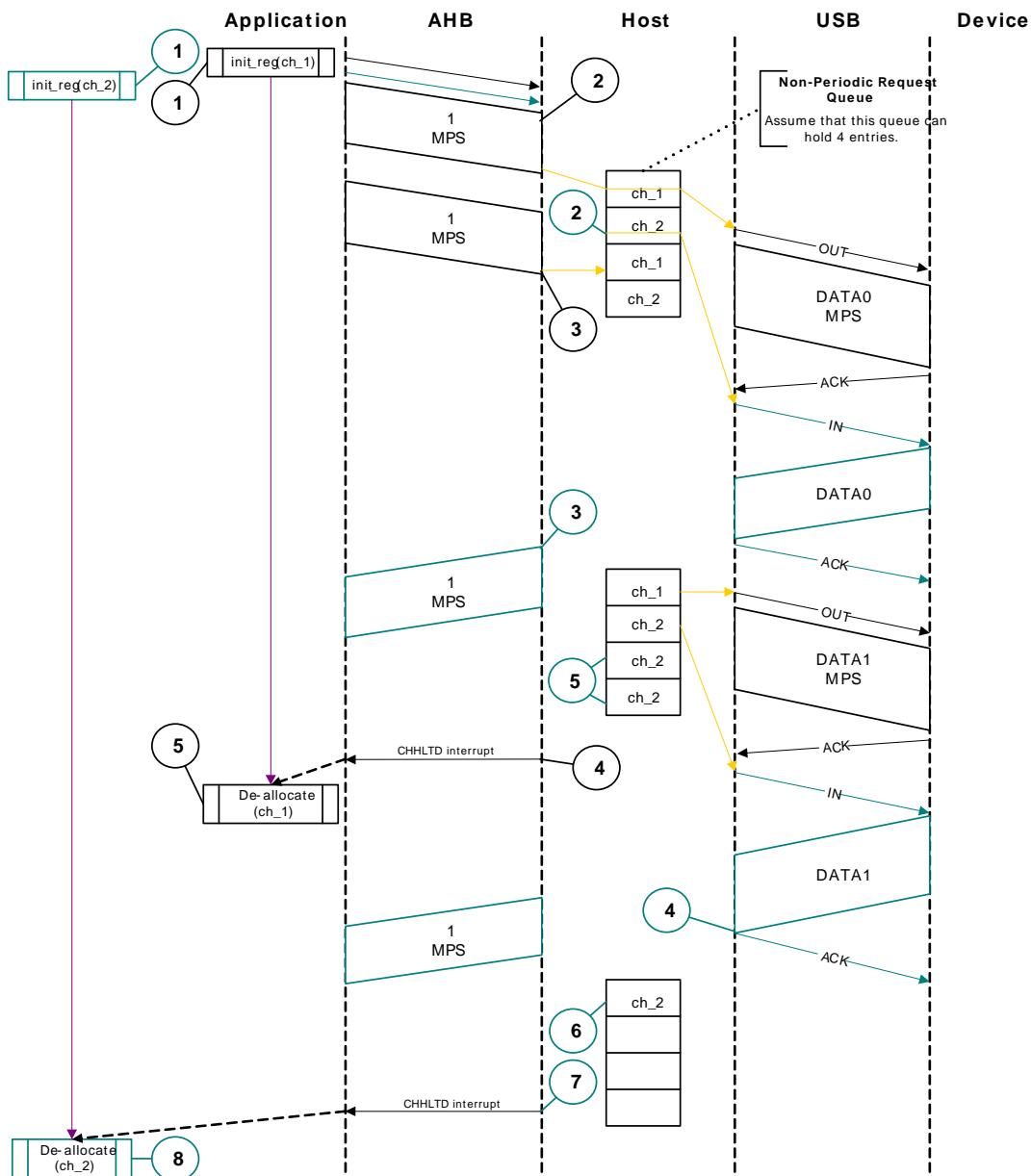
### Application Programming Flow

1. The application programs a channel to do a bulk transfer for a particular data size in each transaction.
  - Packet Data size can be up to 512 KBytes
  - Zero-length data must be programmed as a separate transaction.
2. Program the transfer size register with:
  - Transfer size
  - Packet Count
3. Program the DMA address.
4. Program the USB\_HCx\_CHAR to enable the channel.
5. The Interrupt handling by the application is as depicted in the flow diagram.

#### Note

The NAK interrupts are still generated internally. The application can mask off these interrupts from reaching it. The application can use these interrupts optionally.

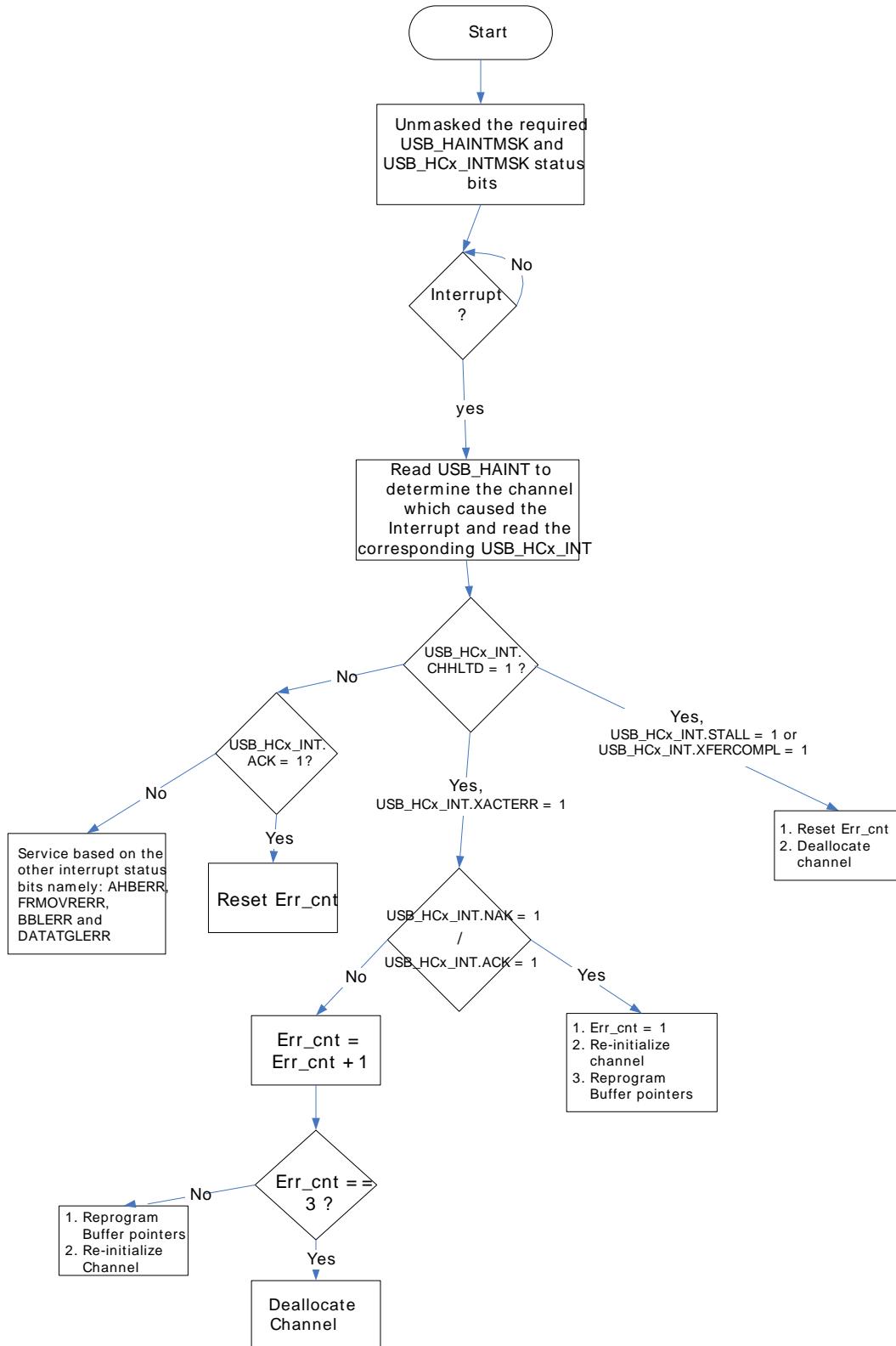
**Figure 15.13. Normal Bulk/Control OUT/SETUP and Bulk/Control IN Transactions in DMA Mode**



#### 15.4.3.6.7.4 Handling Interrupts

The channel-specific interrupt service routine for bulk and control OUT/SETUP transactions in DMA mode is shown in the following code samples.

**Figure 15.14. Interrupt Service Routine for Bulk/Control OUT Transaction in DMA Mode**



In Figure 15.14 (p. 266) that the Interrupt Service Routine is not required to handle NAK responses. This is the difference of proposed flow with respect to current flow. Similar flow is applicable for Control flow also.

The NAK status bits in USB\_HCx\_INT registers are updated. The application can unmask these interrupts when it requires the core to generate an interrupt for NAK. The NAK status is updated because during Xact\_err scenarios, this status provides a means for the application to determine whether the Xact\_err occurred three times consecutively or there were NAK responses in between two Xact\_err. This provides a mechanism for the application to reset the error counter accordingly. The application

must read the NAK/ACK along with the xact\_err. If NAK/ACK is not set, the Xact\_err count must be incremented otherwise application must initialize the Xact\_err count to 1.

## Bulk/Control OUT/SETUP

```

Unmask (CHHLTD)
if (CHHLTD)
{
    if (XFERCOMPL or STALL)
    {
        Reset Error Count (Error_count=1)
        Mask ACK
        De-allocate Channel
    }
    else if (XACTERR)
    {
        if (NAK/ACK)
        {
            Error_count = 1
            Re-initialize Channel
            Rewind Buffer Pointers
        }
        else
        {
            Error_count = Error_count + 1
            if (Error_count == 3)
            {
                De allocate channel
            }
            else
            {
                Re-initialize Channel
                Rewind Buffer Pointers
            }
        }
    }
}
else if (ACK)
{
    Reset Error Count (Error_count=1)
    Mask ACK
}

```

As soon as the channel is enabled, the core attempts to fetch and write data packets, in multiples of the maximum packet size, to the transmit FIFO when space is available in the transmit FIFO and the Request queue. The core stops fetching as soon as the last packet is fetched.

### 15.4.3.6.8 Bulk and Control IN Transactions in DMA Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254).

A typical bulk or control IN operation in DMA mode is shown in Figure 15.13 (p. 265). See channel 2 (ch\_2).

**The assumptions are:**

1. The application is attempting to receive two maximum-packet-size packets (transfer size = 1,024 bytes).
2. The receive FIFO can hold at least one maximum-packet-size packet and two status DWORDs per packet (72 bytes for FS).

3. The Non-periodic Request Queue depth = 4.

#### 15.4.3.6.8.1 Normal Bulk and Control IN Operations

The sequence of operations in Figure 15.13 (p. 265) is as follows:

1. Initialize and enable channel 2 as explained in Channel Initialization (p. 254) .
2. The host writes an IN request to the Request queue as soon as channel 2 receives the grant from the arbiter. (Arbitration is performed in a round-robin fashion, with fairness.).
3. The host starts writing the received data to the system memory as soon as the last byte is received with no errors.
4. When the last packet is received, the host sets an internal flag to remove any extra IN requests from the Request queue.
5. The host flushes the extra requests.
6. The final request to disable channel 2 is written to the Request queue. At this point, channel 2 is internally masked for further arbitration.
7. The host generates the CHHLTD interrupt as soon as the disable request comes to the top of the queue.
8. In response to the CHHLTD interrupt, de-allocate the channel for other transfers.

#### 15.4.3.6.8.2 Handling Interrupts

The channel-specific interrupt service routine for bulk and control IN transactions in DMA mode is shown in the following flow:

##### Interrupt Service Routines for Bulk/Control Bulk/Control IN Transactions in DMA Mode

###### Bulk/Control IN

```
Unmask (CHHLTD)
if (CHHLTD)
{
    if (XFERCOMPL or STALL or BBLERR)
    {
        Reset Error Count Mask ACK De-allocate Channel
    }
    else if (XACTERR)
    {
        if (Error_count == 2)
        {
            De-allocate Channel
        }
        else
        {
            Unmask ACK
            Unmask NAK
            Unmask DATATGLERR
            Increment Error
            Count Re-initialize Channel
        }
    }
}
else if (ACK or NAK or DATATGLERR)
{
    Reset Error Count
    Mask ACK
    Mask NAK
    Mask DATATGLERR
}
```

### 15.4.3.6.9 Interrupt OUT Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248) . Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) . See Figure 15.10 (p. 258) and Figure 15.11 (p. 258) for read or write data to and from the FIFO in Slave mode.

A typical interrupt OUT operation in Slave mode is shown in Figure 15.15 (p. 270) . See channel 1 (ch\_1). The assumptions are:

- The application is attempting to send one packet in every frame (up to 1 maximum packet size), starting with the odd frame (transfer size = 1,024 bytes).
- The Periodic Transmit FIFO can hold one packet.
- Periodic Request Queue depth = 4.

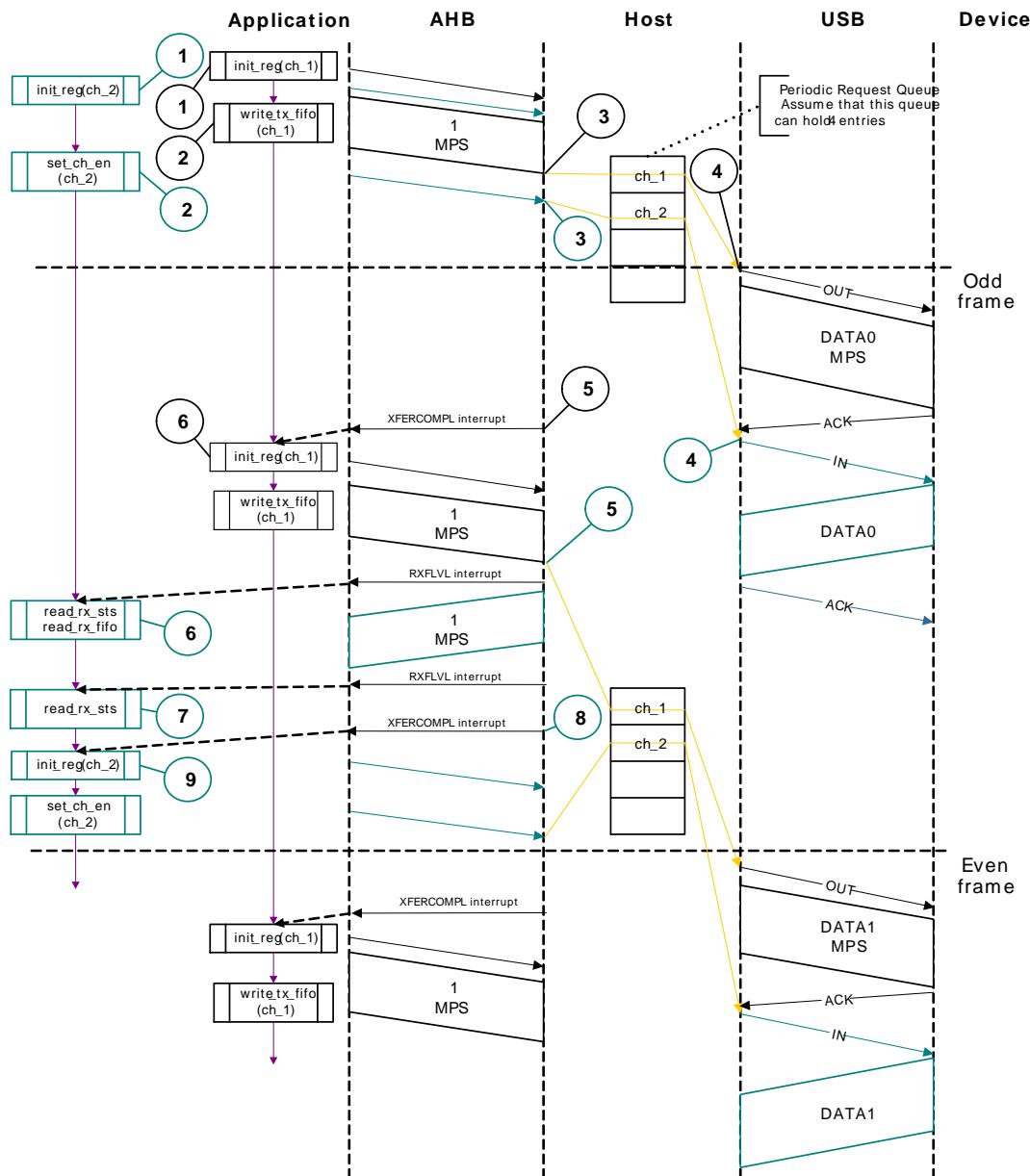
#### 15.4.3.6.9.1 Normal Interrupt OUT Operation

The sequence of operations in Figure 15.15 (p. 270) is as follows:

1. Initialize and enable channel 1 as explained in Channel Initialization (p. 254) . The application must set the USB\_HC1\_CHAR.ODDFRM bit.
2. Write the first packet for channel 1. For a high-bandwidth interrupt transfer, the application must write the subsequent packets up to MC (maximum number of packets to be transmitted in the next frame times before switching to another channel).
3. Along with the last DWORD write of each packet, the host writes an entry to the Periodic Request Queue.
4. The host attempts to send an OUT token in the next (odd) frame.
5. The host generates an XFERCOMPL interrupt as soon as the last packet is transmitted successfully.
6. In response to the XFERCOMPL interrupt, reinitialize the channel for the next transfer.

#### 15.4.3.6.9.2 Handling Interrupts

The channel-specific interrupt service routine for Interrupt OUT transactions in Slave mode is shown in the following flow:

**Figure 15.15. Normal Interrupt OUT/IN Transactions in Slave Mode****Interrupt Service Routine for Interrupt OUT Transactions in Slave Mode****Interrupt OUT**

```

Unmask (NAK/XACTERR/STALL/XFERCOMPL/FRMOVRUN)
if (XFERCOMPL)
{
    Reset Error Count
    Mask ACK
    De-allocate Channel
}
else if (STALL or FRMOVRUN)
{
    Mask ACK
    Unmask CHHLD
    Disable Channel
    if (STALL)
    {
        Transfer Done = 1
    }
}

```

```

}
else if (NAK or XACTERR)
{
    Rewind Buffer Pointers
    Reset Error Count
    Mask ACK
    Unmask CHHLTD
    Disable Channel
}
else if (CHHLTD)
{
    Mask CHHLTD
    if (Transfer Done or (Error_count == 3))
    {
        De-allocate Channel
    }
    else
    {
        Re-initialize Channel (in next b_interval - 1 Frame)
    }
}
else if (ACK)
{
    Reset Error Count
    Mask ACK
}

```

The application is expected to write the data packets into the transmit FIFO when the space is available in the transmit FIFO and the Request queue up to the count specified in the MC field before switching to another channel. The application uses the USB\_GINTSTS.NPTXFEMP interrupt to find the transmit FIFO space.

#### 15.4.3.6.10 Interrupt IN Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254). See Transmit FIFO Write Task in Slave Mode and Receive FIFO Read Task in Slave Mode for read or write data to and from the FIFO in Slave mode.

A typical interrupt-IN operation in Slave mode is shown in Figure 15.15 (p. 270). See channel 2 (ch\_2). The assumptions are:

1. The application is attempting to receive one packet (up to 1 maximum packet size) in every frame, starting with odd. (transfer size = 1,024 bytes).
2. The receive FIFO can hold at least one maximum-packet-size packet and two status DWORDs per packet (1,031 bytes for FS).
3. Periodic Request Queue depth = 4.

##### 15.4.3.6.10.1 Normal Interrupt IN Operation

The sequence of operations in Figure 15.15 (p. 270) (channel 2) is as follows:

1. Initialize channel 2 as explained in Channel Initialization (p. 254). The application must set the USB\_HC2\_CHAR.ODDFRM bit.
2. Set the USB\_HC2\_CHAR.CHENA bit to write an IN request to the Periodic Request Queue. For a high-bandwidth interrupt transfer, the application must write the USB\_HC2\_CHAR register MC (maximum number of expected packets in the next frame) times before switching to another channel.
3. The host writes an IN request to the Periodic Request Queue for each USB\_HC2\_CHAR register write with a CHENA bit set.
4. The host attempts to send an IN token in the next (odd) frame.

5. As soon as the IN packet is received and written to the receive FIFO, the host generates an RXFLVL interrupt.
6. In response to the RXFLVL interrupt, read the received packet status to determine the number of bytes received, then read the receive FIFO accordingly. The application must mask the RXFLVL interrupt before reading the receive FIFO, and unmask after reading the entire packet.
7. The core generates the RXFLVL interrupt for the transfer completion status entry in the receive FIFO. The application must read and ignore the receive packet status when the receive packet status is not an IN data packet (USB\_GRXSTS.RKTSTS != 0b0010).
8. The core generates an XFERCOMPL interrupt as soon as the receive packet status is read.
9. In response to the XFERCOMPL interrupt, read the USB\_HC2\_TSIZ.PKTCNT field. If USB\_HC2\_TSIZ.PKTCNT != 0, disable the channel (as explained in Halting a Channel (p. 255) ) before re-initializing the channel for the next transfer, if any). If USB\_HC2\_TSIZ.PKTCNT == 0, reinitialize the channel for the next transfer. This time, the application must reset the USB\_HC2\_CHAR.ODDFRM bit.

#### 15.4.3.6.10.2 Handling Interrupts

The channel-specific interrupt service routine for an interrupt IN transaction in Slave mode is as follows.

##### Interrupt IN

```
Unmask (NAK/XACTERR/XFERCOMPL/BBLERR/STALL/FRMOVRUN/DATATGLERR)
if (XFERCOMPL)
{
    Reset Error Count
    Mask ACK
    if (USB_HCx_TSIZ.PKTCNT == 0)
    {
        De-allocate Channel
    }
    else
    {
        Transfer Done = 1
        Unmask CHHLTD
        Disable Channel
    }
}
else if (STALL or FRMOVRUN or NAK or DATATGLERR or BBLERR)
{
    Mask ACK
    Unmask CHHLTD
    Disable Channel
    if (STALL or BBLERR)
    {
        Reset Error Count
        Transfer Done = 1
    }
    else if (!FRMOVRUN)
    {
        Reset Error Count
    }
}
else if (XACTERR)
{
    Increment Error Count
    Unmask ACK
    Unmask CHHLTD
    Disable Channel
}
else if (CHHLTD)
{
    Mask CHHLTD
```

```
if (Transfer Done or (Error_count == 3))
{
    De-allocate Channel
}
else
{
    Re-initialize Channel (in next b_interval - 1 Frame)
}
}
else if (ACK)
{
    Reset Error Count
    Mask ACK
}
```

The application is expected to write the requests for the same channel when the Request queue space is available up to the count specified in the MC field before switching to another channel (if any).

#### 15.4.3.6.11 Interrupt OUT Transactions in DMA Mode

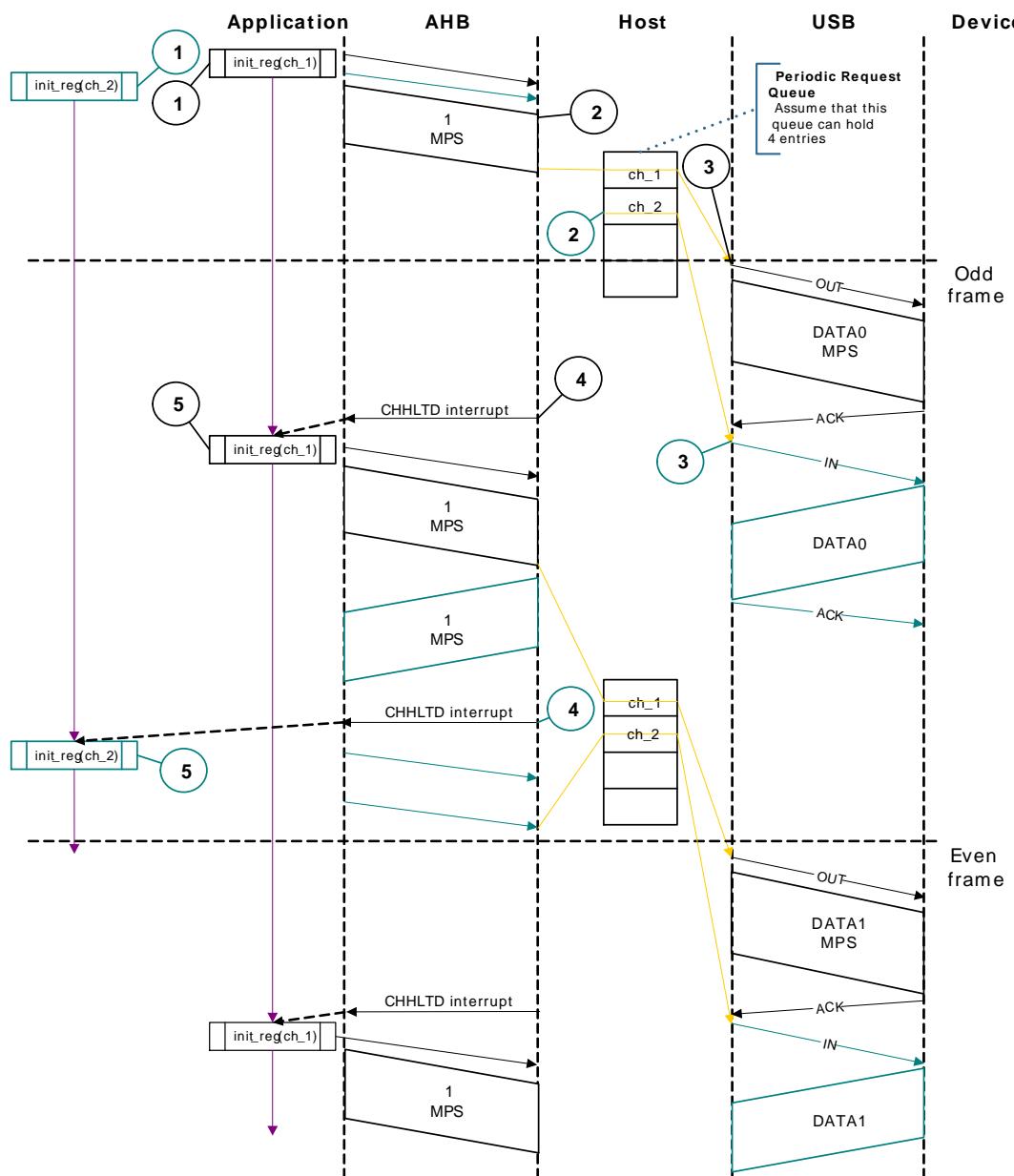
To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) .

A typical interrupt OUT operation in DMA mode is shown in Figure 15.16 (p. 274) . See channel 1 (ch\_1). The assumptions are:

- The application is attempting to transmit one packet in every frame (up to 1 maximum packet size of 1,024 bytes).
- The Periodic Transmit FIFO can hold one packet (1 KB for FS).
- Periodic Request Queue depth = 4.

##### 15.4.3.6.11.1 Normal Interrupt OUT Operation

1. Initialize and enable channel 1 as explained in Channel Initialization (p. 254) .
2. The host starts fetching the first packet as soon the channel is enabled and writes the OUT request along with the last DWORD fetch. In high-bandwidth transfers, the host continues fetching the next packet (up to the value specified in the MC field) before switching to the next channel.
3. The host attempts to send the OUT token in the beginning of the next odd frame.
4. After successfully transmitting the packet, the host generates a CHHLTD interrupt.
5. In response to the CHHLTD interrupt, reinitialize the channel for the next transfer.

**Figure 15.16. Normal Interrupt OUT/IN Transactions in DMA Mode**

### 15.4.3.6.11.2 Handling Interrupts

The following code sample shows the channel-specific ISR for an interrupt OUT transaction in DMA mode.

#### Interrupt OUT

```
Unmask (CHHLTD)
if (CHHLTD)
{
    if (XFERCOMPL)
    {
        Reset Error Count
        Mask ACK
        if (Transfer Done)
        {
            De-allocate Channel
        }
        else
        {
    }
```

```

        Re-initialize Channel (in next b_interval - 1 Frame)
    }

}

else if (STALL)
{
    Transfer Done = 1
    Reset Error Count
    Mask ACK
    De-allocate Channel
}

else if (NAK or FRMOVRUN)
{
    Mask ACK
    Rewind Buffer Pointers
    Re-initialize Channel (in next b_interval - 1 Frame)
    if (NAK)
    {
        Reset Error Count
    }
}

else if (XACTERR)
{
    if (Error_count == 2)
    {
        De-allocate Channel
    }
    else
    {
        Increment Error Count
        Rewind Buffer Pointers
        Unmask ACK
        Re-initialize Channel (in next b_interval - 1 Frame)
    }
}

else if (ACK)
{
    Reset Error Count
    Mask ACK
}

```

As soon as the channel is enabled, the core attempts to fetch and write data packets, in maximum packet size multiples, to the transmit FIFO when the space is available in the transmit FIFO and the Request queue. The core stops fetching as soon as the last packet is fetched (the number of packets is determined by the MC field of the USB\_HCx\_CHAR register).

#### 15.4.3.6.12 Interrupt IN Transactions in DMA Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) .

A typical interrupt IN operation in DMA mode is shown in Figure 15.16 (p. 274) . See channel 2 (ch\_2). The assumptions are:

- The application is attempting to receive one packet in every frame (up to 1 maximum packet size of 1,024 bytes).
- The receive FIFO can hold at least one maximum-packet-size packet and two status DWORDs per packet (1,032 bytes for FS).
- Periodic Request Queue depth = 4.

##### 15.4.3.6.12.1 Normal Interrupt IN Operation

The sequence of operations in Figure 15.16 (p. 274) (channel 2) is as follows:

1. Initialize and enable channel 2 as explained in Channel Initialization (p. 254) .
2. The host writes an IN request to the Request queue as soon as the channel 2 gets the grant from the arbiter (round-robin with fairness). In high-bandwidth transfers, the host writes consecutive writes up to MC times.
3. The host attempts to send an IN token at the beginning of the next (odd) frame.
4. As soon the packet is received and written to the receive FIFO, the host generates a CHHLTD interrupt.
5. In response to the CHHLTD interrupt, reinitialize the channel for the next transfer.

#### 15.4.3.6.12.2 Handling Interrupts

The channel-specific interrupt service routine for Interrupt IN transactions in DMA mode is as follows.

##### Interrupt Service Routine for Interrupt IN Transactions in DMA Mode

```
Unmask (CHHLTD)
if (CHHLTD)
{
    if (XFERCOMPL)
    {
        Reset Error Count
        Mask ACK
        if (Transfer Done)
        {
            De-allocate Channel
        }
        else
        {
            Re-initialize Channel (in next b_interval - 1 Frame)
        }
    }
    else if (STALL or BBLERR)
    {
        Reset Error Count
        Mask ACK
        De-allocate Channel
    }
    else if (NAK or DATATGLERR or FRMOVRUN)
    {
        Mask ACK
        Re-initialize Channel (in next b_interval - 1 Frame)
        if (DATATGLERR or NAK)
        {
            Reset Error Count
        }
    }
    else if (XACTERR)
    {
        if (Error_count == 2)
        {
            De-allocate Channel
        }
        else
        {
            Increment Error Count
            Unmask ACK
            Re-initialize Channel (in next b_interval - 1 Frame)
        }
    }
}
else if (ACK)
{
    Reset Error Count
    Mask ACK
```

{}

As soon as the channel is enabled, the core attempts to write the requests into the Request queue when the space is available up to the count specified in the MC field.

### 15.4.3.6.13 Isochronous OUT Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248) . Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254). See TFigure 15.10 (p. 258) and Figure 15.11 (p. 258) for read or write data to and from the FIFO in Slave mode.

A typical isochronous OUT operation in Slave mode is shown in Figure 15.17 (p. 278) . See channel 1 (ch\_1). The assumptions are:

- The application is attempting to send one packet every frame (up to 1 maximum packet size), starting with an odd frame. (transfer size = 1,024 bytes).
- The Periodic Transmit FIFO can hold one packet (1 KB).
- Periodic Request Queue depth = 4.

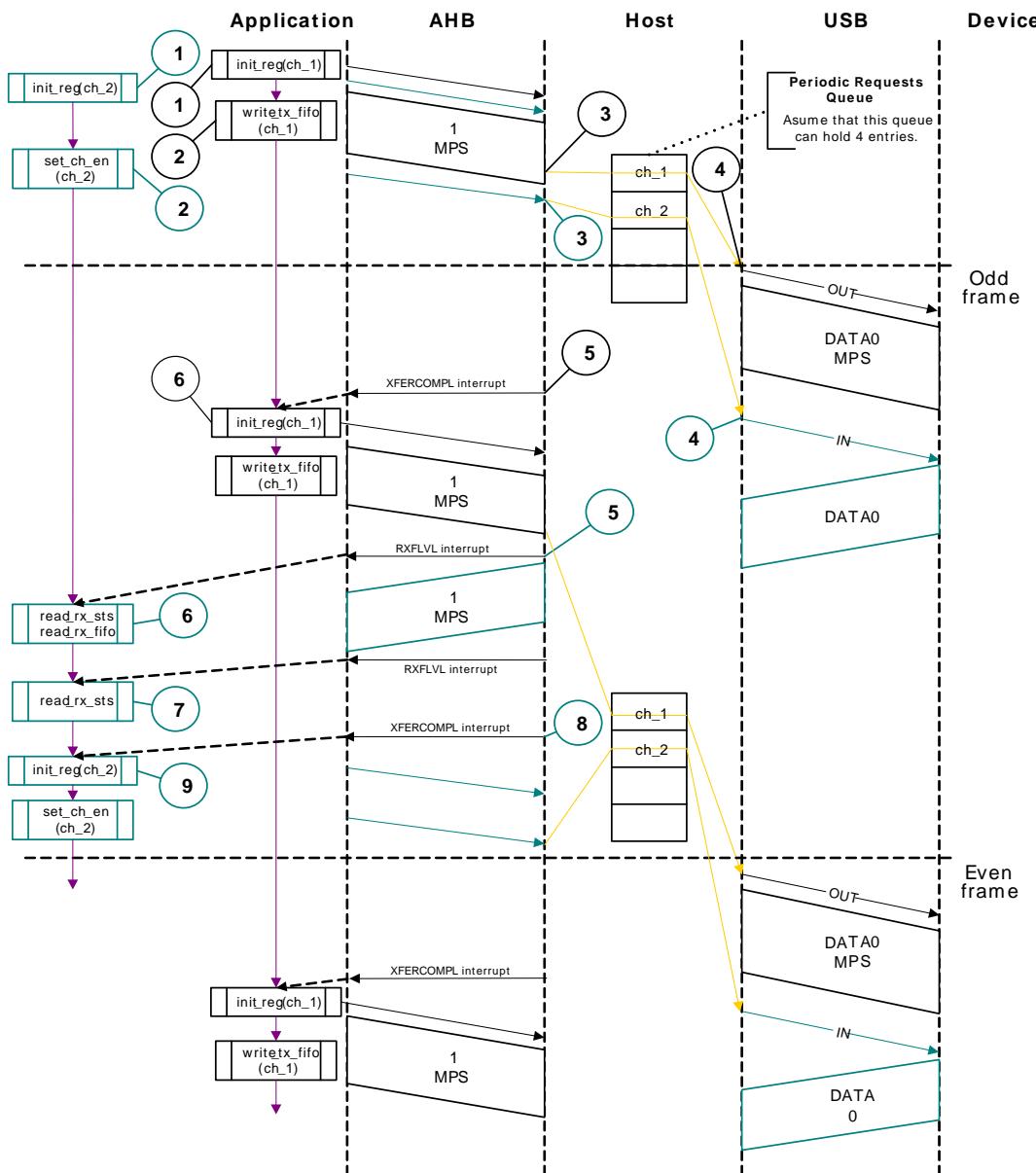
#### 15.4.3.6.13.1 Normal Isochronous OUT Operation

The sequence of operations in Figure 15.17 (p. 278) (channel 1) is as follows:

1. Initialize and enable channel 1 as explained in Channel Initialization (p. 254) . The application must set the USB\_HC1\_CHAR.ODDFRM bit.
2. Write the first packet for channel 1. For a high-bandwidth isochronous transfer, the application must write the subsequent packets up to MC (maximum number of packets to be transmitted in the next frame) times before switching to another channel.
3. Along with the last DWORD write of each packet, the host writes an entry to the Periodic Request Queue.
4. The host attempts to send the OUT token in the next frame (odd).
5. The host generates the XFERCOMPL interrupt as soon as the last packet is transmitted successfully.
6. In response to the XFERCOMPL interrupt, reinitialize the channel for the next transfer.

#### 15.4.3.6.13.2 Handling Interrupts

The channel-specific interrupt service routine for isochronous OUT transactions in Slave mode is shown in the following flow:

**Figure 15.17. Normal Isochronous OUT/IN Transactions in Slave Mode****Interrupt Service Routine for Isochronous OUT Transactions in Slave Mode****Isochronous OUT**

```

Unmask (FRMOVRUN/XFERCOMPL)
if (XFERCOMPL)
{
    De-allocate Channel
}
else if (FRMOVRUN)
{
    Unmask CHHLTD
    Disable Channel
}
else if (CHHLTD)
{
    Mask CHHLTD
    De-allocate Channel
}

```

### 15.4.3.6.14 Isochronous IN Transactions in Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248) . Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) . See Figure 15.10 (p. 258) and Figure 15.11 (p. 258) for read or write data to and from the FIFO in Slave mode.

A typical isochronous IN operation in Slave mode is shown in Figure 15.17 (p. 278) . See channel 2 (ch\_2). The assumptions are:

- The application is attempting to receive one packet (up to 1 maximum packet size) in every frame starting with the next odd frame. (transfer size = 1,024 bytes).
- The receive FIFO can hold at least one maximum-packet-size packet and two status DWORDs per packet (1,031 bytes for FS).
- Periodic Request Queue depth = 4.

#### 15.4.3.6.14.1 Normal Isochronous IN Operation

The sequence of operations in Figure 15.17 (p. 278) (channel 2) is as follows:

1. Initialize channel 2 as explained in Channel Initialization (p. 254) . The application must set the USB\_HC2\_CHAR.ODDFRM bit.
2. Set the USB\_HC2\_CHAR.CHENA bit to write an IN request to the Periodic Request Queue. For a high-bandwidth isochronous transfer, the application must write the USB\_HC2\_CHAR register MC (maximum number of expected packets in the next frame) times before switching to another channel.
3. The host writes an IN request to the Periodic Request Queue for each USB\_HC2\_CHAR register write with the CHENA bit set.
4. The host attempts to send an IN token in the next odd frame.
5. As soon as the IN packet is received and written to the receive FIFO, the host generates an RXFLVL interrupt.
6. In response to the RXFLVL interrupt, read the received packet status to determine the number of bytes received, then read the receive FIFO accordingly. The application must mask the RXFLVL interrupt before reading the receive FIFO, and unmask it after reading the entire packet.
7. The core generates an RXFLVL interrupt for the transfer completion status entry in the receive FIFO. This time, the application must read and ignore the receive packet status when the receive packet status is not an IN data packet (USB\_GRXSTR.PKTSTS != 0b0010).
8. The core generates an XFERCOMPL interrupt as soon as the receive packet status is read.
9. In response to the XFERCOMPL interrupt, read the USB\_HC2\_TSIZ.PKTCNT field. If USB\_HC2\_TSIZ.PKTCNT != 0, disable the channel (as explained in Halting a Channel (p. 255) ) before re-initializing the channel for the next transfer, if any. If USB\_HC2\_TSIZ.PKTCNT == 0, reinitialize the channel for the next transfer. This time, the application must reset the USB\_HC2\_CHAR.ODDFRM bit.

#### 15.4.3.6.14.2 Handling Interrupts

The channel-specific interrupt service routine for an isochronous IN transaction in Slave mode is as follows.

##### Isochronous IN

```
Unmask (XACTERR/XFERCOMPL/FRMOVRUN/BBLERR)
if (XFERCOMPL or FRMOVRUN)
{
    if (XFERCOMPL and (USB_HCx_TSIZ.PKTCNT == 0))
```

```

{
    Reset Error Count
    De-allocate Channel
}
else
{
    Unmask CHHLTD
    Disable Channel
}
}
else if (XACTERR or BBLERR)
{
    Increment Error Count
    Unmask CHHLTD
    Disable Channel
}
else if (CHHLTD)
{
    Mask CHHLTD
    if (Transfer Done or (Error_count == 3))
    {
        De-allocate Channel
    }
    else
    {
        Re-initialize Channel
    }
}
}

```

### 15.4.3.6.15 Isochronous OUT Transactions in DMA Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254) .

A typical isochronous OUT operation in DMA mode is shown in Figure 15.18 (p. 281) . See channel 1 (ch\_1). The assumptions are:

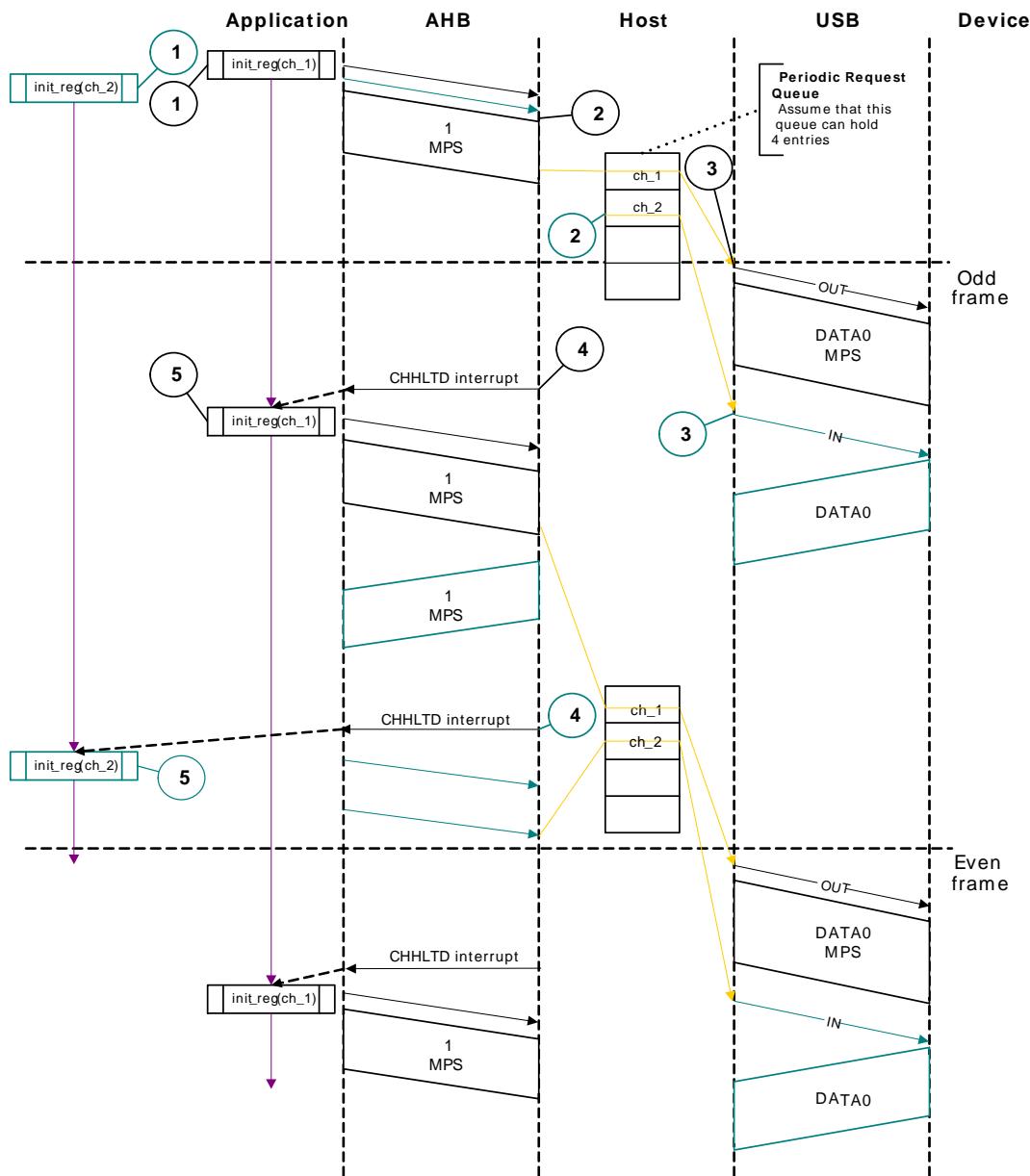
- The application is attempting to transmit one packet every frame (up to 1 maximum packet size of 1,024 bytes).
- The Periodic Transmit FIFO can hold one packet (1 KB).
- Periodic Request Queue depth = 4.

#### 15.4.3.6.15.1 Normal Isochronous OUT Operation

1. Initialize and enable channel 1 as explained in Channel Initialization (p. 254) .
2. The host starts fetching the first packet as soon as the channel is enabled, and writes the OUT request along with the last DWORD fetch. In high-bandwidth transfers, the host continues fetching the next packet (up to the value specified in the MC field) before switching to the next channel.
3. The host attempts to send an OUT token in the beginning of the next (odd) frame.
4. After successfully transmitting the packet, the host generates a CHHLTD interrupt.
5. In response to the CHHLTD interrupt, reinitialize the channel for the next transfer.

#### 15.4.3.6.15.2 Handling Interrupts

The channel-specific interrupt service routine for Isochronous OUT transactions in DMA mode is shown in the following flow:

**Figure 15.18. Normal Isochronous OUT/IN Transactions in DMA Mode**

### Interrupt Service Routine for Isochronous OUT Transactions in DMA Mode

#### Isochronous OUT

```

Unmask (CHHLD)
if (CHHLD)
{
    if (XFERCOMPL or FRMOVRUN)
    {
        De-allocate Channel
    }
}

```

#### 15.4.3.6.16 Isochronous IN Transactions in DMA Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the connected device, it must initialize a channel as described in Channel Initialization (p. 254).

A typical isochronous IN operation in DMA mode is shown in Figure 15.18 (p. 281) . See channel 2 (ch\_2). The assumptions are:

- The application is attempting to receive one packet in every frame (up to 1 maximum packet size of 1,024 bytes).
- The receive FIFO can hold at least one maximum-packet-size packet and two status DWORDS per packet (1,031 bytes).
- Periodic Request Queue depth = 4.

#### 15.4.3.6.16.1 Normal Isochronous IN Operation

The sequence of operations in Figure 15.18 (p. 281) (channel 2) is as follows:

1. Initialize and enable channel 2 as explained in Channel Initialization (p. 254) .
2. The host writes an IN request to the Request queue as soon as the channel 2 gets the grant from the arbiter (round-robin with fairness). In high-bandwidth transfers, the host performs consecutive writes up to MC times.
3. The host attempts to send an IN token at the beginning of the next (odd) frame.
4. As soon the packet is received and written to the receive FIFO, the host generates a CHHLTD interrupt.
5. In response to the CHHLTD interrupt, reinitialize the channel for the next transfer.

#### 15.4.3.6.16.2 Handling Interrupts

The channel-specific interrupt service routine for an isochronous IN transaction in DMA mode is as follows.

##### Isochronous IN

```
Unmask (CHHLTD)
if (CHHLTD)
{
    if (XFERCOMPL or FRMOVRUN)
    {
        if (XFERCOMPL and (USB_HCx_TSIZ.PKTCNT == 0))
        {
            Reset Error Count
            De-allocate Channel
        }
        else
        {
            De-allocate Channel
        }
    }
    else if (XACTERR or BBLERR)
    {
        if (Error_count == 2)
        {
            De-allocate Channel
        }
        else
        {
            Increment Error Count
            Re-enable Channel (in next b_interval - 1 Frame)
        }
    }
}
```

## 15.4.4 Device Programming Model

Before you program the Device, be sure to read Overview: Programming the Core (p. 248) and Modes of operation (p. 251)

### 15.4.4.1 Endpoint Initialization

This section addresses the following topics:

- Initialization on USB Reset (p. 283)
- Initialization on Enumeration Completion (p. 283)
- Initialization on SetAddress Command (p. 284)
- Initialization on SetConfiguration/SetInterface Command (p. 284)
- Endpoint Activation (p. 284)
- Endpoint Deactivation (p. 284)
- Device DMA/Slave Mode Initialization (p. 285)

#### 15.4.4.1.1 Initialization on USB Reset

1. Set the NAK bit for all OUT endpoints
  - `USB_DOEPx_CTL.SNAK = 1` (for all OUT endpoints)
2. Unmask the following interrupt bits:
  - `USB_USB_DAINTMSK.INEP0 = 1` (control 0 IN endpoint)
  - `USB_USB_DAINTMSK.OUTEP0 = 1` (control 0 OUT endpoint)
  - `USB_DOEPMSK.SETUP = 1`
  - `USB_DOEPMSK.XFERCOMPL = 1`
  - `USB_DIEPMSK.XFERCOMPL = 1`
  - `USB_DIEPMSK.TIMEOUTMSK = 1`
3. To transmit or receive data, the device must initialize more registers as specified in Device DMA/ Slave Mode Initialization (p. 285) .
4. Set up the Data FIFO RAM for each of the FIFOs
  - Program the `USB_GRXFSIZ` Register, to be able to receive control OUT data and setup data. At a minimum, this must be equal to 1 max packet size of control endpoint 0 + 2 DWORDs (for the status of the control OUT data packet) + 10 DWORDs (for setup packets).
  - Program the Device IN Endpoint Transmit FIFO size register (depending on the FIFO number chosen), to be able to transmit control IN data. At a minimum, this must be equal to 1 max packet size of control endpoint 0.
5. Program the following fields in the endpoint-specific registers for control OUT endpoint 0 to receive a SETUP packet
  - `USB_DOEP0TSIZ.SUPCNT = 3` (to receive up to 3 back-to-back SETUP packets)
  - In DMA mode, `USB_DOEP0DMAADDR` register with a memory address to store any SETUP packets received

At this point, all initialization required to receive SETUP packets is done, except for enabling control OUT endpoint 0 in DMA mode.

#### 15.4.4.1.2 Initialization on Enumeration Completion

1. On the Enumeration Done interrupt (`USB_GINTSTS.ENUMDONE`, read the `USB_DSTS` register to determine the enumeration speed.
2. Program the `USB_DIEP0CTL.MPS` field to set the maximum packet size. This step configures control endpoint 0. The maximum packet size for a control endpoint depends on the enumeration speed.
3. In DMA mode, program the `USB_DOEP0CTL` register to enable control OUT endpoint 0, to receive a SETUP packet.
  - `USB_DOEP0CTL.EPENA = 1`

At this point, the device is ready to receive SOF packets and is configured to perform control transfers on control endpoint 0.

#### 15.4.4.1.3 Initialization on SetAddress Command

This section describes what the application must do when it receives a SetAddress command in a SETUP packet.

1. Program the USB\_DCFG register with the device address received in the SetAddress command
2. Program the core to send out a status IN packet.

#### 15.4.4.1.4 Initialization on SetConfiguration/SetInterface Command

This section describes what the application must do when it receives a SetConfiguration or SetInterface command in a SETUP packet.

1. When a SetConfiguration command is received, the application must program the endpoint registers to configure them with the characteristics of the valid endpoints in the new configuration.
2. When a SetInterface command is received, the application must program the endpoint registers of the endpoints affected by this command.
3. Some endpoints that were active in the prior configuration or alternate setting are not valid in the new configuration or alternate setting. These invalid endpoints must be deactivated.
4. For details on a particular endpoint's activation or deactivation, see Endpoint Activation (p. 284) and Endpoint Deactivation (p. 284).
5. Unmask the interrupt for each active endpoint and mask the interrupts for all inactive endpoints in the USB\_USB\_DAINTMSK register.
6. Set up the Data FIFO RAM for each FIFO. See Data FIFO RAM Allocation (p. 329) for more detail.
7. After all required endpoints are configured, the application must program the core to send a status IN packet.

At this point, the device core is configured to receive and transmit any type of data packet.

#### 15.4.4.1.5 Endpoint Activation

This section describes the steps required to activate a device endpoint or to configure an existing device endpoint to a new type.

1. Program the characteristics of the required endpoint into the following fields of the USB\_DIEPx\_CTL register (for IN or bidirectional endpoints) or the USB\_DOEPx\_CTL register (for OUT or bidirectional endpoints).
  - Maximum Packet Size
  - USB Active Endpoint = 1
  - Endpoint Start Data Toggle (for interrupt and bulk endpoints)
  - Endpoint Type
  - TxFIFO Number
2. Once the endpoint is activated, the core starts decoding the tokens addressed to that endpoint and sends out a valid handshake for each valid token received for the endpoint.

#### 15.4.4.1.6 Endpoint Deactivation

This section describes the steps required to deactivate an existing endpoint.

1. In the endpoint to be deactivated, clear the USB Active Endpoint bit in the USB\_DIEPx\_CTL register (for IN or bidirectional endpoints) or the USB\_DOEPx\_CTL register (for OUT or bidirectional endpoints).
2. Once the endpoint is deactivated, the core ignores tokens addressed to that endpoint, resulting in a timeout on the USB.

#### 15.4.4.1.7 Device DMA/Slave Mode Initialization

The application must meet the following conditions to set up the device core to handle traffic.

- In Slave mode, USB\_GINTMSK.NPTXFEMPMSK, and USB\_GINTMSK.RXFLVLMSK must be unset.
- In DMA mode, the aforementioned interrupts must be masked.

#### 15.4.4.1.8 Transfer Stop Process

When the core is operating as a device, use the following programming sequence if you want to stop any transfers (because of an interrupt from the host, typically a reset).

##### 15.4.4.1.8.1 Transfer Stop Programming Flow for IN Endpoints

Sequence of operations:

1. Disable the IN endpoint by programming USB\_DIEP0CTL/USB\_DIEPx\_CTL.EPDIS = 1.
2. Wait for the USB\_DIEPx\_INT.EPDISBLD interrupt, which indicates that the IN endpoint is completely disabled. When the EPDISBLD interrupt is asserted, the core clears the following bits:
  - USB\_DIEP0CTL/USB\_DIEPx\_CTL.EPDIS = 0
  - USB\_DIEP0CTL/USB\_DIEPx\_CTL.EPENA = 0
3. Flush the TX FIFO by programming the following bits:
  - USB\_GRSTCTL.TXFFLSH = 1
  - USB\_GRSTCTL.TXFNUM = FIFO number specific to endpoint
4. The application can start polling till USB\_GRSTCTL.TXFFLSH is cleared. When this bit is cleared, it ensures that there is no data left in the TX FIFO.

##### 15.4.4.1.8.2 Transfer Stop Programming Flow for OUT Endpoints

Sequence of operations:

1. Enable all OUT endpoints by setting USB\_DOEP0CTL/USB\_DOEPx\_CTL.EPENA = 1.
2. Before disabling any OUT endpoint, the application must enable Global OUT NAK mode in the core, according to the instructions in Setting the Global OUT NAK(p. 293) . This ensures that data in the RX FIFO is sent to the application successfully. Set USB\_DCTL.USB\_DCTL.SGOUTNAK = 1.
3. Wait for the USB\_GINTSTS.GOUTNAKEFF interrupt.
4. Disable all active OUT endpoints by programming the following register bits:
  - USB\_DOEP0CTL/USB\_DOEPx\_CTL.EPENA = 1
  - USB\_DOEP0CTL/USB\_DOEPx\_CTL.EPDIS = 1
  - USB\_DOEP0CTL/USB\_DOEPx\_CTL.SNAK = 1
5. Wait for the USB\_DOEP0INT/USB\_DOEPx\_INT.EPDISBLD interrupt for each OUT endpoint programmed in the previous step. The USB\_DOEP0INT/USB\_DOEPx\_INT.EPDISBLD interrupt indicates that the corresponding OUT endpoint is completely disabled. When the EPDISBLD interrupt is asserted, the core clears the following bits:
  - USB\_DOEP0CTL/USB\_DOEPx\_CTL.EPENA = 0
  - USB\_DOEP0CTL/USB\_DOEPx\_CTL.EPDIS = 0

##### Note

The application must not flush the Rx FIFO, as the Global out nak effective interrupt earlier ensures that there is no data left in the Rx FIFO.

#### 15.4.4.2 Device Programming Operations

Table 15.2 (p. 286) provides links to the programming sequence for different USB transaction types.

**Table 15.2.**

Device Mode	IN	SETUP	OUT
<b>Control</b>			
<b>Slave</b>	Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310)	OUT Data Transfers in Slave and DMA Modes (p. 287)	Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295)
<b>DMA</b>	Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310)	OUT Data Transfers in Slave and DMA Modes (p. 287)	Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295)
<b>Bulk</b>			
<b>Slave</b>	Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310)		Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295)
<b>DMA</b>	Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310)		Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295)
<b>Interrupt</b>			
<b>Slave</b>	Generic Periodic IN (Interrupt and Isochronous) Data Transfers Without Thresholding (p. 315) and Generic Periodic IN Data Transfers Without Thresholding Using the Periodic Transfer Interrupt Feature (p. 317)		Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295) and Generic Interrupt OUT Data Transfers Without Thresholding Using Periodic Transfer Interrupt Feature (p. 299)
<b>DMA</b>	Generic Periodic IN (Interrupt and Isochronous) Data Transfers Without Thresholding (p. 315) and Generic Periodic IN Data Transfers Without Thresholding Using the Periodic Transfer Interrupt Feature (p. 317)		Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295) and Generic Interrupt OUT Data Transfers Without Thresholding Using Periodic Transfer Interrupt Feature (p. 299)
<b>Isochronous</b>			
<b>Slave</b>	Generic Periodic IN (Interrupt and Isochronous) Data Transfers Without Thresholding (p. 315)		Control Read Transfers (SETUP, Data IN, Status OUT) (p. 290) and Incomplete Isochronous OUT Data Transfers

			in DMA and Slave Modes (p. 303)
DMA	Generic Periodic IN (Interrupt and Isochronous) Data Transfers Without Thresholding (p. 315) and Generic Periodic IN Data Transfers Without Thresholding Using the Periodic Transfer Interrupt Feature (p. 317)		Control Read Transfers (SETUP, Data IN, Status OUT) (p. 290) and Incomplete Isochronous OUT Data Transfers in DMA and Slave Modes (p. 303)

#### 15.4.4.2.1 OUT Data Transfers in Slave and DMA Modes

This section describes the internal data flow and application-level operations during data OUT transfers and setup transactions.

##### 15.4.4.2.1.1 Control Setup Transactions

This section describes how the core handles SETUP packets and the application's sequence for handling setup transactions. To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). See Packet Read from FIFO in Slave Mode (p. 292).

##### Application Requirements

- To receive a SETUP packet, the USB\_DOEPx\_TSIZ.SUPCNT field in a control OUT endpoint must be programmed to a non-zero value. When the application programs the SUPCNT field to a non-zero value, the core receives SETUP packets and writes them to the receive FIFO, irrespective of the USB\_DOEPx\_CTL.NAK status and USB\_DOEPx\_CTL.EPENA bit setting. The SUPCNT field is decremented every time the control endpoint receives a SETUP packet. If the SUPCNT field is not programmed to a proper value before receiving a SETUP packet, the core still receives the SETUP packet and decrements the SUPCNT field, but the application possibly is not able to determine the correct number of SETUP packets received in the Setup stage of a control transfer.
  - USB\_DOEPx\_TSIZ.SUPCNT = 3
- In DMA mode, the OUT endpoint must also be enabled, to transfer the received SETUP packet data from the internal receive FIFO to the external memory.
  - USB\_DOEPx\_CTL.EPENA = 1
- The application must always allocate some extra space in the Receive Data FIFO, to be able to receive up to three SETUP packets on a control endpoint.
  - The space to be Reserved is  $(4 * n) + 6$  DWORDs, where  $n$  is the number of control endpoints supported by the device. Three DWORDs are required for the first SETUP packet, 1 DWORD is required for the Setup Stage Done DWORD, and 6 DWORDs are required to store two extra SETUP packets among all control endpoints.
  - 3 DWORDs per SETUP packet are required to store 8 bytes of SETUP data and 4 bytes of SETUP status (Setup Packet Pattern). The core reserves this space in the receive data FIFO to write SETUP data only, and never uses this space for data packets.
- In Slave mode, the application must read the 2 DWORDs of the SETUP packet from the receive FIFO. In DMA mode, the core writes the 2 DWORDs of SETUP data to the memory.
- The application must read and discard the Setup Stage Done DWORD from the receive FIFO.

##### Internal Data Flow

1. When a SETUP packet is received, the core writes the received data to the receive FIFO, without checking for available space in the receive FIFO and irrespective of the endpoint's NAK and Stall bit settings.
  - The core internally sets the IN NAK and OUT NAK bits for the control IN/OUT endpoints on which the SETUP packet was received.
2. For every SETUP packet received on the USB, 3 DWORDs of data is written to the receive FIFO, and the SUPCNT field is decremented by 1.
  - The first DWORD contains control information used internally by the core
  - The second DWORD contains the first 4 bytes of the SETUP command
  - The third DWORD contains the last 4 bytes of the SETUP command
3. When the Setup stage changes to a Data IN/OUT stage, the core writes an entry (Setup Stage Done DWORD) to the receive FIFO, indicating the completion of the Setup stage.
4. On the AHB side, SETUP packets are emptied either by the DMA or the application. In DMA mode, the SETUP packets (2 DWORDs) are written to the memory location programmed in the USB\_DOEPx\_DMAADDR register, only if the endpoint is enabled. If the endpoint is not enabled, the data remains in the receive FIFO until the enable bit is set.
5. When either the DMA or the application pops the Setup Stage Done DWORD from the receive FIFO, the core interrupts the application with a USB\_DOEPx\_INT.SETUP interrupt, indicating it can process the received SETUP packet.
  - The core clears the endpoint enable bit for control OUT endpoints.

## Application Programming Sequence

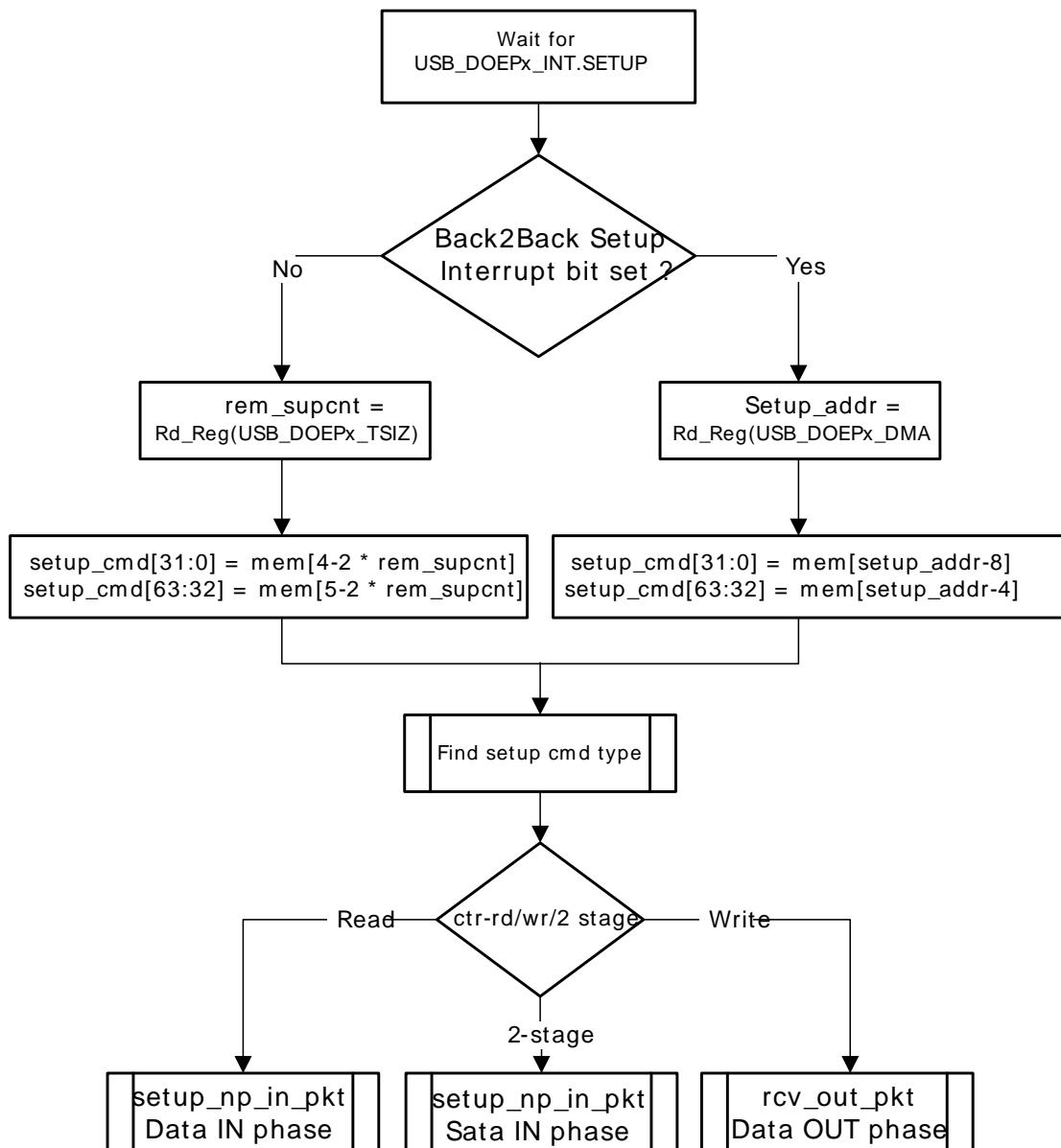
1. Program the USB\_DOEPx\_TSIZ register.
  - USB\_DOEPx\_TSIZ.SUPCNT = 3
2. In DMA mode, program the USB\_DOEPx\_DMAADDR register and USB\_DOEPx\_CTL register with the endpoint characteristics and set the Endpoint Enable bit (USB\_DOEPx\_CTL.EPENA).
  - Endpoint Enable = 1
3. In Slave mode, wait for the USB\_GINTSTS.RXFLVL interrupt and empty the data packets from the receive FIFO, as explained in Packet Read from FIFO in Slave Mode(p. 292) . This step can be repeated many times.
4. Assertion of the USB\_DOEPx\_INT.SETUP interrupt marks a successful completion of the SETUP Data Transfer.
  - On this interrupt, the application must read the USB\_DOEPx\_TSIZ register to determine the number of SETUP packets received and process the last received SETUP packet.
  - In DMA mode, the application must also determine if the interrupt bit USB\_DOEPx\_INT.BACK2BACKSETUP is set. This bit is set if the core has received more than three back-to-back SETUP packets. If this is the case, the application must ignore the USB\_DOEPx\_TSIZ.SUPCNT value and use the USB\_DOEPx\_DMAADDR directly to read out the last SETUP packet received. USB\_DOEPx\_DMAADDR-8 provides the pointer to the last valid SETUP data.

### Note

If the application has not enabled EP0 before the host sends the SETUP packet, the core ACKs the SETUP packet and stores it in the FIFO, but does not write to the memory until EP0 is enabled. When the application enables the EP0 (first enable) and clears the NAK bit at the same time the Host sends DATA OUT, the DATA OUT is stored in the RxFIFO. The OTG core then writes the setup data to the memory and disables the endpoint. Though the application expects a Transfer Complete interrupt for the Data OUT phase, this does not occur, because the SETUP packet, rather than the DATA OUT packet, enables EP0 the first time. Thus, the DATA OUT packet is still in the RxFIFO until the application re-enables EP0. The application must enable EP0 one more time for the core to process the DATA OUT packet.

Figure 15.19 (p. 289) charts this flow.

**Figure 15.19. Processing a SETUP Packet**



#### 15.4.4.2.1.2 Handling More Than Three Back-to-Back SETUP Packets

Per the USB 2.0 specification, normally, during a SETUP packet error, a host does not send more than three back-to-back SETUP packets to the same endpoint. However, the USB 2.0 specification does not limit the number of back-to-back SETUP packets a host can send to the same endpoint. When this condition occurs, the core generates an interrupt (USB\_DOEPx\_INT.BACK2BACKSETUP). In DMA mode, the core also rewinds the DMA address for that endpoint (USB\_DOEPx\_DMAADDR) and overwrites the first SETUP packet in system memory with the fourth, second with the fifth, and so on. If the BACK2BACKSETUP interrupt is asserted, the application must read the OUT endpoint DMA register (USB\_DOEPx\_DMAADDR) to determine the final SETUP data in system memory.

In DMA mode, the application can mask the BACK2BACKSETUP interrupt, but after receiving the DOEPINT.SETUP interrupt, the application can read the DOEPINT.BACK2BACKSETUP interrupt bit. In Slave mode, the application can use the USB\_GINTSTS.RXFLVL interrupt to read out the SETUP packets from the FIFO whenever the core receives the SETUP packet.

#### 15.4.4.2.2 Control Transfers

This section describes the various types of control transfers.

#### 15.4.4.2.2.1 Control Write Transfers (SETUP, Data OUT, Status IN)

This section describes control write transfers.

##### Application Programming Sequence

- Assertion of the USB\_DOEPx\_INT.SETUP Packet interrupt indicates that a valid SETUP packet has been transferred to the application. See OUT Data Transfers in Slave and DMA Modes (p. 287) for more details. At the end of the Setup stage, the application must reprogram the USB\_DOEPx\_TSIZ.SUPCNT field to 3 to receive the next SETUP packet.
- If the last SETUP packet received before the assertion of the SETUP interrupt indicates a data OUT phase, program the core to perform a control OUT transfer as explained in Generic Non-Isochronous OUT Data Transfers Without Thresholding in DMA and Slave Modes (p. 295) .

In DMA mode, the application must reprogram the USB\_DOEPx\_DMAADDR register to receive a control OUT data packet to a different memory location.

- In a single OUT data transfer on control endpoint 0, the application can receive up to 64 bytes. If the application is expecting more than 64 bytes in the Data OUT stage, the application must re-enable the endpoint to receive another 64 bytes, and must continue to do so until it has received all the data in the Data stage.
- Assertion of the USB\_DOEPx\_INT.Transfer Compl interrupt on the last data OUT transfer indicates the completion of the data OUT phase of the control transfer.
- On completion of the data OUT phase, the application must do the following.
  - To transfer a new SETUP packet in DMA mode, the application must re-enable the control OUT endpoint as explained in OUT Data Transfers in Slave and DMA Modes (p. 287) .
    - USB\_DOEPx\_CTL.EPENA = 1
  - To execute the received Setup command, the application must program the required registers in the core. This step is optional, based on the type of Setup command received.
- For the status IN phase, the application must program the core as described in Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode(p. 310) to perform a data IN transfer.
- Assertion of the USB\_DIEPx\_INT.XFERCOMPL interrupt indicates completion of the status IN phase of the control transfer.
- The previous step must be repeated until the USB\_DIEPx\_INT.XFERCOMPL interrupt is detected on the endpoint, marking the completion of the control write transfer.

#### 15.4.4.2.2.2 Control Read Transfers (SETUP, Data IN, Status OUT)

This section describes control read transfers.

##### Application Programming Sequence

- Assertion of the USB\_DOEPx\_INT.SETUP Packet interrupt indicates that a valid SETUP packet has been transferred to the application. See OUT Data Transfers in Slave and DMA Modes (p. 287) for more details. At the end of the Setup stage, the application must reprogram the USB\_DOEPx\_TSIZ.SUPCNT field to 3 to receive the next SETUP packet.
- If the last SETUP packet received before the assertion of the SETUP interrupt indicates a data IN phase, program the core to perform a control IN transfer as explained in Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310) .
- On a single IN data transfer on control endpoint 0, the application can transmit up to 64 bytes. To transmit more than 64 bytes in the Data IN stage, the application must re-enable the endpoint to transmit another 64 bytes, and must continue to do so, until it has transmitted all the data in the Data stage.
- The previous step must be repeated until the USB\_DIEPx\_INT.XFERCOMPL interrupt is detected for every IN transfer on the endpoint.
- The USB\_DIEPx\_INT.XFERCOMPL interrupt on the last IN data transfer marks the completion of the control transfer's Data stage.

6. To perform a data OUT transfer in the status OUT phase, the application must program the core as described in OUT Data Transfers in Slave and DMA Modes (p. 287) .
  - The application must program the USB\_DCFG.NZSTSOUTHSHK handshake field to a proper setting before transmitting an data OUT transfer for the Status stage.
  - In DMA mode, the application must reprogram the USB\_DOEPx\_DMAADDR register to receive the control OUT data packet to a different memory location.
7. Assertion of the USB\_DOEPx\_INT.XFERCOMPL interrupt indicates completion of the status OUT phase of the control transfer. This marks the successful completion of the control read transfer.
  - To transfer a new SETUP packet in DMA mode, the application must re-enable the control OUT endpoint as explained in OUT Data Transfers in Slave and DMA Modes (p. 287) .
  - USB\_DOEPx\_CTL.EPENA = 1

#### 15.4.4.2.2.3 Two-Stage Control Transfers (SETUP/Status IN)

This section describes two-stage control transfers.

##### Application Programming Sequence

1. Assertion of the USB\_DOEPx\_INT SETUP interrupt indicates that a valid SETUP packet has been transferred to the application. See OUT Data Transfers in Slave and DMA Modes (p. 287) for more detail. To receive the next SETUP packet, the application must reprogram the USB\_DOEPx\_TSIZ.SUPCNT field to 3 at the end of the Setup stage.
2. Decode the last SETUP packet received before the assertion of the SETUP interrupt. If the packet indicates a two-stage control command, the application must do the following.
  - To transfer a new SETUP packet in DMA mode, the application must re-enable the control OUT endpoint. See OUT Data Transfers in Slave and DMA Modes (p. 287) for details.
  - USB\_DOEPx\_CTL.EPENA = 1
  - Depending on the type of Setup command received, the application can be required to program registers in the core to execute the received Setup command.
3. For the status IN phase, the application must program the core described in Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode(p. 310) to perform a data IN transfer.
4. Assertion of the USB\_DIEPx\_INT.XFERCOMPL interrupt indicates the completion of the status IN phase of the control transfer.
5. The previous step must be repeated until the USB\_DIEPx\_INT.XFERCOMPL interrupt is detected on the endpoint, marking the completion of the two-stage control transfer.

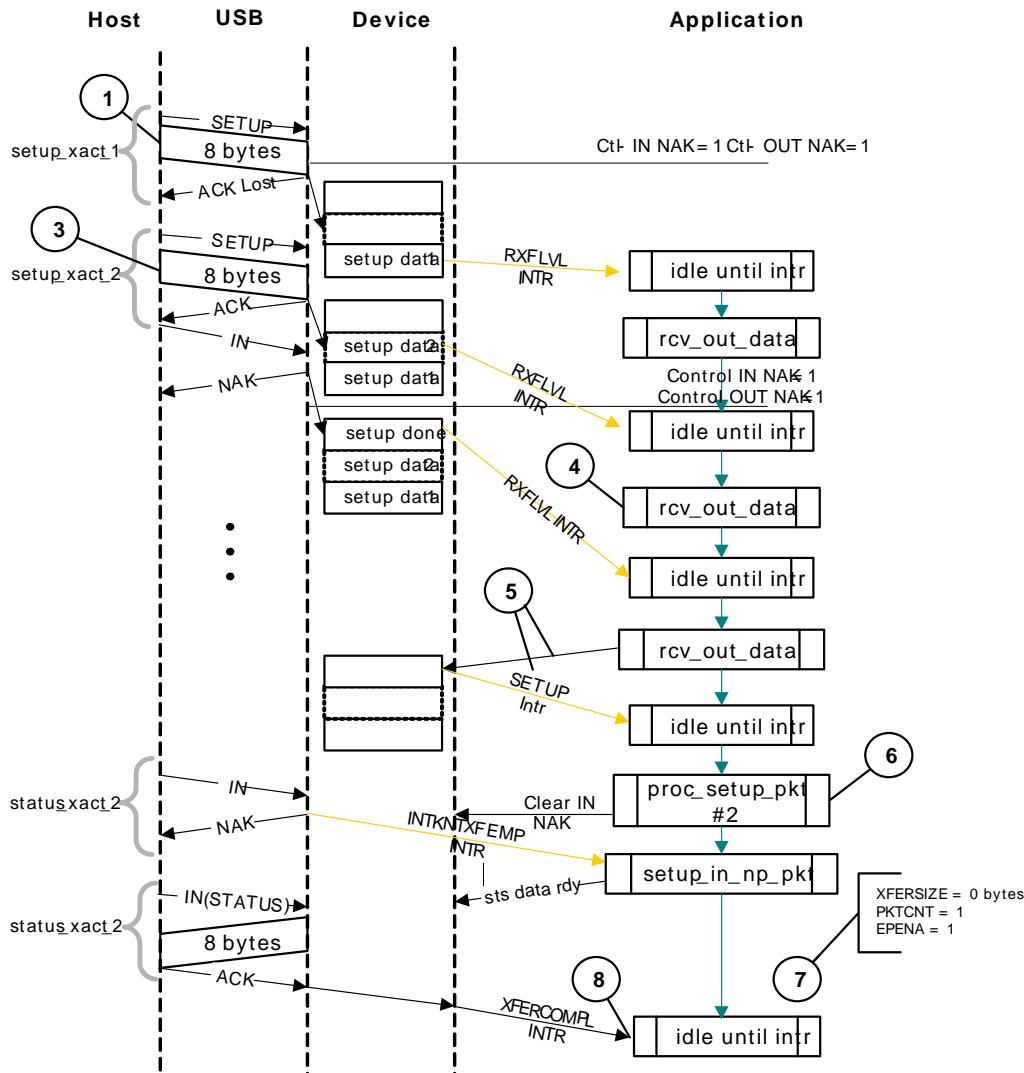
##### Example: Two-Stage Control Transfer

These notes refer to Figure 15.20 (p. 292) .

1. SETUP packet #1 is received on the USB and is written to the receive FIFO, and the core responds with an ACK handshake. This handshake is lost and the host detects a timeout.
2. The SETUP packet in the receive FIFO results in a USB\_GINTSTS.RXFLVL interrupt to the application, causing the application to empty the receive FIFO.
3. SETUP packet #2 on the USB is written to the receive FIFO, and the core responds with an ACK handshake.
4. The SETUP packet in the receive FIFO sends the application the USB\_GINTSTS.RXFLVL interrupt and the application empties the receive FIFO.
5. After the second SETUP packet, the host sends a control IN token for the status phase. The core issues a NAK response to this token, and writes a Setup Stage Done entry to the receive FIFO. This entry results in a USB\_GINTSTS.RXFLVL interrupt to the application, which empties the receive FIFO. After reading out the Setup Stage Done DWORD, the core asserts the USB\_DOEPx\_INT.SETUP packet interrupt to the application.
6. On this interrupt, the application processes SETUP Packet #2, decodes it to be a two-stage control command, and clears the control IN NAK bit.

- USB\_DIEPx\_CTL.CNAK = 1
7. When the application clears the IN NAK bit, the core interrupts the application with a USB\_DIEPx\_INT.INTKNTXFEMP. On this interrupt, the application enables the control IN endpoint with a USB\_DIEPx\_TSIZ.XFERSIZE of 0 and a USB\_DIEPx\_TSIZ.PKTCNT of 1. This results in a zero-length data packet for the status IN token on the USB.
8. At the end of the status IN phase, the core interrupts the application with a USB\_DIEPx\_INT.XFERCOMPL interrupt.

**Figure 15.20. Two-Stage Control Transfer**



#### 15.4.4.2.2.4 Packet Read from FIFO in Slave Mode

This section describes how to read packets (OUT data and SETUP packets) from the receive FIFO in Slave mode.

1. On catching a USB\_GINTSTS.RXFLVL interrupt, the application must read the Receive Status Pop register (USB\_GRXSTSP).
2. The application can mask the USB\_GINTSTS.RXFLVL interrupt by writing to USB\_GINTMSK.RXFLVL = 0, until it has read the packet from the receive FIFO.
3. If the received packet's byte count is not 0, the byte count amount of data is popped from the receive Data FIFO and stored in memory. If the received packet byte count is 0, no data is popped from the Receive Data FIFO.
4. The receive FIFO's packet status readout indicates one of the following.
5. Global OUT NAK Pattern: PKTSTS = Global OUT NAK, BCNT = 0x000, EPNUM = Dont Care (0x0), DPID = Dont Care (0b00). This data indicates that the global OUT NAK bit has taken effect.

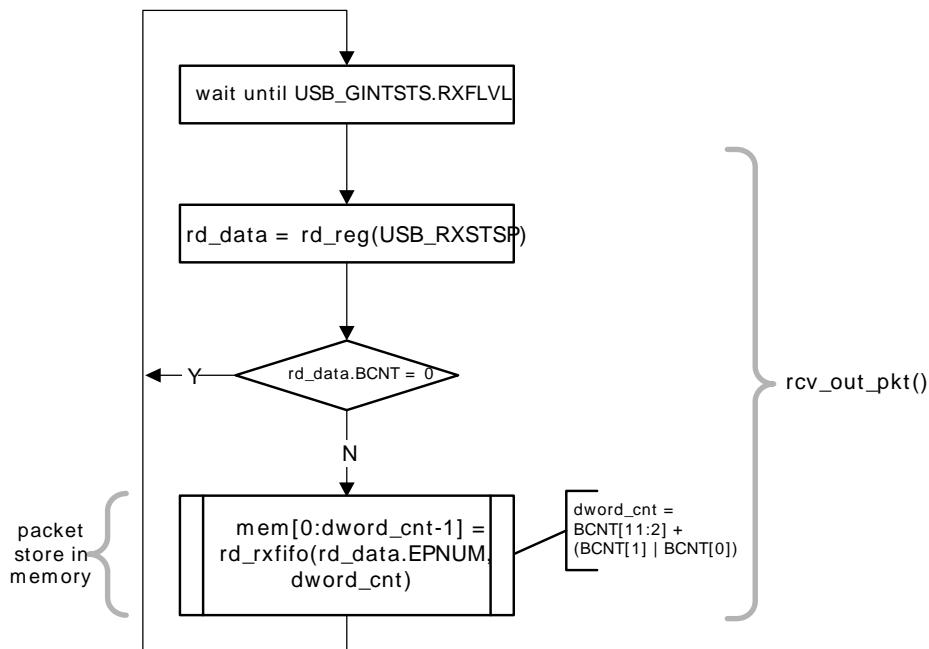
- a. SETUP Packet Pattern: PKTSTS = SETUP, BCNT = 0x008, EPNUM = Control EP Num, DPID = D0. This data indicates that a SETUP packet for the specified endpoint is now available for reading from the receive FIFO.
- b. Setup Stage Done Pattern: PKTSTS = Setup Stage Done, BCNT = 0x0, EPNUM = Control EP Num, DPID = Don't Care (0b00). This data indicates that the Setup stage for the specified endpoint has completed and the Data stage has started. After this entry is popped from the receive FIFO, the core asserts a Setup interrupt on the specified control OUT endpoint.
- c. Data OUT Packet Pattern: PKTSTS = DataOUT, BCNT = size of the Received data OUT packet, EPNUM = EPNum on which the packet was received, DPID = Actual Data PID.
- d. Data Transfer Completed Pattern: PKTSTS = Data OUT Transfer Done, BCNT = 0x0, EPNUM = OUT EP Num on which the data transfer is complete, DPID = Dont Care (0b00). This data indicates that a OUT data transfer for the specified OUT endpoint has completed. After this entry is popped from the receive FIFO, the core asserts a Transfer Completed interrupt on the specified OUT endpoint.

The encoding for the PKTSTS is listed in Section 15.6 (p. 351) .

6. After the data payload is popped from the receive FIFO, the USB\_GINTSTS.RXFLVL interrupt must be unmasked.
7. Steps 1–5 are repeated every time the application detects assertion of the interrupt line due to USB\_GINTSTS.RXFLVL. Reading an empty receive FIFO can result in undefined core behavior.

Figure 15.21 (p. 293) provides a flow chart of this procedure.

**Figure 15.21. Receive FIFO Packet Read in Slave Mode**



#### 15.4.4.2.2.5 Setting the Global OUT NAK

##### Internal Data Flow

1. When the application sets the Global OUT NAK (USB\_DCTL.SGOUTNAK), the core stops writing data, except SETUP packets, to the receive FIFO. Irrespective of the space availability in the receive FIFO, non-isochronous OUT tokens receive a NAK handshake response, and the core ignores isochronous OUT data packets
2. The core writes the Global OUT NAK pattern to the receive FIFO. The application must reserve enough receive FIFO space to write this data pattern. See Data FIFO RAM Allocation (p. 329) .
3. When either the core (in DMA mode) or the application (in Slave mode) pops the Global OUT NAK pattern DWORD from the receive FIFO, the core sets the USB\_GINTSTS.GOUTNAKEFF interrupt.

4. Once the application detects this interrupt, it can assume that the core is in Global OUT NAK mode. The application can clear this interrupt by clearing the USB\_DCTL.SGOUTNAK bit.

### Application Programming Sequence

1. To stop receiving any kind of data in the receive FIFO, the application must set the Global OUT NAK bit by programming the following field.
  - USB\_DCTL.SGOUTNAK = 1
2. Wait for the assertion of the interrupt USB\_GINTSTS.GOUTNAKEFF. When asserted, this interrupt indicates that the core has stopped receiving any type of data except SETUP packets.
3. The application can receive valid OUT packets after it has set USB\_DCTL.SGOUTNAK and before the core asserts the USB\_GINTSTS.GOUTNAKEFF interrupt.
4. The application can temporarily mask this interrupt by writing to the USB\_GINTMSK.GOUTNAKEFFMSK bit.
  - USB\_GINTMSK.GINNAKEFFMSK = 0
5. Whenever the application is ready to exit the Global OUT NAK mode, it must clear the USB\_DCTL.SGOUTNAK bit. This also clears the USB\_GINTSTS.GOUTNAKEFF interrupt.
  - USB\_DCTL.CGOUTNAK = 1
6. If the application has masked this interrupt earlier, it must be unmasked as follows:
  - USB\_GINTMSK.GOUTNAKEFFMSK = 1

#### 15.4.4.2.2.6 Disabling an OUT Endpoint

The application must use this sequence to disable an OUT endpoint that it has enabled.

### Application Programming Sequence

1. Before disabling any OUT endpoint, the application must enable Global OUT NAK mode in the core, as described in Setting the Global OUT NAK (p. 293).
  - USB\_DCTL.SGOUTNAK = 1
  - Wait for the USB\_GINTSTS.GOUTNAKEFF interrupt
2. Disable the required OUT endpoint by programming the following fields.
  - USB\_DOEPx\_CTL.EPDIS = 1
  - USB\_DOEPx\_CTL.SNAK = 1
3. Wait for the USB\_DOEPx\_INT.EPDISBLD interrupt, which indicates that the OUT endpoint is completely disabled. When the EPDISBLD interrupt is asserted, the core also clears the following bits.
  - USB\_DOEPx\_CTL.EPDIS = 0
  - USB\_DOEPx\_CTL.EPENA = 0
4. The application must clear the Global OUT NAK bit to start receiving data from other non-disabled OUT endpoints.
  - USB\_DCTL.SGOUTNAK = 0

#### 15.4.4.2.2.7 Stalling a Non-Isochronous OUT Endpoint

This section describes how the application can stall a non-isochronous endpoint.

1. Put the core in the Global OUT NAK mode, as described in Setting the Global OUT NAK (p. 293).
2. Disable the required endpoint, as described in Section 15.4.4.2.2.6 (p. 294).
  - When disabling the endpoint, instead of setting the USB\_DOEPx\_CTL.SNAK bit, set USB\_DOEPx\_CTL.STALL = 1.
    - The Stall bit always takes precedence over the NAK bit.
3. When the application is ready to end the STALL handshake for the endpoint, the USB\_DOEPx\_CTL.STALL bit must be cleared.

4. If the application is setting or clearing a STALL for an endpoint due to a SetFeature.Endpoint Halt or ClearFeature.Endpoint Halt command, the Stall bit must be set or cleared before the application sets up the Status stage transfer on the control endpoint.

#### 15.4.4.2.2.8 Generic Non-Isochronous OUT Data Transfers in DMA and Slave Modes

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). See Packet Read from FIFO in Slave Mode (p. 292).

This section describes a regular non-isochronous OUT data transfer (control, bulk, or interrupt).

#### Application Requirements

1. Before setting up an OUT transfer, the application must allocate a buffer in the memory to accommodate all data to be received as part of the OUT transfer, then program that buffer's size and start address (in DMA mode) in the endpoint-specific registers.
1. For OUT transfers, the Transfer Size field in the endpoint's Transfer Size register must be a multiple of the maximum packet size of the endpoint, adjusted to the DWORD boundary.

```
if (mps[epnum] mod 4) == 0
    transfer size[epnum] = n * (mps[epnum]) //Dword Aligned
else
    transfer size[epnum] = n * (mps[epnum] + 4 - (mps[epnum] mod 4)) //Non Dword Aligned

packet count[epnum] = n
n > 0
```

2. In DMA mode, the core stores a received data packet in the memory, always starting on a DWORD boundary. If the maximum packet size of the endpoint is not a multiple of 4, the core inserts byte pads at end of a maximum-packet-size packet up to the end of the DWORD.
3. On any OUT endpoint interrupt, the application must read the endpoint's Transfer Size register to calculate the size of the payload in the memory. The received payload size can be less than the programmed transfer size.
  - Payload size in memory = application-programmed initial transfer size – core updated final transfer size
  - Number of USB packets in which this payload was received = application-programmed initial packet count – core updated final packet count

#### Internal Data Flow

1. The application must set the Transfer Size and Packet Count fields in the endpoint-specific registers, clear the NAK bit, and enable the endpoint to receive the data.
2. Once the NAK bit is cleared, the core starts receiving data and writes it to the receive FIFO, as long as there is space in the receive FIFO. For every data packet received on the USB, the data packet and its status are written to the receive FIFO. Every packet (maximum packet size or short packet) written to the receive FIFO decrements the Packet Count field for that endpoint by 1.
  - OUT data packets received with Bad Data CRC are flushed from the receive FIFO automatically.
  - After sending an ACK for the packet on the USB, the core discards non-isochronous OUT data packets that the host, which cannot detect the ACK, re-sends. The application does not detect multiple back-to-back data OUT packets on the same endpoint with the same data PID. In this case the packet count is not decremented.
  - If there is no space in the receive FIFO, isochronous or non-isochronous data packets are ignored and not written to the receive FIFO. Additionally, non-isochronous OUT tokens receive a NAK handshake reply.

- In all the above three cases, the packet count is not decremented because no data is written to the receive FIFO.
3. When the packet count becomes 0 or when a short packet is received on the endpoint, the NAK bit for that endpoint is set. Once the NAK bit is set, the isochronous or non-isochronous data packets are ignored and not written to the receive FIFO, and non-isochronous OUT tokens receive a NAK handshake reply.
  4. After the data is written to the receive FIFO, either the application (in Slave mode) or the core's DMA engine (in DMA mode), reads the data from the receive FIFO and writes it to external memory, one packet at a time per endpoint.
  5. At the end of every packet write on the AHB to external memory, the transfer size for the endpoint is decremented by the size of the written packet.
  6. The OUT Data Transfer Completed pattern for an OUT endpoint is written to the receive FIFO on one of the following conditions.
    - The transfer size is 0 and the packet count is 0
    - The last OUT data packet written to the receive FIFO is a short packet ( $0 \leq \text{packet size} < \text{maximum packet size}$ )
  7. When either the application or the DMA pops this entry (OUT Data Transfer Completed), a Transfer Completed interrupt is generated for the endpoint and the endpoint enable is cleared.

## Application Programming Sequence

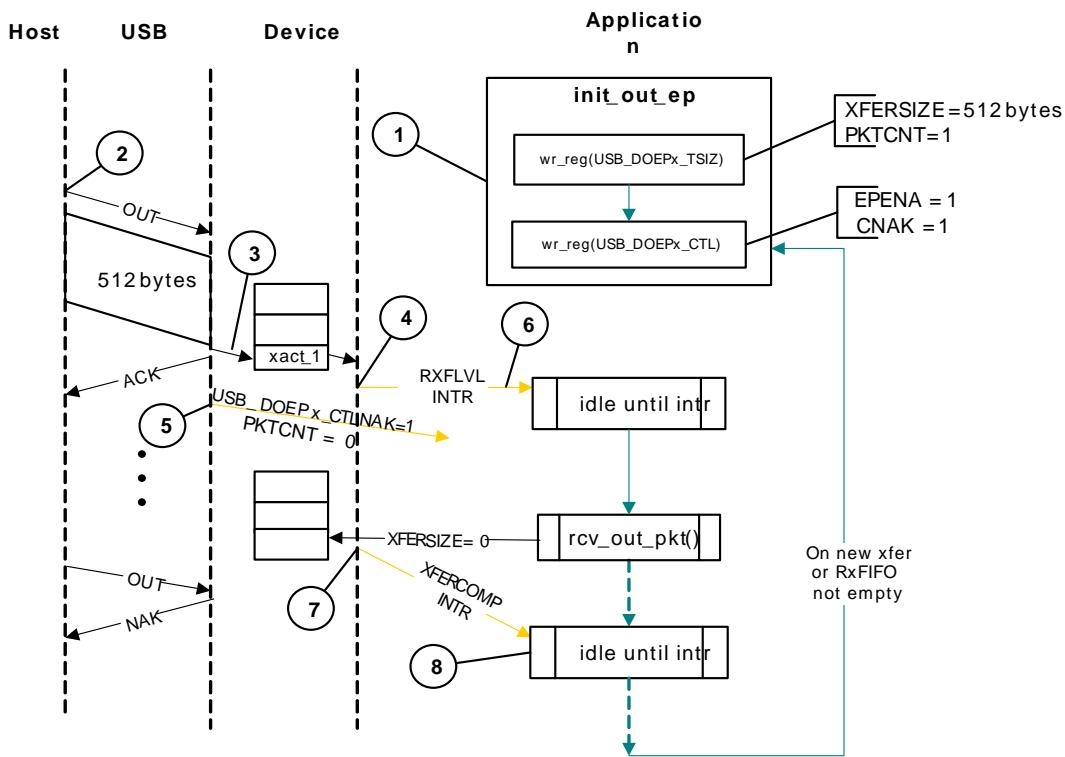
1. Program the USB\_DOEPx\_TSIZ register for the transfer size and the corresponding packet count. Additionally, in DMA mode, program the USB\_DOEPx\_DMAADDR register.
2. Program the USB\_DOEPx\_CTL register with the endpoint characteristics, and set the Endpoint Enable and ClearNAK bits.
  - USB\_DOEPx\_CTL.EPENA = 1
  - USB\_DOEPx\_CTL.CNAK = 1
3. In Slave mode, wait for the USB\_GINTSTS.RXFLVL level interrupt and empty the data packets from the receive FIFO as explained in Packet Read from FIFO in Slave Mode (p. 292).
  - This step can be repeated many times, depending on the transfer size.
4. Asserting the USB\_DOEPx\_INT.XFERCOMPL interrupt marks a successful completion of the non-isochronous OUT data transfer.
5. Read the USB\_DOEPx\_TSIZ register to determine the size of the received data payload.

### Note

The XFERSIZE is not decremented for the last packet. This is as per design behavior.

## Slave Mode Bulk OUT Transaction

Figure 15.22 (p. 297) depicts the reception of a single bulk OUT data packet from the USB to the AHB and describes the events involved in the process.

**Figure 15.22. Slave Mode Bulk OUT Transaction**

After a SetConfiguration/SetInterface command, the application initializes all OUT endpoints by setting `USB_DOEPx_CTL.CNAK = 1` and `USB_DOEPx_CTL.EPENA = 1`, and setting a suitable `XFERSIZE` and `PKTCNT` in the `USB_DOEPx_TSIZ` register.

1. Host attempts to send data (OUT token) to an endpoint.
2. When the core receives the OUT token on the USB, it stores the packet in the RxFIFO because space is available there.
3. After writing the complete packet in the RxFIFO, the core then asserts the `USB_GINTSTS.RXFLVL` interrupt.
4. On receiving the `PKTCNT` number of USB packets, the core sets the NAK bit for this endpoint internally to prevent it from receiving any more packets.
5. The application processes the interrupt and reads the data from the RxFIFO.
6. When the application has read all the data (equivalent to `XFERSIZE`), the core generates a `USB_DOEPx_INT.XFERCOMPL` interrupt.
7. The application processes the interrupt and uses the setting of the `USB_DOEPx_INT.XFERCOMPL` interrupt bit to determine that the intended transfer is complete.

#### 15.4.4.2.2.9 Generic Isochronous OUT Data Transfer in DMA and Slave Modes

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). See Packet Read from FIFO in Slave Mode (p. 292).

This section describes a regular isochronous OUT data transfer.

##### Application Requirements:

1. All the application requirements for non-isochronous OUT data transfers also apply to isochronous OUT data transfers
2. For isochronous OUT data transfers, the Transfer Size and Packet Count fields must always be set to the number of maximum-packet-size packets that can be received in a single frame and no more. Isochronous OUT data transfers cannot span more than 1 frame.
  - $1 \leq \text{packet count[epnum]} \leq 3$

3. In Slave mode, when isochronous OUT endpoints are supported in the device, the application must read all isochronous OUT data packets from the receive FIFO (data and status) before the end of the periodic frame (USB\_GINTSTS.EOPF interrupt). In DMA mode, the application must guarantee enough bandwidth to allow emptying the isochronous OUT data packet from the receive FIFO before the end of each periodic frame.
4. To receive data in the following frame, an isochronous OUT endpoint must be enabled after the USB\_GINTSTS.EOPF and before the USB\_GINTSTS.SOF.

## Internal Data Flow

1. The internal data flow for isochronous OUT endpoints is the same as that for non-isochronous OUT endpoints, but for a few differences.
2. When an isochronous OUT endpoint is enabled by setting the Endpoint Enable and clearing the NAK bits, the Even/Odd frame bit must also be set appropriately. The core receives data on a isochronous OUT endpoint in a particular frame only if the following condition is met.
  - $\text{USB\_DOEPx\_CTL.DPIDEOF}$  (Even/Odd frame) =  $\text{USB\_DSTS.SOFFN}[0]$
3. When either the application or the internal DMA completely reads an isochronous OUT data packet (data and status) from the receive FIFO, the core updates the  $\text{USB\_DOEPx\_TSIZ.RXDPIDSUPCNT}$  (Received DPID) field with the data PID of the last isochronous OUT data packet read from the receive FIFO.

## Application Programming Sequence

1. Program the  $\text{USB\_DOEPx\_TSIZ}$  register for the transfer size and the corresponding packet count. When in DMA mode, also program the  $\text{USB\_DOEPx\_DMAADDR}$  register.
2. Program the  $\text{USB\_DOEPx\_CTL}$  register with the endpoint characteristics and set the Endpoint Enable, ClearNAK, and Even/Odd frame bits.
  - Endpoint Enable = 1
  - CNAK = 1
  - Even/Odd frame = (0: Even/1: Odd)
1. In Slave mode, wait for the  $\text{USB\_GINTSTS.Rx StsQ}$  level interrupt and empty the data packets from the receive FIFO as explained in Packet Read from FIFO in Slave Mode (p. 292).
  - This step can be repeated many times, depending on the transfer size.
1. The assertion of the  $\text{USB\_DOEPx\_INT.XFERCOMPL}$  interrupt marks the completion of the isochronous OUT data transfer. This interrupt does not necessarily mean that the data in memory is good.
2. This interrupt can not always be detected for isochronous OUT transfers. Instead, the application can detect the  $\text{USB\_GINTSTS.INCOMPLP}$  (Incomplete Isochronous OUT data) interrupt. See Incomplete Isochronous OUT Data Transfers in DMA and Slave Modes (p. 303), for more details
3. Read the  $\text{USB\_DOEPx\_TSIZ}$  register to determine the size of the received transfer and to determine the validity of the data received in the frame. The application must treat the data received in memory as valid only if one of the following conditions is met.
  - $\text{USB\_DOEPx\_TSIZ.RXDPID} = \text{D0}$  and the number of USB packets in which this payload was received = 1
  - $\text{USB\_DOEPx\_TSIZ.RXDPID} = \text{D1}$  and the number of USB packets in which this payload was received = 2
  - $\text{USB\_DOEPx\_TSIZ.RXDPID} = \text{D2}$  and the number of USB packets in which this payload was received = 3
    - The number of USB packets in which this payload was received = App Programmed Initial Packet Count – Core Updated Final Packet Count

The application can discard invalid data packets.

### 15.4.4.2.2.10 Generic Interrupt OUT Data Transfers Using Periodic Transfer Interrupt Feature

This section describes a regular INTR OUT data transfer with the Periodic Transfer Interrupt feature.

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). See Packet Read from FIFO in Slave Mode (p. 292).

#### Application Requirements

1. Before setting up a periodic OUT transfer, the application must allocate a buffer in the memory to accommodate all data to be received as part of the OUT transfer, then program that buffer's size and start address in the endpoint-specific registers.
2. For Interrupt OUT transfers, the Transfer Size field in the endpoint's Transfer Size register must be a multiple of the maximum packet size of the endpoint, adjusted to the DWORD boundary. The Transfer Size programmed can span across multiple frames based on the periodicity after which the application want to receive the USB\_DOEPx\_INT.XFERCOMPL interrupt
  - transfer size[epnum] =  $n * (\text{mps}[epnum] + 4 - (\text{mps}[epnum] \bmod 4))$
  - packet count[epnum] =  $n$
  - $n > 0$  (Higher value of  $n$  reduces the periodicity of the USB\_DOEPx\_INT.XFERCOMPL interrupt)
  - $1 < \text{packet count}[epnum] < n$  (Higher value of  $n$  reduces the periodicity of the USB\_DOEPx\_INT.XFERCOMPL interrupt)
3. In DMA mode, the core stores a received data packet in the memory, always starting on a DWORD boundary. If the maximum packet size of the endpoint is not a multiple of 4, the core inserts byte pads at end of a maximum-packet-size packet up to the end of the DWORD. The application will not be informed about the frame number on which a specific packet has been received.
4. On USB\_DOEPx\_INT.XFERCOMPL interrupt, the application must read the endpoint's Transfer Size register to calculate the size of the payload in the memory. The received payload size can be less than the programmed transfer size.
  - Payload size in memory = application-programmed initial transfer size – core updated final transfer size
  - Number of USB packets in which this payload was received = application-programmed initial packet count – core updated final packet count.
  - If for some reason, the host stops sending tokens, there are no interrupts to the application, and the application must timeout on its own.
5. The assertion of the USB\_DOEPx\_INT.XFERCOMPL interrupt marks the completion of the interrupt OUT data transfer. This interrupt does not necessarily mean that the data in memory is good.
6. Read the USB\_DOEPx\_TSIZ register to determine the size of the received transfer and to determine the validity of the data received in the frame.

#### Internal Data Flow

1. The application must set the Transfer Size and Packet Count fields in the endpoint-specific registers, clear the NAK bit, and enable the endpoint to receive the data.
  - The application must enable the USB\_DCTL.IGNRFRMNUM
2. When an interrupt OUT endpoint is enabled by setting the Endpoint Enable and clearing the NAK bits, the Even/Odd frame will be ignored by the core.
1. Once the NAK bit is cleared, the core starts receiving data and writes it to the receive FIFO, as long as there is space in the receive FIFO. For every data packet received on the USB, the data packet and its status are written to the receive FIFO. Every packet (maximum packet size or short packet) written to the receive FIFO decrements the Packet Count field for that endpoint by 1.
  - OUT data packets received with Bad Data CRC or any packet error are flushed from the receive FIFO automatically.
  - Interrupt packets with PID errors are not passed to application. Core discards the packet, sends ACK and does not decrement packet count.

- If there is no space in the receive FIFO, interrupt data packets are ignored and not written to the receive FIFO. Additionally, interrupt OUT tokens receive a NAK handshake reply.
2. When the packet count becomes 0 or when a short packet is received on the endpoint, the NAK bit for that endpoint is set. Once the NAK bit is set, the isochronous or interrupt data packets are ignored and not written to the receive FIFO, and interrupt OUT tokens receive a NAK handshake reply.
  3. After the data is written to the receive FIFO, the core's DMA engine reads the data from the receive FIFO and writes it to external memory, one packet at a time per endpoint.
  4. At the end of every packet write on the AHB to external memory, the transfer size for the endpoint is decremented by the size of the written packet.
  5. The OUT Data Transfer Completed pattern for an OUT endpoint is written to the receive FIFO on one of the following conditions.
    - The transfer size is 0 and the packet count is 0.
    - The last OUT data packet written to the receive FIFO is a short packet ( $0 < \text{packet size} < \text{maximum packet size}$ )
  6. When either the application or the DMA pops this entry (OUT Data Transfer Completed), a Transfer Completed interrupt is generated for the endpoint and the endpoint enable is cleared.

#### 15.4.4.2.2.11 Generic Isochronous OUT Data Transfers Using Periodic Transfer Interrupt Feature

This section describes a regular isochronous OUT data transfer with the Periodic Transfer Interrupt feature.

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). For packet writes in Slave mode, see: Packet Read from FIFO in Slave Mode (p. 292).

#### Application Requirements

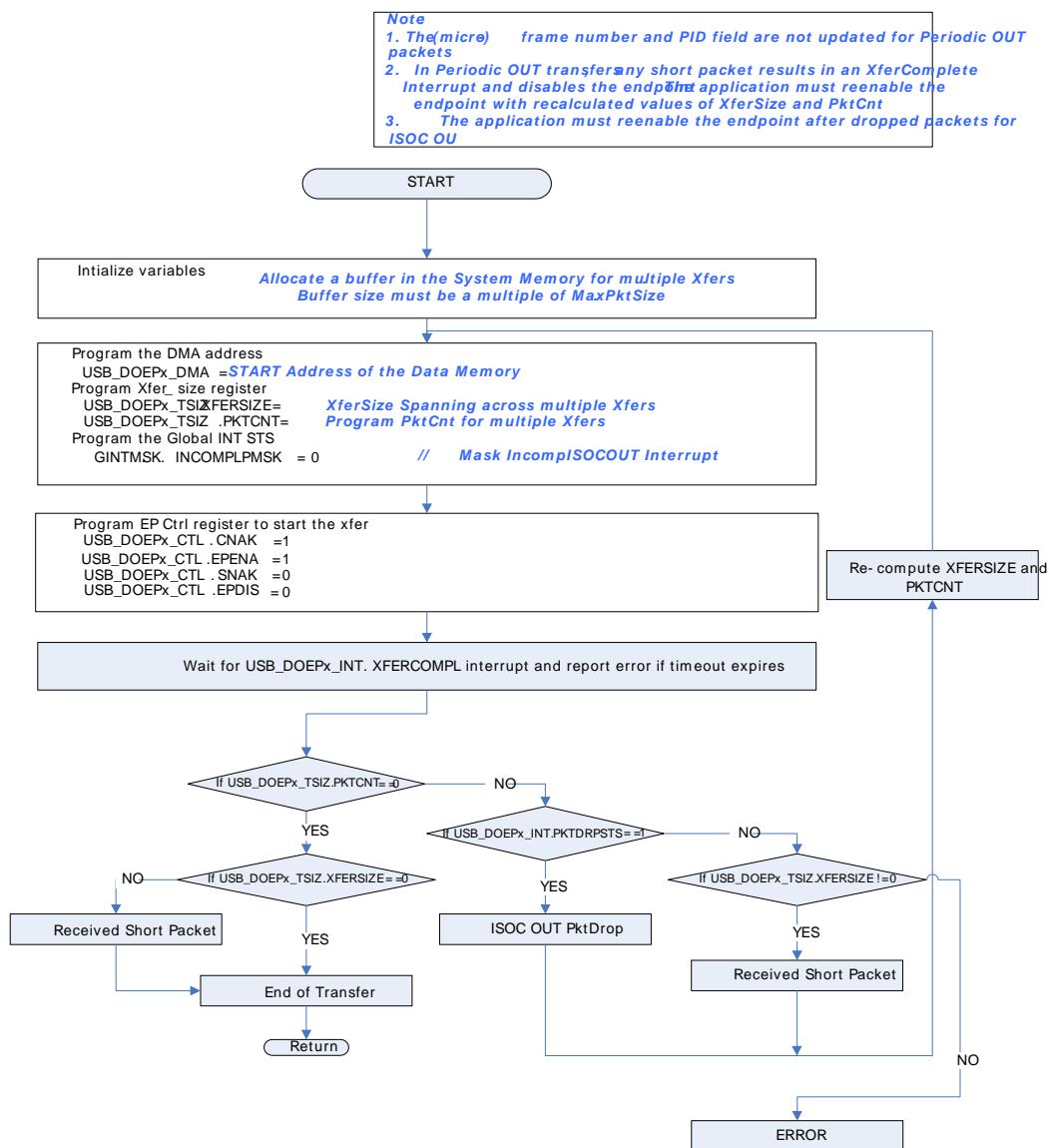
1. Before setting up ISOC OUT transfers spanned across multiple frames, the application must allocate buffer in the memory to accommodate all data to be received as part of the OUT transfers, then program that buffer's size and start address in the endpoint-specific registers.
  - The application must mask the USB\_GINTSTS.INCOMPLP (Incomplete ISO OUT).
  - The application must enable the USB\_DCTL.IGNRFRMNUM
2. For ISOC transfers, the Transfer Size field in the USB\_DOEPx\_TSIZ.XFERSIZE register must be a multiple of the maximum packet size of the endpoint, adjusted to the DWORD boundary. The Transfer Size programmed can span across multiple frames based on the periodicity after which the application wants to receive the USB\_DOEPx\_INT.XFERCOMPL interrupt
  - $\text{transfer size[epnum]} = n * (\text{mps[epnum]} + 4 - (\text{mps[epnum]} \bmod 4))$
  - $\text{packet count[epnum]} = n$
  - $n > 0$  (Higher value of n reduces the periodicity of the USB\_DOEPx\_INT.XFERCOMPL interrupt)
  - $1 \leq \text{packet count[epnum]} \leq n$  (Higher value of n reduces the periodicity of the USB\_DOEPx\_INT.XFERCOMPL interrupt).
3. In DMA mode, the core stores a received data packet in the memory, always starting on a DWORD boundary. If the maximum packet size of the endpoint is not a multiple of 4, the core inserts byte pads at end of a maximum-packet-size packet up to the end of the DWORD. The application will not be informed about the frame number and the PID value on which a specific OUT packet has been received.
4. The assertion of the USB\_DOEPx\_INT.XFERCOMPL interrupt marks the completion of the isochronous OUT data transfer. This interrupt does not necessarily mean that the data in memory is good.
  - On USB\_DOEPx\_INT.XFERCOMPL, the application must read the endpoint's Transfer Size register to calculate the size of the payload in the memory.
  - Payload size in memory = application-programmed initial transfer size - core updated final transfer size

- Number of USB packets in which this payload was received = application-programmed initial packet count – core updated final packet count.
  - If for some reason, the host stop sending tokens, there will be no interrupt to the application, and the application must timeout on its own.
5. The assertion of the USB\_DOEPx\_INT.XFERCOMPL can also mark a packet drop on USB due to unavailability of space in the RxFifo or due to any packet errors.
- The application must read the USB\_DOEPx\_INT.PKTDRPSTS (USB\_DOEPx\_INT.Bit[11] is now used as the USB\_DOEPx\_INT.PKTDRPSTS) register to differentiate whether the USB\_DOEPx\_INT.XFERCOMPL was generated due to the normal end of transfer or due to dropped packets. In case of packets being dropped on the USB due to unavailability of space in the RxFifo or due to any packet errors the endpoint enable bit is cleared.
  - In case of packet drop on the USB application must re-enable the endpoint after recalculating the values USB\_DOEPx\_TSIZ.XFERSIZE and USB\_DOEPx\_TSIZ.PKTCNT.
  - Payload size in memory = application-programmed initial transfer size - core updated final transfer size
  - Number of USB packets in which this payload was received = application-programmed initial packet count - core updated final packet count.

**Note**

Due to application latencies it is possible that DOEPINT.XFERCOMPL interrupt is generated without DOEPINT.PKTDRPSTS being set, This scenario is possible only if back-to-back packets are dropped for consecutive frames and the PKTDRPSTS is merged, but the XFERSIZE and PktCnt values for the endpoint are nonzero. In this case, the application must proceed further by programming the PKTCNT and XFERSIZE register for the next frame, as it would if PKTDRPSTS were being set.

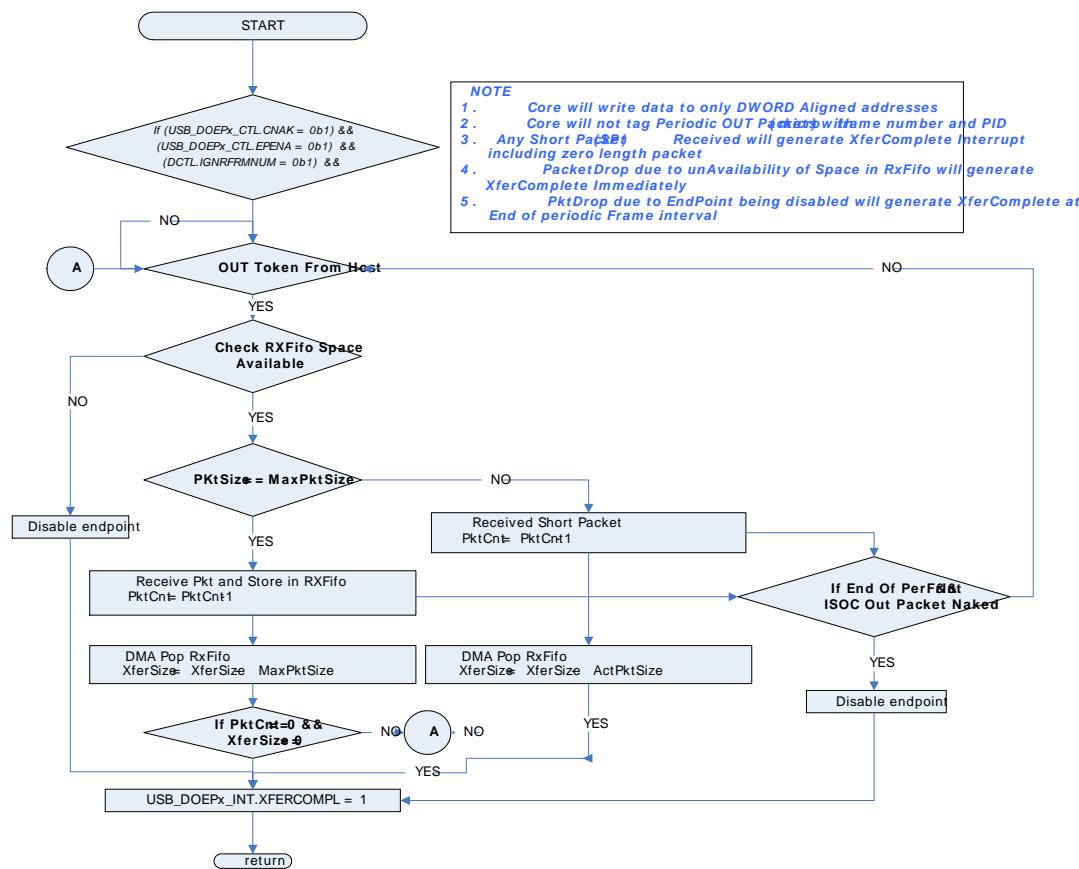
Figure 15.23 (p. 302) gives the application flow for Isochronous OUT Periodic Transfer Interrupt feature.

**Figure 15.23. ISOC OUT Application Flow for Periodic Transfer Interrupt Feature****Internal Data Flow**

- The application must set the Transfer Size, Packets to be received in a frame and Packet Count Fields in the endpoint-specific registers, clear the NAK bit, and enable the endpoint to receive the data.
- When an isochronous OUT endpoint is enabled by setting the Endpoint Enable and clearing the NAK bits, the Even/Odd frame will be ignored by the core.
- Once the NAK bit is cleared, the core starts receiving data and writes it to the receive FIFO, as long as there is space in the receive FIFO. For every data packet received on the USB, the data packet and its status are written to the receive FIFO. Every packet (maximum packet size or short packet) written to the receive FIFO decrements the Packet Count field for that endpoint by 1.
- When the packet count becomes 0 or when a short packet is received on the endpoint, the NAK bit for that endpoint is set. Once the NAK bit is set, the ISOC packets are ignored and not written to the receive FIFO.
- After the data is written to the receive FIFO, the core's DMA engine, reads the data from the receive FIFO and writes it to external memory, one packet at a time per endpoint.
- At the end of every packet write on the AHB to external memory, the transfer size for the endpoint is decremented by the size of the written packet.
- The OUT Data Transfer Completed pattern for an OUT endpoint is written to the receive FIFO on one of the following conditions.
  - The transfer size is 0 and the packet count is 0

- The last OUT data packet written to the receive FIFO is a short packet ( $0 < \text{packet size} < \text{maximum packet size}$ ).
8. When the DMA pops this entry (OUT Data Transfer Completed), a Transfer Completed interrupt is generated for the endpoint or the endpoint enable is cleared.
9. OUT data packets received with Bad Data CRC or any packet error are flushed from the receive FIFO automatically.
- In these two cases, the packet count and transfer size registers are not decremented because no data is written to the receive FIFO.

**Figure 15.24. Isochronous OUT Core Internal Flow for Periodic Transfer Interrupt Feature**



#### 15.4.4.2.2.12 Incomplete Isochronous OUT Data Transfers in DMA and Slave Modes

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). See Packet Read from FIFO in Slave Mode (p. 292).

This section describes the application programming sequence when isochronous OUT data packets are dropped inside the core.

##### Internal Data Flow

- For isochronous OUT endpoints, the USB\_DOEPx\_INT.XFERCOMPL interrupt possibly is not always asserted. If the core drops isochronous OUT data packets, the application could fail to detect the USB\_DOEPx\_INT.XFERCOMPL interrupt under the following circumstances.
  - When the receive FIFO cannot accommodate the complete ISO OUT data packet, the core drops the received ISO OUT data.
  - When the isochronous OUT data packet is received with CRC errors
  - When the isochronous OUT token received by the core is corrupted
  - When the application is very slow in reading the data from the receive FIFO

2. When the core detects an end of periodic frame before transfer completion to all isochronous OUT endpoints, it asserts the USB\_GINTSTS.INCOMPLP (Incomplete Isochronous OUT data) interrupt, indicating that a USB\_DOEPx\_INT.XFERCOMPL interrupt is not asserted on at least one of the isochronous OUT endpoints. At this point, the endpoint with the incomplete transfer remains enabled, but no active transfers remains in progress on this endpoint on the USB.
3. This step is applicable only if the core is operating in slave mode. Application Programming Sequence
4. This step is applicable only if the core is operating in slave mode. Asserting the USB\_GINTSTS.INCOMPLP (Incomplete Isochronous OUT data) interrupt indicates that in the current frame, at least one isochronous OUT endpoint has an incomplete transfer.
5. If this occurs because isochronous OUT data is not completely emptied from the endpoint, the application must ensure that the DMA or the application empties all isochronous OUT data (data and status) from the receive FIFO before proceeding.
  - When all data is emptied from the receive FIFO, the application can detect the USB\_DOEPx\_INT.XFERCOMPL interrupt. In this case, the application must re-enable the endpoint to receive isochronous OUT data in the next frame, as described in Control Read Transfers (SETUP, Data IN, Status OUT) (p. 290) .
6. When it receives a USB\_GINTSTS.incomplete Isochronous OUT data interrupt, the application must read the control registers of all isochronous OUT endpoints (USB\_DOEPx\_CTL) to determine which endpoints had an incomplete transfer in the current frame. An endpoint transfer is incomplete if both the following conditions are met.
  - USB\_DOEPx\_CTL.DPIEOF (Even/Odd frame) = USB\_DSTS.SOFFN[0]
  - USB\_DOEPx\_CTL.EPENA (Endpoint Enable) = 1
7. The previous step must be performed before the USB\_GINTSTS.SOF interrupt is detected, to ensure that the current frame number is not changed.
8. For isochronous OUT endpoints with incomplete transfers, the application must discard the data in the memory and disable the endpoint by setting the USB\_DOEPx\_CTL.EPDIS (Endpoint Disable) bit.
9. Wait for the USB\_DOEPx\_INT.EPDIS (Endpoint Disabled) interrupt and enable the endpoint to receive new data in the next frame as explained in Control Read Transfers (SETUP, Data IN, Status OUT) (p. 290) .
  - Because the core can take some time to disable the endpoint, the application possibly is not able to receive the data in the next frame after receiving bad isochronous data.

#### 15.4.4.2.3 IN Data Transfers in Slave and DMA Modes

This section describes the internal data flow and application-level operations during IN data transfers.

- Packet Write in Slave Mode (p. 305)
- Setting Global Non-Periodic IN Endpoint NAK (p. 305)
- Setting IN Endpoint NAK (p. 305)
- IN Endpoint Disable (p. 306)
- Bulk IN Stall (p. 307)
- Incomplete Isochronous IN Data Transfers (p. 307)
- Stalling Non-Isochronous IN Endpoints (p. 308)
- Worst-Case Response Time (p. 309)
- Choosing the Value of USB\_GUSBCFG.USBTRDTIM (p. 309)
- Handling Babble Conditions (p. 310)
- Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode (p. 310)
- Examples (p. 312)
- Generic Periodic IN Data Transfers Without Thresholding Using the Periodic Transfer Interrupt Feature (p. 317)

#### 15.4.4.2.3.1 Packet Write in Slave Mode

This section describes how the application writes data packets to the endpoint FIFO in Slave mode.

1. The application can either choose polling or interrupt mode.
  - In polling mode, application monitors the status of the endpoint transmit data FIFO, by reading the USB\_DIEPx\_TXFSTS register, to determine, if there is enough space in the data FIFO.
  - In interrupt mode, application waits for the USB\_DIEPx\_INT.TXFEMP interrupt and then reads the USB\_DIEPx\_TXFSTS register, to determine, if there is enough space in the data FIFO.
  - To write a single non-zero length data packet, there must be space to write the entire packet in the data FIFO.
  - For writing zero length packet, application must not look for FIFO space.
2. Using one of the above mentioned methods, when the application determines that there is enough space to write a transmit packet, the application must first write into the endpoint control register, before writing the data into the data FIFO. The application, typically must do a read modify write on the USB\_DIEPx\_CTL, to avoid modifying the contents of the register, except for setting the Endpoint Enable bit.

The application can write multiple packets for the same endpoint, into the transmit FIFO, if space is available. For periodic IN endpoints, application must write packets only for one frame. It can write packets for the next periodic transaction, only after getting transfer complete for the previous transaction.

#### 15.4.4.2.3.2 Setting Global Non-Periodic IN Endpoint NAK

##### Internal Data Flow

1. When the application sets the Global Non-periodic IN NAK bit (USB\_DCTL.SGNPINNAK), the core stops transmitting data on the non-periodic endpoint, irrespective of data availability in the Non-periodic Transmit FIFO.
2. Non-isochronous IN tokens receive a NAK handshake reply
3. The core asserts the USB\_GINTSTS.GINNAKEFF interrupt in response to the USB\_DCTL.SGNPINNAK bit.
4. Once the application detects this interrupt, it can assume that the core is in the Global Non-periodic IN NAK mode. The application can clear this interrupt by clearing the USB\_DCTL.SGNPINNAK bit.

##### Application Programming Sequence

1. To stop transmitting any data on non-periodic IN endpoints, the application must set the USB\_DCTL.SGNPINNAK bit. To set this bit, the following field must be programmed
  - USB\_DCTL.SGNPINNAK = 1
2. Wait for the assertion of the USB\_GINTSTS.GINNAKEFF interrupt. This interrupt indicates the core has stopped transmitting data on the non-periodic endpoints.
3. The core can transmit valid non-periodic IN data after the application has set the USB\_DCTL.SGNPINNAK bit, but before the assertion of the USB\_GINTSTS.GINNAKEFF interrupt.
4. The application can optionally mask this interrupt temporarily by writing to the USB\_GINTMSK.GINNAKEFFMSK bit.
  - USB\_GINTMSK.GINNAKEFFMSK = 0
5. To exit Global Non-periodic IN NAK mode, the application must clear the USB\_DCTL.SGNPINNAK. This also clears the USB\_GINTSTS.GINNAKEFF interrupt.
  - USB\_DCTL.SGNPINNAK = 1
6. If the application has masked this interrupt earlier, it must be unmasked as follows:
  - USB\_GINTMSK.GINNAKEFFMSK = 1

#### 15.4.4.2.3.3 Setting IN Endpoint NAK

##### Internal Data Flow

1. When the application sets the IN NAK for a particular endpoint, the core stops transmitting data on the endpoint, irrespective of data availability in the endpoint's transmit FIFO.
2. Non-isochronous IN tokens receive a NAK handshake reply
  - Isochronous IN tokens receive a zero-data-length packet reply
3. The core asserts the USB\_DIEPx\_INT.INEPNAKEFF (IN NAK Effective) interrupt in response to the USB\_DIEPx\_CTL.SNAK (Set NAK) bit.
4. Once this interrupt is seen by the application, the application can assume that the endpoint is in IN NAK mode. This interrupt can be cleared by the application by setting the USB\_DIEPx\_CTL. Clear NAK bit.

### Application Programming Sequence

1. To stop transmitting any data on a particular IN endpoint, the application must set the IN NAK bit. To set this bit, the following field must be programmed.
  - USB\_DIEPx\_CTL.SNAK = 1
2. Wait for assertion of the USB\_DIEPx\_INT.INEPNAKEFF (NAK Effective) interrupt. This interrupt indicates the core has stopped transmitting data on the endpoint.
3. The core can transmit valid IN data on the endpoint after the application has set the NAK bit, but before the assertion of the NAK Effective interrupt.
4. The application can mask this interrupt temporarily by writing to the USB\_DIEPMSK.INEPNAKEFFMSK (NAK Effective) bit.
  - USB\_DIEPMSK.INEPNAKEFFMSK (NAK Effective) = 0
5. To exit Endpoint NAK mode, the application must clear the USB\_DIEPx\_CTL.NAK status. This also clears the USB\_DIEPx\_INT.INEPNAKEFF (NAK Effective) interrupt.
  - USB\_DIEPx\_CTL.CNAK = 1
6. If the application masked this interrupt earlier, it must be unmasked as follows:
  - USB\_DIEPMSK.INEPNAKEFFMSK (NAK Effective) = 1

#### 15.4.4.2.3.4 IN Endpoint Disable

Use the following sequence to disable a specific IN endpoint (periodic/non-periodic) that has been previously enabled.

### Application Programming Sequence:

1. In Slave mode, the application must stop writing data on the AHB, for the IN endpoint to be disabled.
2. The application must set the endpoint in NAK mode. See Setting IN Endpoint NAK (p. 305).
  - USB\_DIEPx\_CTL.SNAK = 1
3. Wait for USB\_DIEPx\_INT.INEPNAKEFF (NAK Effective) interrupt.
4. Set the following bits in the USB\_DIEPx\_CTL register for the endpoint that must be disabled.
  - USB\_DIEPx\_CTL.EPDIS (Endpoint Disable) = 1
  - USB\_DIEPx\_CTL.SNAK = 1
5. Assertion of USB\_DIEPx\_INT.EPDISBLD (Endpoint Disabled) interrupt indicates that the core has completely disabled the specified endpoint. Along with the assertion of the interrupt, the core also clears the following bits.
  - USB\_DIEPx\_CTL.EPENA = 0
  - USB\_DIEPx\_CTL.EPDIS = 0
6. The application must read the USB\_DIEPx\_TSIZ register for the periodic IN EP, to calculate how much data on the endpoint was transmitted on the USB.
7. The application must flush the data in the Endpoint transmit FIFO, by setting the following fields in the USB\_GRSTCTL register.
  - USB\_GRSTCTL.TXFNUM = Endpoint Transmit FIFO Number
  - USB\_GRSTCTL.TXFFLSH = 1

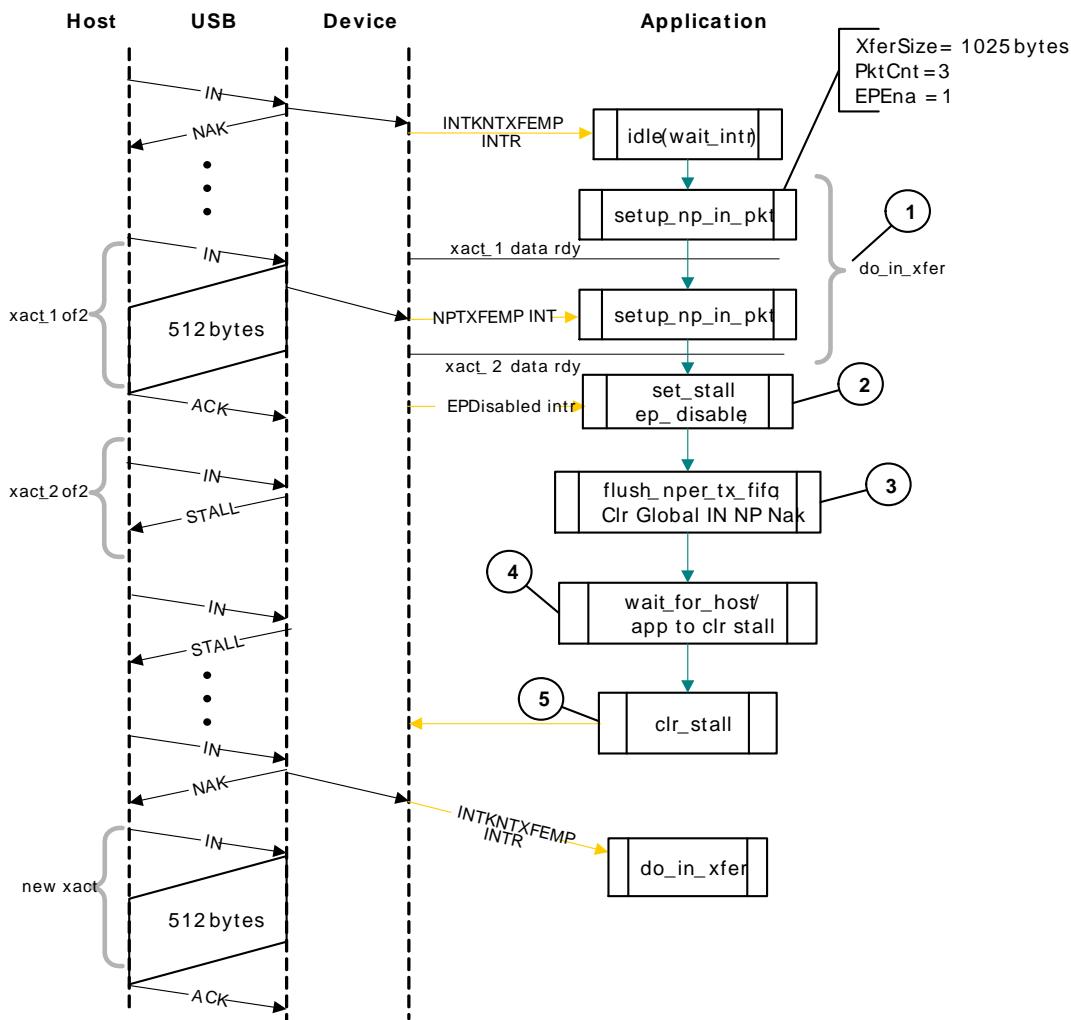
The application must poll the USB\_GRSTCTL register, until the TXFFLSH bit is cleared by the core, which indicates the end of flush operation. To transmit new data on this endpoint, the application can re-enable the endpoint at a later point.

#### 15.4.4.2.3.5 Bulk IN Stall

These notes refer to Figure 15.25 (p. 307)

1. The application has scheduled an IN transfer on receiving the USB\_DIEPx\_INT.INTKNTXFEMP (IN Token Received When TxFIFO Empty) interrupt.
2. When the transfer is in progress, the application must force a STALL on the endpoint. This could be because the application has received a SetFeature.Endpoint Halt command. The application sets the Stall bit, disables the endpoint and waits for the USB\_DIEPx\_INT.EPDISBLD (Endpoint Disabled) interrupt. This generates STALL handshakes for the endpoint on the USB.
3. On receiving the interrupt, the application flushes the Non-periodic Transmit FIFO and clears the USB\_DCTL.SGNPINNAK (Global IN NP NAK) bit.
4. On receiving the ClearFeature.Endpoint Halt command, the application clears the Stall bit.
5. The endpoint behaves normally and the application can re-enable the endpoint for new transfers

**Figure 15.25. Bulk IN Stall**



#### 15.4.4.2.3.6 Incomplete Isochronous IN Data Transfers

This section describes what the application must do on an incomplete isochronous IN data transfer.

##### Internal Data Flow

1. An isochronous IN transfer is treated as incomplete in one of the following conditions.

- a. The core receives a corrupted isochronous IN token on at least one isochronous IN endpoint. In this case, the application detects a USB\_GINTSTS.INCOMPISOIN (Incomplete Isochronous IN Transfer) interrupt.
  - b. The application or DMA is slow to write the complete data payload to the transmit FIFO and an IN token is received before the complete data payload is written to the FIFO. In this case, the application detects a USB\_DIEPx\_INT.INTKNTXFEMP (IN Token Received When TxFIFO Empty) interrupt. The application can ignore this interrupt, as it eventually results in a USB\_GINTSTS.INCOMPISOIN (Incomplete Isochronous IN Transfer) interrupt at the end of periodic frame.
    - i. The core transmits a zero-length data packet on the USB in response to the received IN token.
2. In either of the aforementioned cases, in Slave mode, the application must stop writing the data payload to the transmit FIFO as soon as possible.
  3. The application must set the NAK bit and the disable bit for the endpoint. In DMA mode, the core automatically stops fetching the data payload when the endpoint disable bit is set.
  4. The core disables the endpoint, clears the disable bit, and asserts the Endpoint Disable interrupt for the endpoint.

### Application Programming Sequence

1. The application can ignore the USB\_DIEPx\_INT.INTKNTXFEMP (IN Token Received When TxFIFO empty) interrupt on any isochronous IN endpoint, as it eventually results in a USB\_GINTSTS.INCOMPISOIN (Incomplete Isochronous IN Transfer) interrupt.
2. Assertion of the USB\_GINTSTS.INCOMPISOIN (Incomplete Isochronous IN Transfer) interrupt indicates an incomplete isochronous IN transfer on at least one of the isochronous IN endpoints.
3. The application must read the Endpoint Control register for all isochronous IN endpoints to detect endpoints with incomplete IN data transfers.
4. In Slave mode, the application must stop writing data to the Periodic Transmit FIFOs associated with these endpoints on the AHB.
5. In both modes of operation, program the following fields in the USB\_DIEPx\_CTL register to disable the endpoint.
  - USB\_DIEPx\_CTL.SNAK = 1
  - USB\_DIEPx\_CTL.EPDIS (Endpoint Disable) = 1
6. The USB\_DIEPx\_INT.EPDISBLD (Endpoint Disabled) interrupt's assertion indicates that the core has disabled the endpoint.
  - At this point, the application must flush the data in the associated transmit FIFO or overwrite the existing data in the FIFO by enabling the endpoint for a new transfer in the next frame. To flush the data, the application must use the USB\_GRSTCTL register.

#### 15.4.4.2.3.7 Stalling Non-Isochronous IN Endpoints

This section describes how the application can stall a non-isochronous endpoint.

### Application Programming Sequence

1. Disable the IN endpoint to be stalled. Set the Stall bit as well.
2. USB\_DIEPx\_CTL.EPDIS (Endpoint Disable) = 1, when the endpoint is already enabled
  - USB\_DIEPx\_CTL.STALL = 1
  - The Stall bit always takes precedence over the NAK bit
3. Assertion of the USB\_DIEPx\_INT.EPDISBLD (Endpoint Disabled) interrupt indicates to the application that the core has disabled the specified endpoint.
4. The application must flush the Non-periodic or Periodic Transmit FIFO, depending on the endpoint type. In case of a non-periodic endpoint, the application must re-enable the other non-periodic endpoints, which do not need to be stalled, to transmit data.
5. Whenever the application is ready to end the STALL handshake for the endpoint, the USB\_DIEPx\_CTL.STALL bit must be cleared.

6. If the application sets or clears a STALL for an endpoint due to a SetFeature.Endpoint Halt command or ClearFeature.Endpoint Halt command, the Stall bit must be set or cleared before the application sets up the Status stage transfer on the control endpoint.

### Special Case: Stalling the Control IN/OUT Endpoint

The core must stall IN/OUT tokens if, during the Data stage of a control transfer, the host sends more IN/OUT tokens than are specified in the SETUP packet. In this case, the application must enable USB\_DIEPx\_INT.INTKNTXFEMP and USB\_DOEPx\_INT.OUTTKNEPDIS interrupts during the Data stage of the control transfer, after the core has transferred the amount of data specified in the SETUP packet. Then, when the application receives this interrupt, it must set the STALL bit in the corresponding endpoint control register, and clear this interrupt.

#### 15.4.4.2.3.8 Worst-Case Response Time

When the acts as a device, there is a worst case response time for any tokens that follow an isochronous OUT. This worst case response time depends on the AHB clock frequency.

The core registers are in the AHB domain, and the core does not accept another token before updating these register values. The worst case is for any token following an isochronous OUT, because for an isochronous transaction, there is no handshake and the next token could come sooner. This worst case value is 7 PHY clocks in FS mode.

If this worst case condition occurs, the core responds to bulk/interrupt tokens with a NAK and drops isochronous and SETUP tokens. The host interprets this as a timeout condition for SETUP and retries the SETUP packet. For isochronous transfers, the INCOMPISOIN and INCOMPLP interrupts inform the application that isochronous IN/OUT packets were dropped.

#### 15.4.4.2.3.9 Choosing the Value of USB\_GUSBCFG.USBTRDTIM

The value in USB\_GUSBCFG.USBTRDTIM is the time it takes for the MAC, in terms of PHY clocks after it has received an IN token, to get the FIFO status, and thus the first data from PFC (Packet FIFO Controller) block. This time involves the synchronization delay between the PHY and AHB clocks. This delay is 5 clocks.

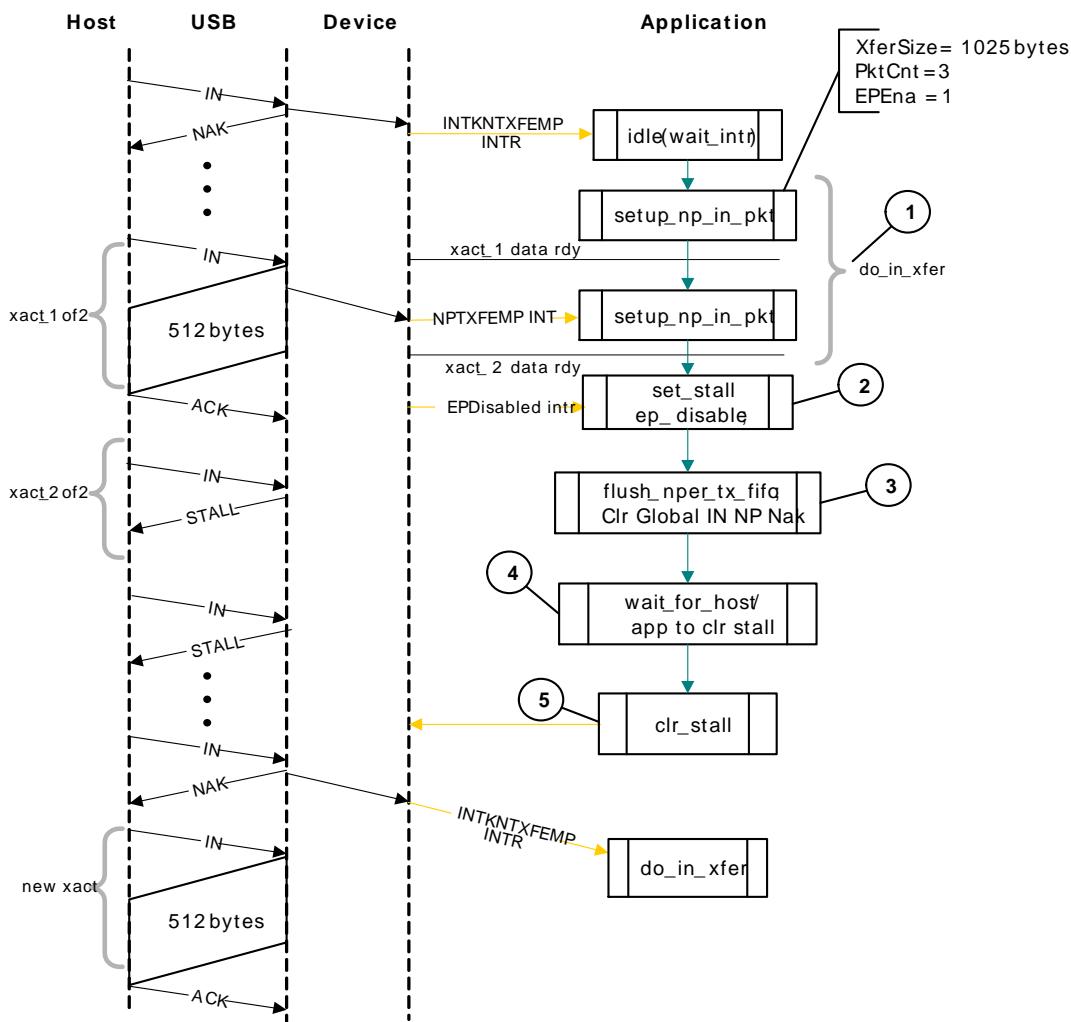
Once the MAC receives an IN token, this information (token received) is synchronized to the AHB clock by the PFC (the PFC runs on the AHB clock). The PFC then reads the data from the SPRAM and writes it into the dual clock source buffer. The MAC then reads the data out of the source buffer (4 deep).

If the AHB is running at a higher frequency than the PHY (in Low-speed mode), the application can use a smaller value for USB\_GUSBCFG.USBTRDTIM. Figure 15.26 (p. 310) explains the 5-clock delay. This diagram has the following signals:

- tkn\_rcvd: Token received information from MAC to PFC
- dynced\_tkn\_rcvd: Doubled sync tkn\_rcvd, from pclk to hclk domain
- spr\_read: Read to SPRAM
- spr\_addr: Address to SPRAM
- spr\_rdata: Read data from SPRAM
- srcbuf\_push: Push to the source buffer
- srcbuf\_rdata: Read data from the source buffer. Data seen by MAC

The application can use the following formula to calculate the value of USB\_GUSBCFG.USBTRDTIM:

$4 * \text{AHB Clock} + 1 \text{ PHY Clock} = (2 \text{ clock sync} + 1 \text{ clock memory address} + 1 \text{ clock memory data from sync RAM}) + (1 \text{ PHY Clock (next PHY clock MAC can sample the 2-clock FIFO output)})$

**Figure 15.26. USBTRDTIM Max Timing Case ERROR wrong image**

#### 15.4.4.2.3.10 Handling Babble Conditions

If receives a packet that is larger than the maximum packet size for that endpoint, the core stops writing data to the Rx buffer and waits for the end of packet (EOP). When the core detects the EOP, it flushes the packet in the Rx buffer and does not send any response to the host.

If the core continues to receive data at the EOF2 (the end of frame 2, which is very close to SOF), the core generates an early\_suspend interrupt (USB\_GINTSTS.ERLYSUSP). On receiving this interrupt, the application must check the erratic\_error status bit (USB\_DSTS.ERRTICERR). If this bit is set, the application must take it as a long babble and perform a soft reset.

#### 15.4.4.2.3.11 Generic Non-Periodic (Bulk and Control) IN Data Transfers in DMA and Slave Mode

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint as described in Endpoint Initialization (p. 283). For packet writes in Slave mode, see: Packet Write in Slave Mode (p. 305).

#### Application Requirements

1. Before setting up an IN transfer, the application must ensure that all data to be transmitted as part of the IN transfer is part of a single buffer, and must program the size of that buffer and its start address (in DMA mode) to the endpoint-specific registers.
2. For IN transfers, the Transfer Size field in the Endpoint Transfer Size register denotes a payload that constitutes multiple maximum-packet-size packets and a single short packet. This short packet is transmitted at the end of the transfer.

- To transmit a few maximum-packet-size packets and a short packet at the end of the transfer:
- Transfer size[epnum] =  $n * \text{mps}[epnum] + sp$

(where n is an integer  $\geq 0$ , and  $0 \leq sp < \text{mps}[epnum]$ )

- If ( $sp > 0$ ), then packet count[epnum] =  $n + 1$ . Otherwise, packet count[epnum] = n
- a. To transmit a single zero-length data packet:
  - Transfer size[epnum] = 0
  - Packet count[epnum] = 1

- b. To transmit a few maximum-packet-size packets and a zero-length data packet at the end of the transfer, the application must split the transfer in two parts. The first sends maximum-packet-size data packets and the second sends the zero-length data packet alone.

- c. First transfer: transfer size[epnum] =  $n * \text{mps}[epnum]$ ; packet count = n;
- d. Second transfer: transfer size[epnum] = 0; packet count = 1;

- 3. In DMA mode, the core fetches an IN data packet from the memory, always starting at a DWORD boundary. If the maximum packet size of the IN endpoint is not a multiple of 4, the application must arrange the data in the memory with pads inserted at the end of a maximum-packet-size packet so that a new packet always starts on a DWORD boundary.

- 4. Once an endpoint is enabled for data transfers, the core updates the Transfer Size register. At the end of IN transfer, which ended with a Endpoint Disabled interrupt, the application must read the Transfer Size register to determine how much data posted in the transmit FIFO was already sent on the USB.

- 5. Data fetched into transmit FIFO = Application-programmed initial transfer size – core-updated final transfer size

- Data transmitted on USB = (application-programmed initial packet count – Core updated final packet count) \*  $\text{mps}[epnum]$
- Data yet to be transmitted on USB = (Application-programmed initial transfer size – data transmitted on USB)

## Internal Data Flow

1. The application must set the Transfer Size and Packet Count fields in the endpoint-specific registers and enable the endpoint to transmit the data.
2. In Slave mode, the application must also write the required data to the transmit FIFO for the endpoint. In DMA mode, the core fetches the data from memory according to the application setting for the endpoint.
3. Every time a packet is written into the transmit FIFO, either by the core's internal DMA (in DMA mode) or the application (in Slave Mode), the transfer size for that endpoint is decremented by the packet size. The data is fetched from the memory (DMA/Application), until the transfer size for the endpoint becomes 0. After writing the data into the FIFO, the "number of packets in FIFO" count is incremented (this is a 3-bit count, internally maintained by the core for each IN endpoint transmit FIFO. The maximum number of packets maintained by the core at any time in an IN endpoint FIFO is eight). For zero-length packets, a separate flag is set for each FIFO, without any data in the FIFO.
4. Once the data is written to the transmit FIFO, the core reads it out upon receiving an IN token. For every non-isochronous IN data packet transmitted with an ACK handshake, the packet count for the endpoint is decremented by one, until the packet count is zero. The packet count is not decremented on a TIMEOUT.
5. For zero length packets (indicated by an internal zero length flag), the core sends out a zero-length packet for the IN token and decrements the Packet Count field.
6. If there is no data in the FIFO for a received IN token and the packet count field for that endpoint is zero, the core generates a IN Tkn Rcvd When FIFO Empty Interrupt for the endpoint, provided the endpoint NAK bit is not set. The core responds with a NAK handshake for non-isochronous endpoints on the USB.
7. For Control IN endpoint, if there is a TIMEOUT condition, the USB\_DIEPx\_INT.TIMEOUT interrupt is generated.
8. When the transfer size is 0 and the packet count is 0, the transfer complete interrupt for the endpoint is generated and the endpoint enable is cleared.

## Application Programming Sequence

1. Program the USB\_DIEPx\_TSIZ register with the transfer size and corresponding packet count. In DMA mode, also program the USB\_DIEPx\_DMAADDR register.
2. Program the USB\_DIEPx\_CTL register with the endpoint characteristics and set the CNAK and Endpoint Enable bits.
3. In slave mode when transmitting non-zero length data packet, the application must poll the USB\_DIEPx\_TXFSTS register (where x is the FIFO number associated with that endpoint) to determine whether there is enough space in the data FIFO. The application can optionally use USB\_DIEPx\_INT.TXFEMP before writing the data.

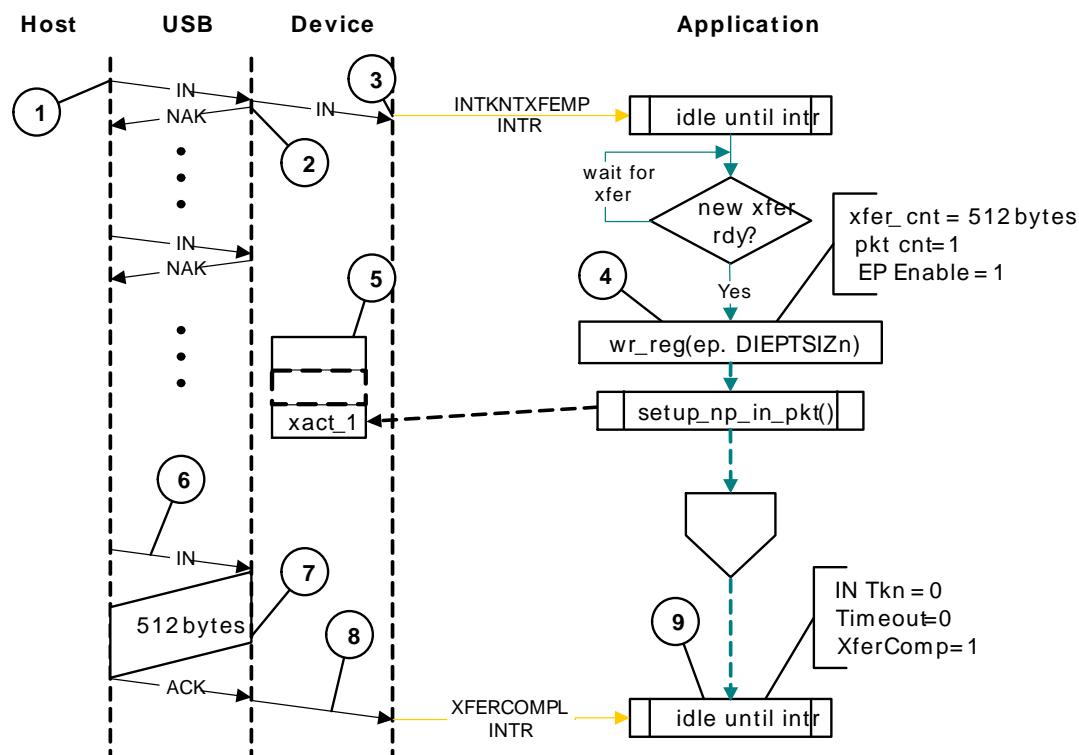
### 15.4.4.2.3.12 Examples

#### Slave Mode Bulk IN Transaction

These notes refer to Figure 15.27 (p. 312).

1. The host attempts to read data (IN token) from an endpoint.
2. On receiving the IN token on the USB, the core returns a NAK handshake, because no data is available in the transmit FIFO.
3. To indicate to the application that there was no data to send, the core generates a USB\_DIEPx\_INT.INTKNTXFEMP (IN Token Received When TxFIFO Empty) interrupt.
4. When data is ready, the application sets up the USB\_DIEPx\_TSIZ register with the Transfer Size and Packet Count fields.
5. The application writes one maximum packet size or less of data to the Non-periodic TxFIFO.
6. The host reattempts the IN token.
7. Because data is now ready in the FIFO, the core now responds with the data and the host ACKs it.
8. Because the XFERSIZE is now zero, the intended transfer is complete. The device core generates a USB\_DIEPx\_INT.XFERCOMPL interrupt.
9. The application processes the interrupt and uses the setting of the USB\_DIEPx\_INT.XFERCOMPL interrupt bit to determine that the intended transfer is complete.

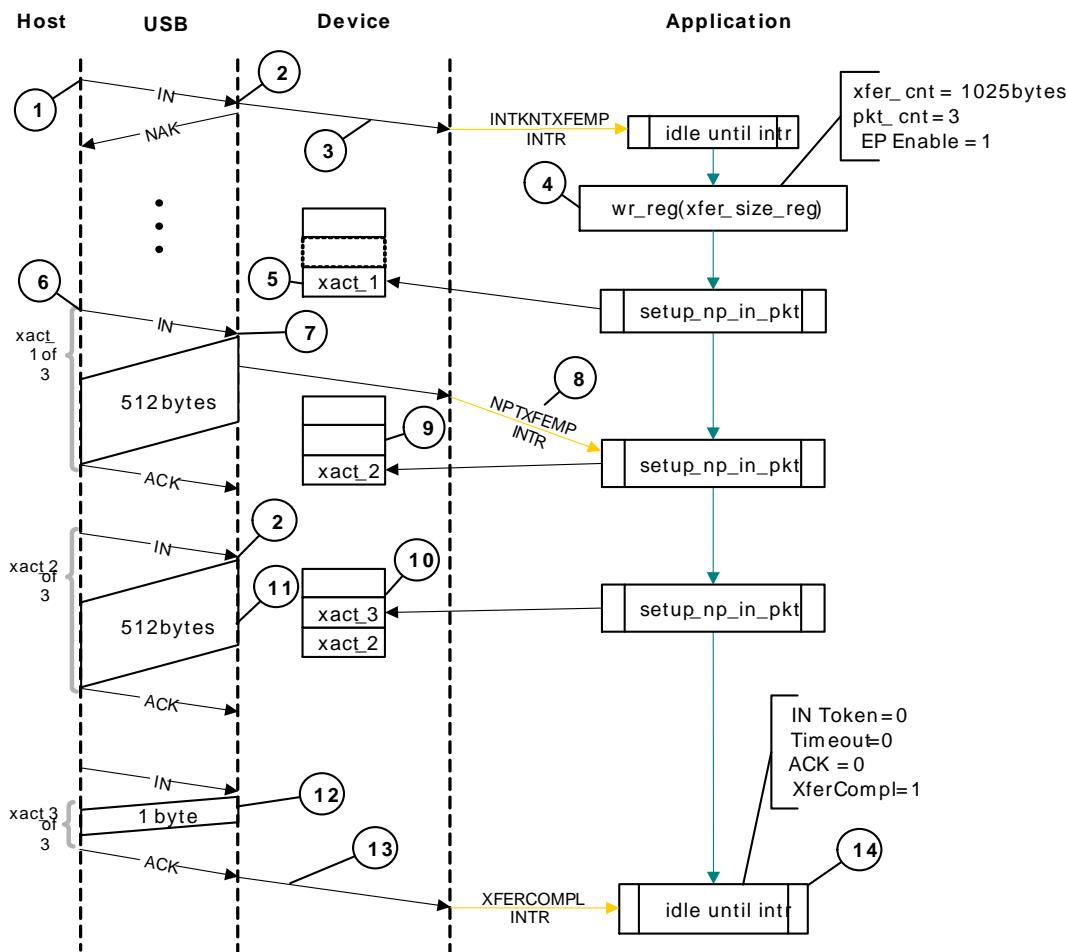
**Figure 15.27. Slave Mode Bulk IN Transaction**



## Slave Mode Bulk IN Transfer (Pipelined Transaction)

These notes refer to Figure 15.28 (p. 314)

1. The host attempts to read data (IN token) from an endpoint.
2. On receiving the IN token on the USB, the core returns a NAK handshake, because no data is available in the transmit FIFO.
3. To indicate that there was no data to send, the core generates an USB\_DIEPx\_INT.INTKNTXFEMP (In Token Received When TxFIFO Empty) interrupt.
4. When data is ready, the application sets up the USB\_DIEPx\_TSIZ register with the transfer size and packet count.
5. The application writes one maximum packet size or less of data to the Non-periodic TxFIFO.
6. The host reattempts the IN token.
7. Because data is now ready in the FIFO, the core responds with the data, and the host ACKs it.
8. When the TxFIFO level falls below the halfway mark, the core generates a USB\_GINTSTS.NPTXFEMP (NonPeriodic TxFIFO Empty) interrupt. This triggers the application to start writing additional data packets to the FIFO.
9. A data packet for the second transaction is ready in the TxFIFO.
- 10A data packet for third transaction is ready in the TxFIFO while the data for the second packet is being sent on the bus.
- 11.The second data packet is sent to the host.
- 12.The last short packet is sent to the host.
- 13Because the last packet is sent and XFERSIZE is now zero, the intended transfer is complete. The core generates a USB\_DIEPx\_INT.XFERCOMPL interrupt.
- 14.The application processes the interrupt and uses the setting of the USB\_DIEPx\_INT.XFERCOMPL interrupt bit to determine that the intended transfer is complete

**Figure 15.28. Slave Mode Bulk IN Transfer (Pipelined Transaction)**

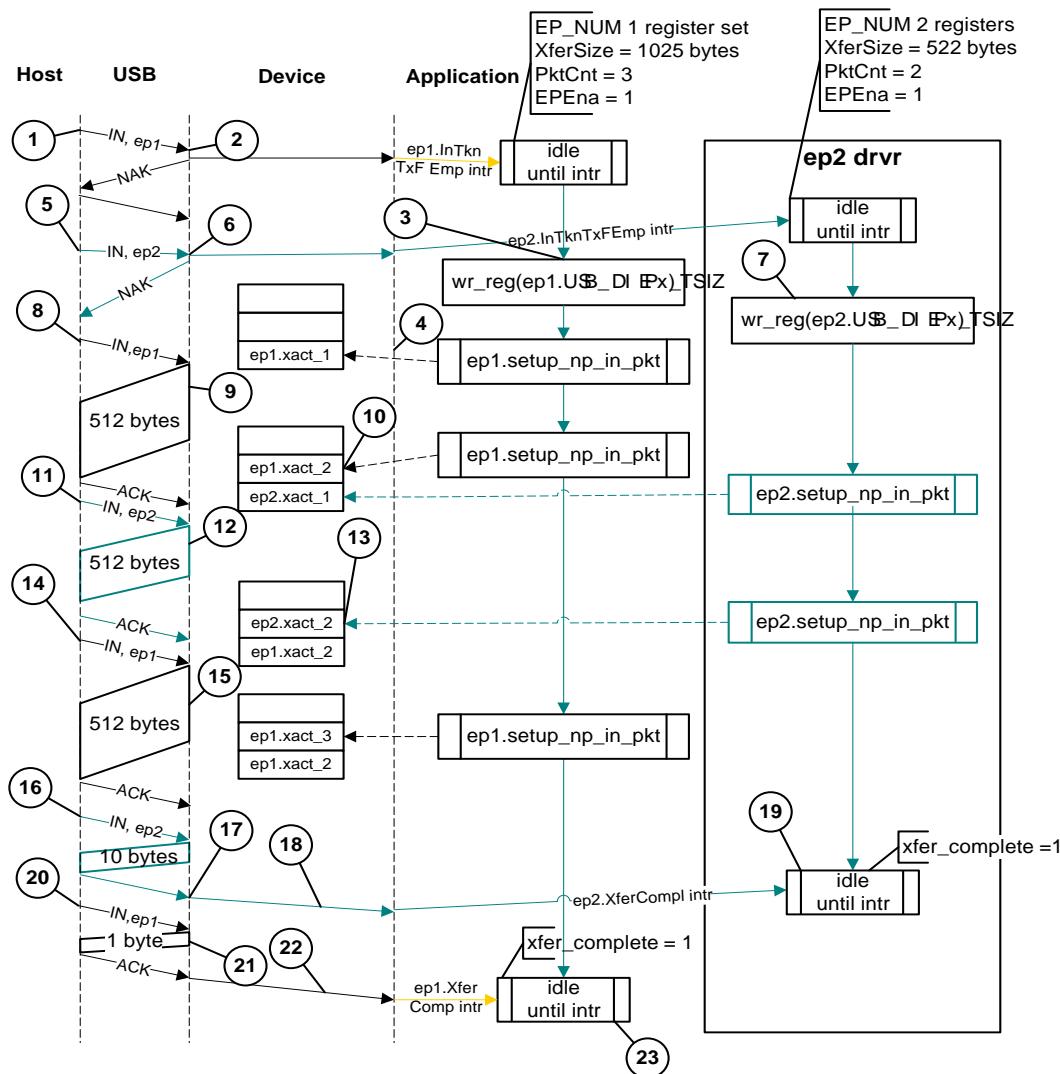
### Slave Mode Bulk IN Two-Endpoint Transfer

These notes refer to Figure 15.29 (p. 315)

1. The host attempts to read data (IN token) from endpoint 1.
2. On receiving the IN token on the USB, the core returns a NAK handshake, because no data is available in the transmit FIFO for endpoint 1, and generates a USB\_DIEP1\_INT.INTKNTXFEMP (In Token Received When TxFIFO Empty) interrupt.
3. The application processes the interrupt and initializes USB\_DIEP1\_TSIZ register with the Transfer Size and Packet Count fields. The application starts writing the transaction data to the transmit FIFO.
4. The application writes one maximum packet size or less of data for endpoint 1 to the Non-periodic TxFIFO.
5. Meanwhile, the host attempts to read data (IN token) from endpoint 2.
6. On receiving the IN token on the USB, the core returns a NAK handshake, because no data is available in the transmit FIFO for endpoint 2, and the core generates a USB\_DIEP2\_INT.INTKNTXFEMP (In Token Received When TxFIFO Empty) interrupt.
7. Because the application has completed writing the packet for endpoint 1, it initializes the USB\_DIEP2\_TSIZ register with the Transfer Size and Packet Count fields. The application starts writing the transaction data into the transmit FIFO for endpoint 2.
8. The host repeats its attempt to read data (IN token) from endpoint 1.
9. Because data is now ready in the TxFIFO, the core returns the data, which the host ACKs.
10. Meanwhile, the application has initialized the data for the next two packets in the TxFIFO (ep2.xact1 and ep1.xact2, in order).
11. The host repeats its attempt to read data (IN token) from endpoint 2.
12. Because endpoint 2's data is ready, the core responds with the data (ep2.xact\_1), which the host ACKs.

- 13 Meanwhile, the application has initialized the data for the next two packets in the Tx FIFO (ep2.xact3, in order). The application has finished initializing data for the two endpoints involved in this scenario.
- 14 The host repeats its attempt to read data (IN token) from endpoint 1.
- 15 Because data is now ready in the FIFO, the core responds with the data, which the host ACKs.
- 16 The host repeats its attempt to read data (IN token) from endpoint 2.
- 17 With data now ready in the FIFO, the core responds with the data, which the host ACKs.
- 18 With the last packet for endpoint 2 sent and its XFERSIZE now zero, the intended transfer is complete. The core generates a USB\_DIEP2\_INT.XFERCOMPL interrupt for this endpoint.
- 19 The application processes the interrupt and uses the setting of the USB\_DIEP2\_INT.XFERCOMPL interrupt bit to determine that the intended transfer on endpoint 2 is complete.
- 20 The host repeats its attempt to read data (IN token) from endpoint 1 (last transaction).
- 21 With data now ready in the FIFO, the core responds with the data, which the host ACKs.
- 22 Because the last endpoint one packet has been sent and XFERSIZE is now zero, the intended transfer is complete. The core generates a USB\_DIEP1\_INT.XFERCOMPL interrupt for this endpoint.
- 23 The application processes the interrupt and uses the setting of the USB\_DIEP1\_INT.XFERCOMPL interrupt bit to determine that the intended transfer on endpoint 1 is complete.

**Figure 15.29. Slave Mode Bulk IN Two-Endpoint Transfer**



#### 15.4.4.2.3.13 Generic Periodic IN (Interrupt and Isochronous) Data Transfers

To initialize the core after power-on reset, the application must follow the sequence in Overview: Programming the Core (p. 248). Before it can communicate with the host, it must initialize an endpoint

as described in Endpoint Initialization (p. 283) . For packet writes in Slave mode, see: Packet Write in Slave Mode (p. 305) .

### Application Requirements

1. Application requirements 1, 2, 3, and 4 of Generic Non-Periodic (Bulk and Control) IN Data Transfers Without Thresholding in DMA and Slave Mode(p. 310) also apply to periodic IN data transfers, except for a slight modification of Requirement 2.
  - The application can only transmit multiples of maximum-packet-size data packets or multiples of maximum-packet-size packets, plus a short packet at the end. To transmit a few maximum-packet-size packets and a short packet at the end of the transfer, the following conditions must be met.
    - transfer size[epnum] =  $n * \text{mps}[\text{epnum}] + \text{sp}$ (where n is an integer # 0, and  $0 \geq \text{sp} < \text{mps}[\text{epnum}]$ )
    - If ( $\text{sp} > 0$ ), packet count[epnum] =  $n + 1$ Otherwise, packet count[epnum] = n;
    - $\text{mc}[\text{epnum}] = \text{packet count}[\text{epnum}]$
  - The application cannot transmit a zero-length data packet at the end of transfer. It can transmit a single zero-length data packet by it self. To transmit a single zero-length data packet,
    - transfer size[epnum] = 0
    - packet count[epnum] = 1
    - $\text{mc}[\text{epnum}] = \text{packet count}[\text{epnum}]$
2. The application can only schedule data transfers 1 frame at a time.
  - $(\text{USB\_DIEPx\_TSIZ.MC} - 1) * \text{USB\_DIEPx\_CTL.MPS} \leq \text{USB\_DIEPx\_TSIZ.XFERSIZE} \leq \text{USB\_DIEPx\_TSIZ.MC} * \text{USB\_DIEPx\_CTL.MPS}$
  - $\text{USB\_DIEPx\_TSIZ.PKTCNT} = \text{USB\_DIEPx\_TSIZ.MC}$
  - If  $\text{USB\_DIEPx\_TSIZ.XFERSIZE} < \text{USB\_DIEPx\_TSIZ.MC} * \text{USB\_DIEPx\_CTL.MPS}$ , the last data packet of the transfer is a short packet.
3. This step is not applicable for isochronous data transfers, only for interrupt transfers.

The application can schedule data transfers for multiple frames, only if multiples of max packet sizes (up to 3 packets), must be transmitted every frame. This is can be done, only when the core is operating in DMA mode. This is not a recommended mode though.

- $((n * \text{USB\_DIEPx\_TSIZ.MC}) - 1) * \text{USB\_DIEPx\_CTL.MPS} \leq \text{USB\_DIEPx\_TSIZ.XFERSIZE} \leq n * \text{USB\_DIEPx\_TSIZ.MC} * \text{USB\_DIEPx\_CTL.MPS}$
- $\text{USB\_DIEPx\_TSIZ.PKTCNT} = n * \text{USB\_DIEPx\_TSIZ.MC}$
- n is the number of frames for which the data transfers are scheduled

Data Transmitted per frame in this case would be  $\text{USB\_DIEPx\_TSIZ.MC} * \text{USB\_DIEPx\_CTL.MPS}$ , in all the frames except the last one. In the frame "n", the data transmitted would be  $(\text{USB\_DIEPx\_TSIZ.XFERSIZE} - (n-1) * \text{USB\_DIEPx\_TSIZ.MC} * \text{USB\_DIEPx\_CTL.MPS})$

4. For Periodic IN endpoints, the data must always be prefetched 1 frame ahead for transmission in the next frame. This can be done, by enabling the Periodic IN endpoint 1 frame ahead of the frame in which the data transfer is scheduled.
5. The complete data to be transmitted in the frame must be written into the transmit FIFO (either by the application or the DMA), before the Periodic IN token is received. Even when 1 DWORD of the data to be transmitted per frame is missing in the transmit FIFO when the Periodic IN token is received, the core behaves as when the FIFO was empty. When the transmit FIFO is empty,
6. A zero data length packet would be transmitted on the USB for ISO IN endpoints
  - A NAK handshake would be transmitted on the USB for INTR IN endpoints
7. For a High Bandwidth IN endpoint with three packets in a frame, the application can program the endpoint FIFO size to be  $2 * \text{max\_pkt\_size}$  and have the third packet load in after the first packet has been transmitted on the USB.

### Internal Data Flow

1. The application must set the Transfer Size and Packet Count fields in the endpoint-specific registers and enable the endpoint to transmit the data.

2. In Slave mode, the application must also write the required data to the associated transmit FIFO for the endpoint. In DMA mode, the core fetches the data for the endpoint from memory, according to the application setting.
3. Every time either the core's internal DMA (in DMA mode) or the application (in Slave mode) writes a packet to the transmit FIFO, the transfer size for that endpoint is decremented by the packet size. The data is fetched from DMA or application memory until the transfer size for the endpoint becomes 0.
4. When an IN token is received for an periodic endpoint, the core transmits the data in the FIFO, if available. If the complete data payload (complete packet) for the frame is not present in the FIFO, then the core generates an IN Token Received When TxFIFO Empty Interrupt for the endpoint.
  - A zero-length data packet is transmitted on the USB for isochronous IN endpoints
  - A NAK handshake is transmitted on the USB for interrupt IN endpoints
5. The packet count for the endpoint is decremented by 1 under the following conditions:
  - For isochronous endpoints, when a zero- or non-zero-length data packet is transmitted
  - For interrupt endpoints, when an ACK handshake is transmitted
  - When the transfer size and packet count are both 0, the Transfer Completed interrupt for the endpoint is generated and the endpoint enable is cleared.
6. At the “Periodic frame Interval” (controlled by USB\_DCFG.PERFRINT), when the core finds non-empty any of the isochronous IN endpoint FIFOs scheduled for the current frame non-empty, the core generates a USB\_GINTSTS.INCOMPISOIN interrupt.

#### **Application Programming Sequence (Transfer Per Frame)**

1. Program the USB\_DIEPx\_TSIZ register. In DMA mode, also program the USB\_DIEPx\_DMAADDR register.
2. Program the USB\_DIEPx\_CTL register with the endpoint characteristics and set the CNAK and Endpoint Enable bits.
3. In Slave mode, write the data to be transmitted in the next frame to the transmit FIFO.
4. Asserting the USB\_DIEPx\_INT.INTKNTXFEMP (In Token Received When TxFifo Empty) interrupt indicates that either the DMA or application has not yet written all data to be transmitted to the transmit FIFO.
5. If the interrupt endpoint is already enabled when this interrupt is detected, ignore the interrupt. If it is not enabled, enable the endpoint so that the data can be transmitted on the next IN token attempt.
  - If the isochronous endpoint is already enabled when this interrupt is detected, see Incomplete Isochronous IN Data Transfers (p. 307) for more details.
6. The core handles timeouts internally on interrupt IN endpoints programmed as periodic endpoints without application intervention. The application, thus, never detects a USB\_DIEPx\_INT.TIMEOUT interrupt for periodic interrupt IN endpoints.
7. Asserting the USB\_DIEPx\_INT.XFERCOMPL interrupt with no USB\_DIEPx\_INT.INTKNTXFEMP (In Token Received When TxFifo Empty) interrupt indicates the successful completion of an isochronous IN transfer. A read to the USB\_DIEPx\_TSIZ register must indicate transfer size = 0 and packet count = 0, indicating all data is transmitted on the USB.
8. Asserting the USB\_DIEPx\_INT.XFERCOMPL interrupt, with or without the USB\_DIEPx\_INT.INTKNTXFEMP (In Token Received When TxFifo Empty) interrupt, indicates the successful completion of an interrupt IN transfer. A read to the USB\_DIEPx\_TSIZ register must indicate transfer size = 0 and packet count = 0, indicating all data is transmitted on the USB.
9. Asserting the USB\_GINTSTS.INCOMPISOIN (Incomplete Isochronous IN Transfer) interrupt with none of the aforementioned interrupts indicates the core did not receive at least 1 periodic IN token in the current frame.
10. For isochronous IN endpoints, see Incomplete Isochronous IN Data Transfers (p. 307), for more details.

#### **15.4.4.2.3.14 Generic Periodic IN Data Transfers Using the Periodic Transfer Interrupt Feature**

This section describes a typical Periodic IN (ISOC / INTR) data transfer with the Periodic Transfer Interrupt feature.

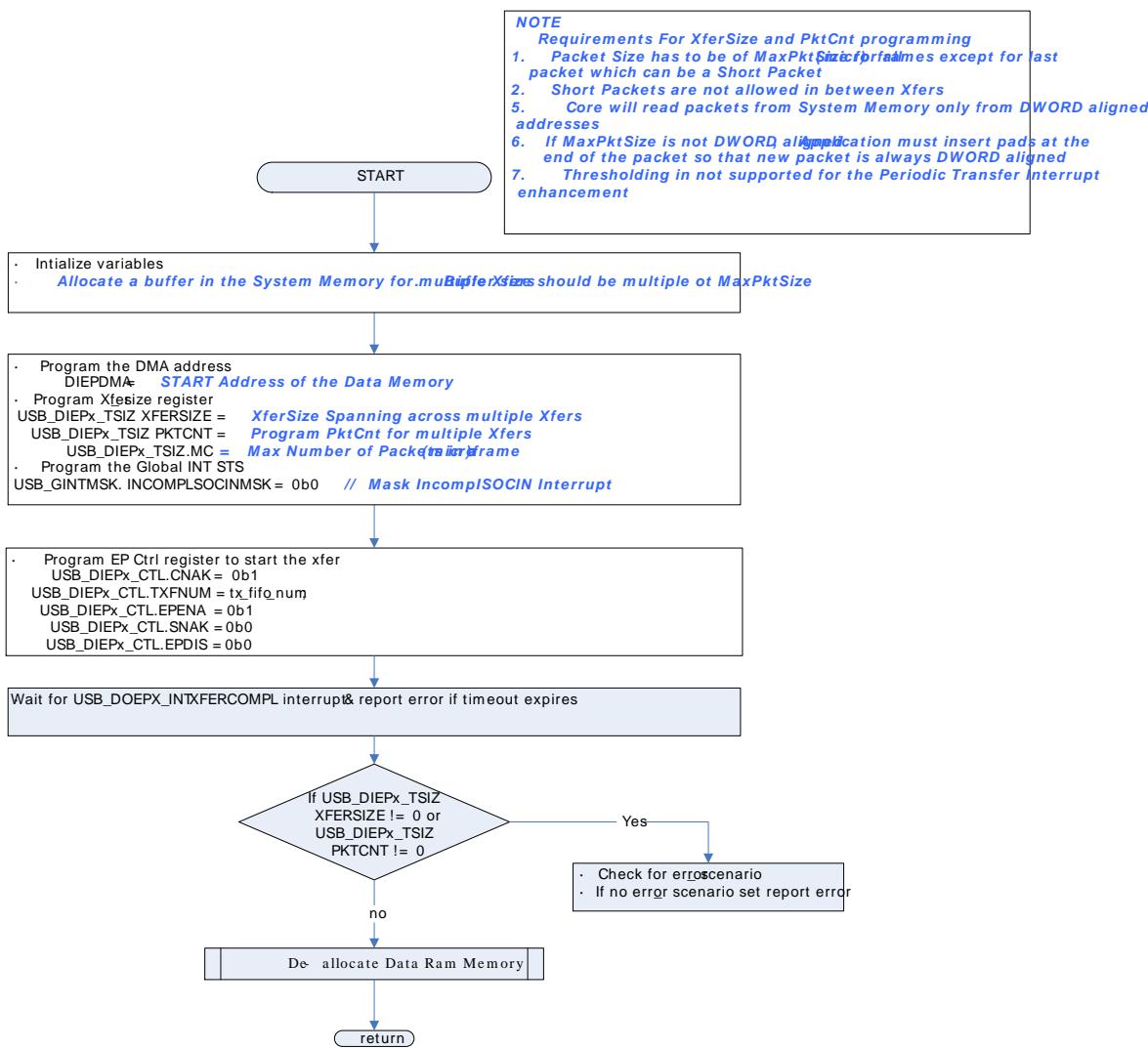
1. Before setting up an IN transfer, the application must ensure that all data to be transmitted as part of the IN transfer is part of a single buffer, and must program the size of that buffer and its start address (in DMA mode) to the endpoint-specific registers.
2. For IN transfers, the Transfer Size field in the Endpoint Transfer Size register denotes a payload that constitutes multiple maximum-packet-size packets and a single short packet. This short packet is transmitted at the end of the transfer.
  - a. To transmit a few maximum-packet-size packets and a short packet at the end of the transfer:
    - Transfer size[epnum] =  $n * \text{mps}[epnum] + sp$

(where  $n$  is an integer  $> 0$ , and  $0 < sp < \text{mps}[epnum]$ . A higher value of  $n$  reduces the periodicity of the `USB_DOEPx_INT.XFERCOMPL` interrupt)

    - If ( $sp > 0$ ), then  $\text{packet count}[epnum] = n + 1$ . Otherwise,  $\text{packet count}[epnum] = n$
  - b. To transmit a single zero-length data packet:
    - Transfer size[epnum] = 0
    - $\text{Packet count}[epnum] = 1$
  - c. To transmit a few maximum-packet-size packets and a zero-length data packet at the end of the transfer, the application must split the transfer in two parts. The first sends maximum-packet-size data packets and the second sends the zero-length data packet alone.
    - First transfer: transfer size[epnum] =  $n * \text{mps}[epnum]$ ; packet count =  $n$ ;
    - Second transfer: transfer size[epnum] = 0; packet count = 1;
  - d. The application can only transmit multiples of maximum-packet-size data packets or multiples of maximum-packet-size packets, plus a short packet at the end. To transmit a few maximum-packet-size packets and a short packet at the end of the transfer, the following conditions must be met.
    - $\text{transfer size}[epnum] = n * \text{mps}[epnum] + sp$  (where  $n$  is an integer  $> 0$ , and  $0 < sp < \text{mps}[epnum]$ )
    - If ( $sp > 0$ ),  $\text{packet count}[epnum] = n + 1$  Otherwise,  $\text{packet count}[epnum] = n$ ;
    - $\text{mc}[epnum] = \text{number of packets to be sent out in a frame}$ .
  - e. The application cannot transmit a zero-length data packet at the end of transfer. It can transmit a single zero-length data packet by itself. To transmit a single zero-length data packet,
    - $\text{transfer size}[epnum] = 0$
    - $\text{packet count}[epnum] = 1$
    - $\text{mc}[epnum] = \text{packet count}[epnum]$
3. In DMA mode, the core fetches an IN data packet from the memory, always starting at a DWORD boundary. If the maximum packet size of the IN endpoint is not a multiple of 4, the application must arrange the data in the memory with pads inserted at the end of a maximum-packet-size packet so that a new packet always starts on a DWORD boundary.
4. Once an endpoint is enabled for data transfers, the core updates the Transfer Size register. At the end of IN transfer, which ended with a Endpoint Disabled interrupt, the application must read the Transfer Size register to determine how much data posted in the transmit FIFO was already sent on the USB.
  - Data fetched into transmit FIFO = Application-programmed initial transfer size - core-updated final transfer size
  - Data transmitted on USB = (application-programmed initial packet count - Core updated final packet count) \*  $\text{mps}[epnum]$
  - Data yet to be transmitted on USB = (Application-programmed initial transfer size - data transmitted on USB)
5. The application can schedule data transfers for multiple frames, only if multiples of max packet sizes (up to 3 packets), must be transmitted every frame. This is can be done, only when the core is operating in DMA mode.
  - $((n * \text{USB_DIEPx_TSIZ.MC}) - 1) * \text{USB_DIEPx_CTL.MPS} \leq \text{USB_DIEPx_TSIZ.XFERSIZE} \leq n * \text{USB_DIEPx_TSIZ.MC} * \text{USB_DIEPx_CTL.MPS}$
  - $\text{USB_DIEPx_TSIZ.PKTCNT} = n * \text{USB_DIEPx_TSIZ.MC}$
  - $n$  is the number of frames for which the data transfers are scheduled. Data Transmitted per frame in this case is  $\text{USB_DIEPx_TSIZ.MC} * \text{USB_DIEPx_CTL.MPS}$  in all frames except the last one. In frame  $n$ , the data transmitted is  $(\text{USB_DIEPx_TSIZ.XFERSIZE} - (n - 1) * \text{USB_DIEPx_TSIZ.MC} * \text{USB_DIEPx_CTL.MPS})$

6. For Periodic IN endpoints, the data must always be prefetched 1 frame ahead for transmission in the next frame. This can be done, by enabling the Periodic IN endpoint 1 frame ahead of the frame in which the data transfer is scheduled.
7. The complete data to be transmitted in the frame must be written into the transmit FIFO, before the Periodic IN token is received. Even when 1 DWORD of the data to be transmitted per frame is missing in the transmit FIFO when the Periodic IN token is received, the core behaves as when the FIFO was empty. When the transmit FIFO is empty,
  - A zero data length packet would be transmitted on the USB for ISOC IN endpoints
  - A NAK handshake would be transmitted on the USB for INTR IN endpoints
  - USB\_DIEPx\_TSIZ.PKTCNT is not decremented in this case.
8. For a High Bandwidth IN endpoint with three packets in a frame, the application can program the endpoint FIFO size to be  $2 * \text{max\_pkt\_size}$  and have the third packet load in after the first packet has been transmitted on the USB.

**Figure 15.30. Periodic IN Application Flow for Periodic Transfer Interrupt Feature**

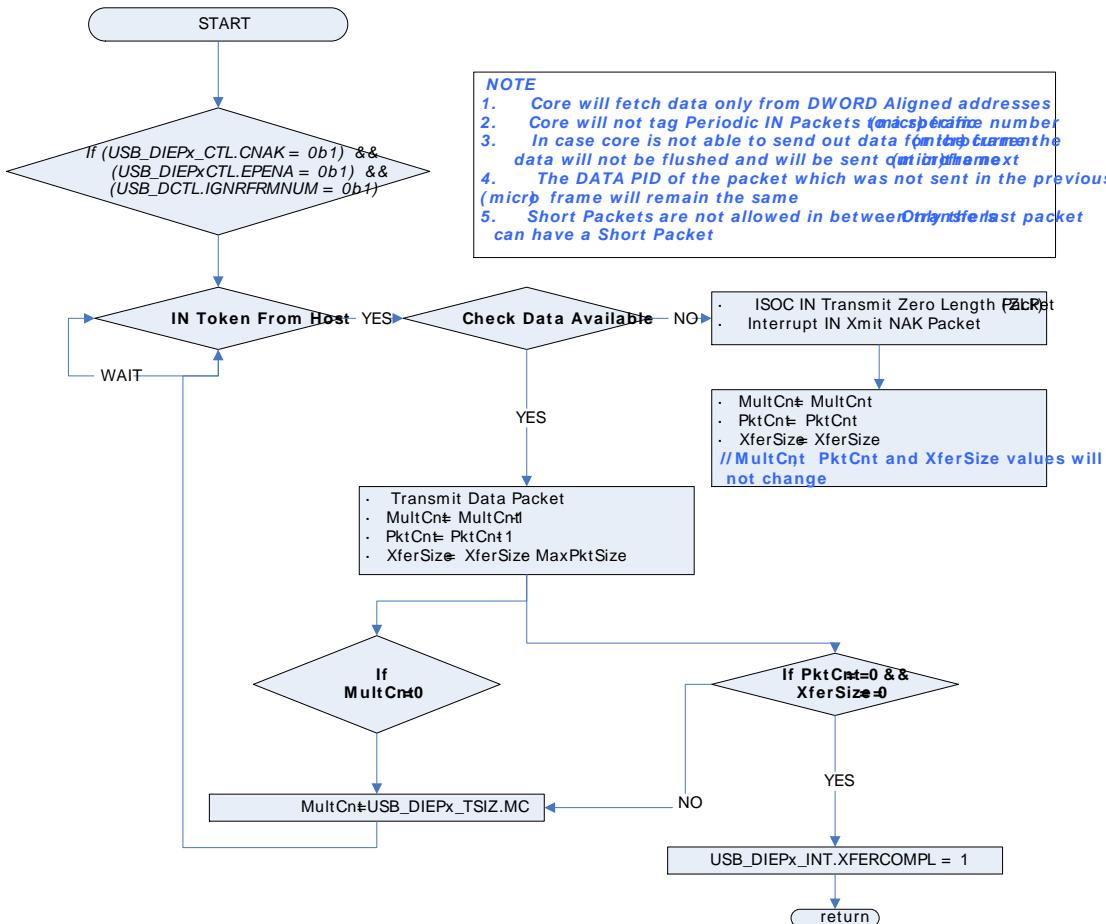


## Internal Data Flow

1. The application must set the Transfer Size and Packet Count fields in the endpoint-specific registers and enable the endpoint to transmit the data.
  - The application must enable the USB\_DCTL.IGNRFRMNUM
2. When an isochronous OUT endpoint is enabled by setting the Endpoint Enable and clearing the NAK bits, the Even/Odd frame will be ignored by the core.
  - Subsequently the core updates the Even / Odd bit on its own

3. Every time either the core's internal DMA writes a packet to the transmit FIFO, the transfer size for that endpoint is decremented by the packet size. The data is fetched from DMA or application memory until the transfer size for the endpoint becomes 0.
4. When an IN token is received for a periodic endpoint, the core transmits the data in the FIFO, if available. If the complete data payload (complete packet) for the frame is not present in the FIFO, then the core generates an IN Token Received When TxFifo Empty Interrupt for the endpoint.
  - A zero-length data packet is transmitted on the USB for isochronous IN endpoints
  - A NAK handshake is transmitted on the USB for interrupt IN endpoints
5. If an IN token comes for an endpoint on the bus, and if the corresponding TxFIFO for that endpoint has at least 1 packet available, and if the USB\_DIEPx\_CTL.NAK bit is not set, and if the internally maintained even/odd bit match with the bit 0 of the current frame number, then the core will send this data out on the USB. The core will also decrement the packet count. Core also toggles the MultCount in USB\_DIEPx\_CTL register and based on the value of MultCount the next PID value is sent.
  - If the IN token results in a timeout (core did not receive the handshake or handshake error), core rewind the FIFO pointers. Core does not decrement packet count. It does not toggle PID. USB\_DIEPx\_INT.TIMEOUT interrupt will be set which the application could check.
  - At the end of periodic frame interval (Based on the value programmed in the USB\_DCFG.PERFRINT register, core will internally set the even/odd internal bit to match the next frame).
6. The packet count for the endpoint is decremented by 1 under the following conditions:
  - For isochronous endpoints, when a zero- or non-zero-length data packet is transmitted
  - For interrupt endpoints, when an ACK handshake is transmitted
7. The data PID of the transmitted data packet is based on the value of USB\_DIEPx\_TSIZ.MC programmed by the application. In case the USB\_DIEPx\_TSIZ.MC value is set to 3 then, for a particular frame the core expects to receive 3 Isochronous IN token for the respective endpoint. The data PIDs transmitted will be D2 followed by D1 and D0 respectively for the tokens.
  - If any of the tokens responded with a zero-length packet due to non-availability of data in the TxFIFO, the packet is sent in the next frame with the pending data PID. For example, in a frame, the first received token is responded to with data and data PID value D2. If the second token is responded to with a zero-length packet, the host is expected not to send any more tokens for the respective endpoint in the current frame. When a token arrives in the next frame it will be responded to with the pending data PID value of D1.
  - Similarly the second token of the current frame gets responded with D0 PID. The host is expected to send only two tokens for this frame as the first token got responded with D1 PID.
8. When the transfer size and packet count are both 0, the Transfer Completed interrupt for the endpoint is generated and the endpoint enable is cleared.
9. The USB\_GINTSTS.INCOMPISOIN will be masked by the application hence at the Periodic Frame interval (controlled by USB\_DCFG.PERFRINT), even though the core finds non-empty any of the isochronous IN endpoint FIFOs, USB\_GINTSTS.INCOMPISOIN interrupt will not be generated.

**Figure 15.31. Periodic IN Core Internal Flow for Periodic Transfer Interrupt Feature**



## 15.4.5 OTG Revision 1.3 Programming Model

This section describes the OTG programming model when the core is configured to support OTG Revision 1.3 of the specification.

The core is an OTG device supporting HNP and SRP. When the core is connected to an “A” plug, it is referred to as an A-device. When the core is connected to a “B” plug it is referred to as a B-device. In Host mode, the core turns off Vbus to conserve power. SRP is a method by which the B-device signals the A-device to turn on Vbus power. A device must perform both data-line pulsing and Vbus pulsing, but a host can detect either data-line pulsing or Vbus pulsing for SRP. HNP is a method by which the B-device negotiates and switches to host role. In Negotiated mode after HNP, the B-device suspends the bus and reverts to the device role.

### 15.4.5.1 A-Device Session Request Protocol

The application must set the SRP-Capable bit in the Core USB Configuration register. This enables the core to detect SRP as an A-device.

- To save power, the application suspends and turns off port power when the bus is idle by writing the Port Suspend and Port Power bits in the Host Port Control and Status register.
- PHY indicates port power off by detecting that VBUS voltage level is no longer valid.
- The device must detect SE0 for at least 2 ms to start SRP when Vbus power is off.
- To initiate SRP, the device turns on its data line pull-up resistor for 5 to 10 ms. The core detects data-line pulsing.
- The device drives Vbus above the A-device session valid (2.0 V minimum) for Vbus pulsing.

The core interrupts the application on detecting SRP. The Session Request Detected bit is set in Global Interrupt Status register (USB\_GINTSTS.SESSREQINT).

6. The application must service the Session Request Detected interrupt and turn on the Port Power bit by writing the Port Power bit in the Host Port Control and Status register. The PHY indicates port power-on by detecting a valid VBUS level.
7. When the USB is powered, the device connects, completing the SRP process.

#### 15.4.5.2 B-Device Session Request Protocol

The application must set the SRP-Capable bit in the Core USB Configuration register. This enables the core to initiate SRP as a B-device. SRP is a means by which the core can request a new session from the host.

1. To save power, the host suspends and turns off port power when the bus is idle. PHY indicates port power off by detecting a not valid VBUS level.

The core sets the Early Suspend bit in the Core Interrupt register after 3 ms of bus idleness. Following this, the core sets the USB Suspend bit in the Core Interrupt register.

The PHY indicates the end of the B-device session by detecting a VBUS level below session valid.

2. PHY to enables the VBUS discharge function to speed up Vbus discharge.
3. The PHY indicates the session's end by detecting a session end voltage level on VBUS. This is the initial condition for SRP. The core requires 2 ms of SE0 before initiating SRP.

The application must wait until Vbus discharges to 0.2 V after USB\_GOTGCTL.BSESVLD is deasserted. This discharge time can be obtained from the datasheet.

4. The application initiates SRP by writing the Session Request bit in the OTG Control and Status register. The core perform data-line pulsing followed by Vbus pulsing.
5. The host detects SRP from either the data-line or Vbus pulsing, and turns on Vbus. The PHY indicates Vbus power-on by detecting a valid VBUS level.
6. The core performs Vbus pulsing.

The host starts a new session by turning on Vbus, indicating SRP success. The core interrupts the application by setting the Session Request Success Status Change bit in the OTG Interrupt Status register. The application reads the Session Request Success bit in the OTG Control and Status register.

7. When the USB is powered, the core connects, completing the SRP process.

#### 15.4.5.3 A-Device Host Negotiation Protocol

HNP switches the USB host role from the A-device to the B-device. The application must set the HNP-Capable bit in the Core USB Configuration register to enable the core to perform HNP as an A#device.

1. The core sends the B-device a SetFeature b\_hnp\_enable descriptor to enable HNP support. The B-device's ACK response indicates that the B-device supports HNP. The application must set Host Set HNP Enable bit in the OTG Control and Status register to indicate to the core that the B-device supports HNP.
2. When it has finished using the bus, the application suspends by writing the Port Suspend bit in the Host Port Control and Status register.
3. When the B-device observes a USB suspend, it disconnects, indicating the initial condition for HNP. The B-device initiates HNP only when it must switch to the host role; otherwise, the bus continues to be suspended.

The core sets the Host Negotiation Detected interrupt in the OTG Interrupt Status register, indicating the start of HNP.

The PHY turns off the D+ and D- pulldown resistors to indicate a device role. The PHY enable the D + pull-up resistor indicates a connect for B-device.

- The application must read the Current Mode bit in the OTG Control and Status register to determine Device mode operation.
4. The B-device detects the connection, issues a USB reset, and enumerates the core for data traffic.
  5. The B-device continues the host role, initiating traffic, and suspends the bus when done.

The core sets the Early Suspend bit in the Core Interrupt register after 3 ms of bus idleness. Following this, the core sets the USB Suspend bit in the Core Interrupt register.

6. In Negotiated mode, the core detects the suspend, disconnects, and switches back to the host role. The core turns on the D+ and D- pulldown resistors to indicate its assumption of the host role.
7. The core sets the Connector ID Status Change interrupt in the OTG Interrupt Status register. The application must read the connector ID status in the OTG Control and Status register to determine the core's operation as an A-device. This indicates the completion of HNP to the application. The application must read the Current Mode bit in the OTG Control and Status register to determine Host mode operation.
8. The B-device connects, completing the HNP process.

#### 15.4.5.4 B-Device Host Negotiation Protocol

HNP switches the USB host role from B-device to A-device. The application must set the HNP-Capable bit in the Core USB Configuration register to enable the core to perform HNP as a B-device.

1. The A-device sends the SetFeature b\_hnp\_enable descriptor to enable HNP support. The core's ACK response indicates that it supports HNP. The application must set the Device HNP Enable bit in the OTG Control and Status register to indicate HNP support.

The application sets the HNP Request bit in the OTG Control and Status register to indicate to the core to initiate HNP.

2. When it has finished using the bus, the A-device suspends by writing the Port Suspend bit in the Host Port Control and Status register.

The core sets the Early Suspend bit in the Core Interrupt register after 3 ms of bus idleness. Following this, the core sets the USB Suspend bit in the Core Interrupt register.

The core disconnects and the A-device detects SE0 on the bus, indicating HNP. The core enables the D+ and D- pulldown resistors to indicate its assumption of the host role.

The A-device responds by activating its D+ pull-up resistor within 3 ms of detecting SE0. The core detects this as a connect.

- The core sets the Host Negotiation Success Status Change interrupt in the OTG Interrupt Status register, indicating the HNP status. The application must read the Host Negotiation Success bit in the OTG Control and Status register to determine host negotiation success. The application must read the Current Mode bit in the Core Interrupt register (USB\_GINTSTS) to determine Host mode operation.
3. The application sets the reset bit (USB\_HPRT.PTRST) and the core issues a USB reset and enumerates the A-device for data traffic
  4. The core continues the host role of initiating traffic, and when done, suspends the bus by writing the Port Suspend bit in the Host Port Control and Status register.
  5. In Negotiated mode, when the A-device detects a suspend, it disconnects and switches back to the host role. The core disables the D+ and D- pulldown resistors to indicate the assumption of the device role.
  6. The application must read the Current Mode bit in the Core Interrupt (USB\_GINTSTS) register to determine the Host mode operation.
  7. The core connects, completing the HNP process.

## 15.4.6 OTG Revision 2.0 Programming Model

OTG Revision 2.0 supports the new Attach Detection Protocol (ADP). This protocol enables a local device (an OTG device or Embedded Host) to detect when a remote device is attached or detached.

**Note**

ADP is not supported by the core.

In addition to ADP, OTG Revision 2.0 also supports enhanced SRP and HNP, which are described in the following sections:

- OTG Revision 2.0 Session Request Protocol (p. 324)
- OTG Revision 2.0 Host Negotiation Protocol (p. 326)

**Note**

VBUS pulsing is not supported in OTG Revision 2.0 mode.

### 15.4.6.1 OTG Revision 2.0 Session Request Protocol

When the core is behaving as an A-device, it can power off VBUS when no session is active until the B-device initiates a SRP. The SRP detection is handled by the core.

Figure 15.32 (p. 325) illustrates the programming steps that need to be performed by A-device's application (core as A-device) when B-device initiates a SRP to establish a connection.

**Figure 15.32. SRP Detection by Core When Operating as A-device**

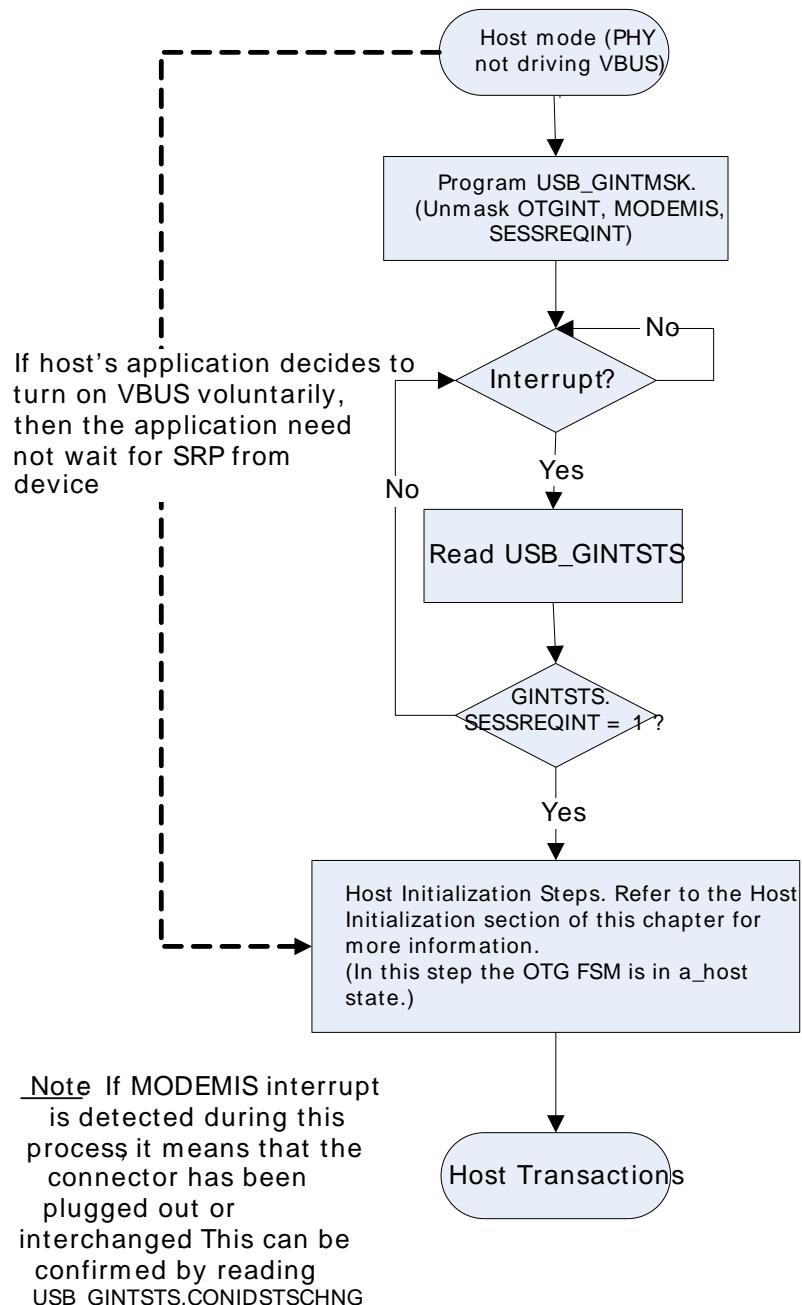
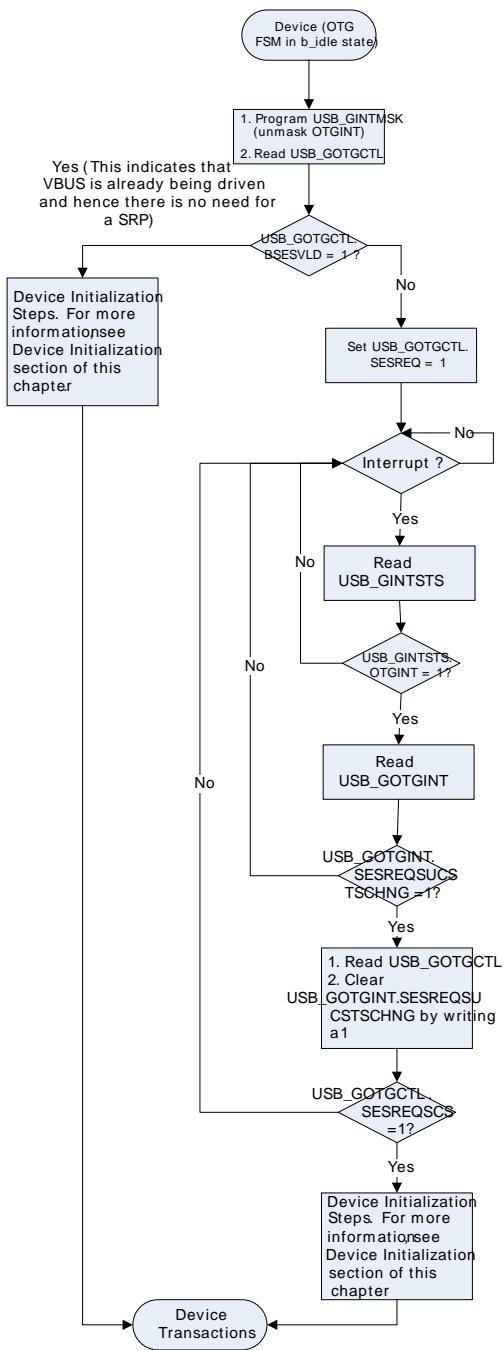


Figure 15.33 (p. 326) illustrates the steps that need to be performed by B-device's application (core as B-device) in order to establishing a connection with A-device by signaling a SRP.

**Figure 15.33. SRP Initiation by the Core When Acting as a B-Device**



## Note

The programming flow illustrated in Figure 15.33 (p. 326) is similar to OTG revision 1.3. This is because the presence or absence of VBUS pulsing is transparent to the application.

#### **15.4.6.2 OTG Revision 2.0 Host Negotiation Protocol**

When the core is operating as A-device, the application must execute a GetStatus() operation to the B-device with a frequency of THOST\_REQ\_POLL to determine the state of the host request flag in the B-device. If the host request flag is set in B-device it must program the core to change its role within THOST\_REQ\_SUSP.

Figure 15.34 (p. 327) shows the programming steps that need to be performed by A-device's application (core as A-device) in order to change its role to device. In Figure 15.34 (p. 327), the A-device performs a role change, becomes a B-device and then reverts back to host (A-device) mode of operation.

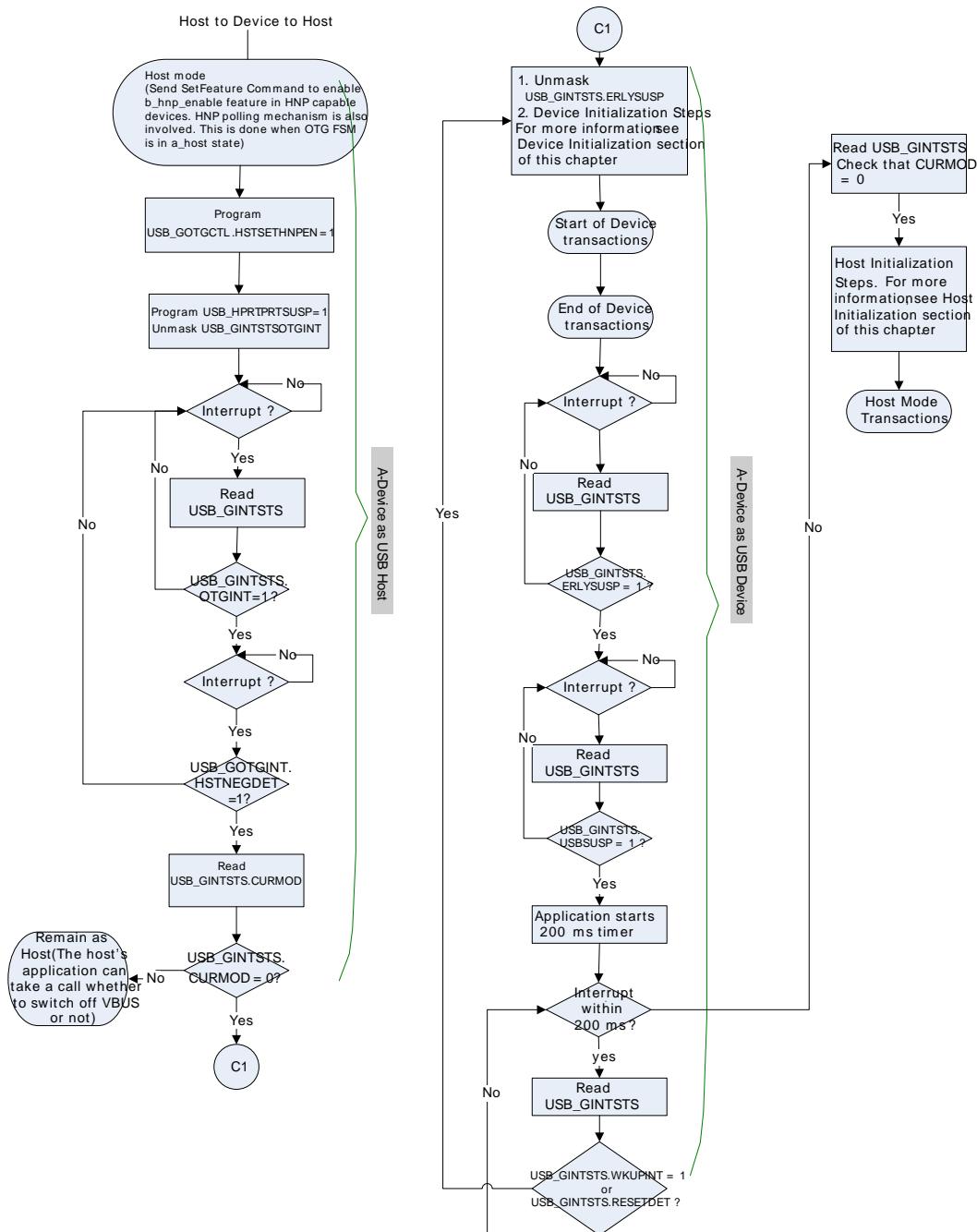
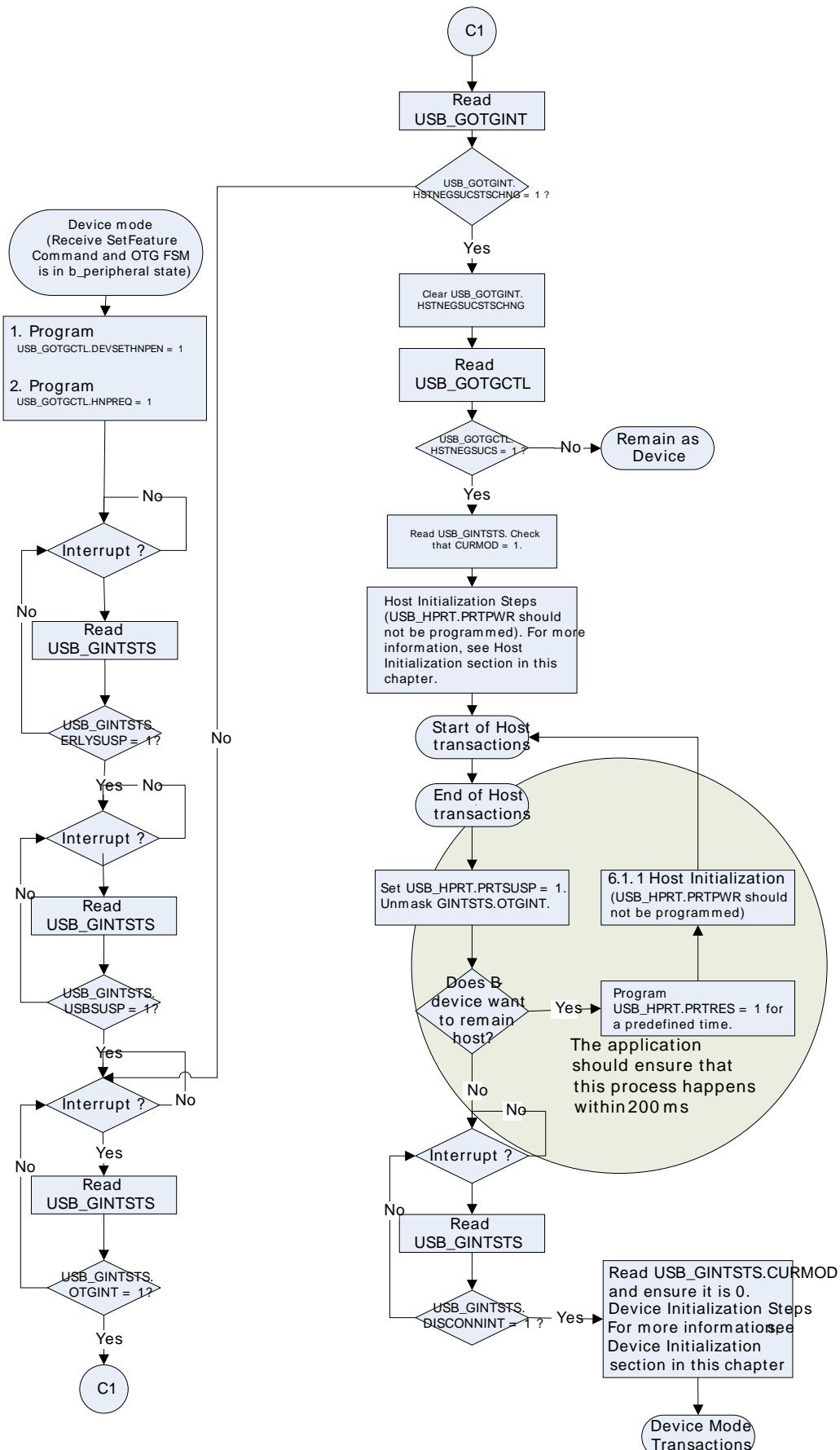
**Figure 15.34. HNP When the Core is an A-Device**

Figure 15.35 (p. 328) shows the programming steps that need to be performed by B-device's application (core as B-device) in order to change its role to Host. In Figure 15.35 (p. 328), the B-device performs a role change, becomes a Host and then reverts back to Device mode of operation.

**Figure 15.35. HNP When the Core is a B-Device****Note**

During HNP process where the B-device is going to assume the role of a host, the B-device application needs to ensure that a USB reset process is programmed (in USB\_HPRT)

register) within 150 ms (TB\_ACON\_BSE0) of getting a USB\_HPRT.PRTCONNDET interrupt.

## 15.4.7 FIFO RAM Allocation

### 15.4.7.1 Data FIFO RAM Allocation

External RAM must be allocated among different FIFOs in the core before any transactions can start. The application must follow this procedure every time it changes core FIFO RAM allocation.

The application must allocate data RAM per FIFO based on the AHB's operating frequency, the PHY Clock frequency, the available AHB bandwidth, and the performance required on the USB. Based on the above mentioned criteria, the application must provide a table as described below with RAM sizes for each FIFO in each mode.

The core shares a single FIFO RAM between transmit FIFO(s) and receive FIFO.

In DMA mode—The FIFO RAM is also used for storing the some register information.

The Device mode Endpoint DMA address registers (USB\_DIEP0DMAADDR, USB\_DOEP0DMAADDR, USB\_DIEPx\_DMAADDR, USB\_DOEPx\_DMAADDR) and Host mode Channel DMA registers (USB\_HCx\_DMAADDR) are stored in the FIFO RAM.

- These register information are stored at the end of the FIFO RAM after the space allocated for receive and Transmit FIFO. These register space must also be taken into account when calculating the total FIFO depth of the core as explained in the following sections.

The registers USB\_DIEPx\_DMAADDR/USB\_DOEPx\_DMAADDR are maintained in RAM.

The following rules apply while calculating how much RAM space must be allocated to store these registers.

#### Host Mode:

- Slave mode only: No space needed.
- DMA mode: One location per channel.

#### Device Mode:

- Slave mode only: No space needed.
- DMA mode: One location per end point direction.

### 15.4.7.1.1 Device Mode

#### 15.4.7.1.1 Tx FIFO Operation

When allocating data RAM for FIFOs in Device mode keep in mind these factors:

##### 1. Receive FIFO RAM allocation:

- RAM for SETUP Packets:  $4 * n + 6$  locations must be Reserved in the receive FIFO to receive up to  $n$  SETUP packets on control endpoints, where  $n$  is the number of control endpoints the device core supports. The core does not use these locations, which are Reserved for SETUP packets, to write any other data.
- One location for Global OUT NAK
- Status information is written to the FIFO along with each received packet. Therefore, a minimum space of  $(\text{Largest Packet Size} / 4) + 1$  must be allotted to receive packets. If a high-bandwidth endpoint is enabled, or multiple isochronous endpoints are enabled, then at least two  $(\text{Largest Packet Size} / 4) + 1$  locations must be reserved.

Packet Size / 4) + 1 spaces must be allotted to receive back-to-back packets. Typically, two (Largest Packet Size / 4) + 1 spaces are recommended so that when the previous packet is being transferred to AHB, the USB can receive the subsequent packet. If AHB latency is high, you must allocate enough space to receive multiple packets. This is critical to prevent dropping any isochronous packets.

- Along with each endpoint's last packet, transfer complete status information is also pushed to the FIFO. Typically, one location for each OUT endpoint is recommended.

## 2. Transmit FIFO RAM Allocation:

The minimum RAM space required for each IN Endpoint Transmit FIFO is the maximum packet size for that particular IN endpoint.

More space allocated in the transmit IN Endpoint FIFO results in a better performance on the USB and can hide latencies on the AHB.

**Table 15.3.**

FIFO Name	Data RAM Size
Receive data FIFO	rx_fifo_size. This must include RAM for setup packets, OUT endpoint control information and data OUT packets, as mentioned earlier.
Transmit FIFO 0	tx_fifo_size[0]
Transmit FIFO 1	tx_fifo_size[1]
Transmit FIFO 2	tx_fifo_size[2]
...	...
Transmit FIFO i	tx_fifo_size[i]

With this information, the following registers must be programmed as follows:

### 1. Receive FIFO Size Register (USB\_GRXFSIZ)

USB\_GRXFSIZ.Receive FIFO Depth = rx\_fifo\_size;

### 2. Device IN Endpoint Transmit FIFO0 Size Register (USB\_GNPTXFSIZ)

USB\_GNPTXFSIZ.non-periodic Transmit FIFO Depth = tx\_fifo\_size[0];

USB\_GNPTXFSIZ.non-periodic Transmit RAM Start Address = rx\_fifo\_size;

### 3. Device IN Endpoint Transmit FIFO#1 Size Register (USB\_DIEPTXF1)

USB\_DIEPTXF1. Transmit RAM Start Address = USB\_GNPTXFSIZ.FIFO0 Transmit RAM Start Address + tx\_fifo\_size[0];

### 4. Device IN Endpoint Transmit FIFO#2 Size Register (USB\_DIEPTXF2)

USB\_DIEPTXF2.Transmit RAM Start Address = USB\_DIEPTXF1.Transmit RAM Start Address + tx\_fifo\_size[1];

### 5. Device IN Endpoint Transmit FIFO#i Size Register (USB\_DIEPTXF*i*)

USB\_DIEPTXF*m*.Transmit RAM Start Address = USB\_DIEPTXF*i-1*.Transmit RAM Start Address + tx\_fifo\_size[i-1];

### 6. The transmit FIFOs and receive FIFO must be flushed after the RAM allocation is done, for the proper functioning of the FIFOs.

- USB\_GRSTCTL.TXFNUM = 0x10
- USB\_GRSTCTL.TXFFLSH = 1
- USB\_GRSTCTL.RXFFLSH = 1

The application must wait until the TXFFLSH bit and the RXFFLSH bits are cleared before performing any operation on the core.

#### 15.4.7.1.2 Host Mode

Considerations for allocating data RAM for Host Mode FIFOs are listed here:

##### **Receive FIFO RAM allocation:**

Status information is written to the FIFO along with each received packet. Therefore, a minimum space of (Largest Packet Size / 4) + 2 must be allotted to receive packets. If a high-bandwidth channel is enabled, or multiple isochronous channels are enabled, then at least two (Largest Packet Size / 4) + 2 spaces must be allotted to receive back-to-back packets. Typically, two (Largest Packet Size / 4) + 2 spaces are recommended so that when the previous packet is being transferred to AHB, the USB can receive the subsequent packet. If AHB latency is high, you must allocate enough space to receive multiple packets.

Along with each host channel's last packet, information on transfer complete status and channel halted is also pushed to the FIFO. So two locations must be allocated for this.

For handling NAK in DMA mode, the application must determine the number of Control/Bulk OUT endpoint data that must fit into the TX\_FIFO at the same instant. Based on this, one location each is required for Control/Bulk OUT endpoints.

For example, when the host addresses one Control OUT endpoint and three Bulk OUT endpoints, and all these must fit into the non-periodic TX\_FIFO at the same time, then four extra locations are required in the RX FIFO to store the rewind status information for each of these endpoints.

##### **Transmit FIFO RAM allocation**

The minimum amount of RAM required for the Host Non-periodic Transmit FIFO is the largest maximum packet size among all supported non-periodic OUT channels.

More space allocated in the Transmit Non-periodic FIFO results in better performance on the USB and can hide AHB latencies. Typically, two Largest Packet Sizes' worth of space is recommended, so that when the current packet is under transfer to the USB, the AHB can get the next packet. If the AHB latency is large, then you must allocate enough space to buffer multiple packets.

The minimum amount of RAM required for Host periodic Transmit FIFO is the largest maximum packet size among all supported periodic OUT channels. If there is at least one High Bandwidth Isochronous OUT endpoint, then the space must be at least two times the maximum packet size of that channel.

#### 15.4.7.1.2.1 Internal Register Storage Space Allocation

When operating in DMA mode, the DMA address register for each host channel (USB\_HCx\_DMAADDR) is stored in the FIFO RAM. One location for each channel must be reserved for this.

**Table 15.4.**

FIFO Name	Data RAM Size
Receive Data FIFO	rx_fifo_size
Non-periodic Transmit FIFO	tx_fifo_size[0]
IN Endpoint Transmit FIFO	tx_fifo_size[1]

With this information, the following registers must be programmed:

1. Receive FIFO Size Register (USB\_GRXFSIZ)
  - USB\_GRXFSIZ.RXFDEP = rx\_fifo\_size;

2. Non-periodic Transmit FIFO Size Register (USB\_GNPTXFSIZ)
  - USB\_GNPTXFSIZ.NPTXFDEP = tx\_fifo\_size[0];
  - USB\_GNPTXFSIZ.NPTXFSTADDR = rx\_fifo\_size;
3. Host Periodic Transmit FIFO Size Register (USB\_HPTXFSIZ)
  - USB\_HPTXFSIZ.PTXFSIZE = tx\_fifo\_size[1];
  - USB\_HPTXFSIZ.PTXFSTADDR = USB\_GNPTXFSIZ.NPTXFSTADDR + tx\_fifo\_size[0];
4. The transmit FIFOs and receive FIFO must be flushed after RAM allocation for proper FIFO function.
  - USB\_GRSTCTL.TXFNUM = 0x10
  - USB\_GRSTCTL.TXFFLSH = 1
  - USB\_GRSTCTL.RXFFLSH = 1
  - The application must wait until the TXFFLSH bit and the RXFFLSH bits are cleared before performing any operation on the core.

### 15.4.7.1.3 Summary of Guidelines for Choosing Data FIFO RAM Depth in Host Mode

#### 15.4.7.1.3.1 RX FIFO size

The RX FIFO size must be equal to at least twice the largest value of MPS size used. The recommended minimum RXFIFO depth = ((largest packet size/4)\*2)+2. (+2) is required by the core for the status quadlets internally.

#### 15.4.7.1.3.2 Non periodic TX FIFO size

This should be equal to at least twice the largest value of MPS size used. The recommended minimum non-periodic TXFIFO depth = ((largest packet size/4)\*2).

#### 15.4.7.1.3.3 Periodic TX FIFO size

The recommended size for Periodic TXFIFO is sum total of (MPS\*MC)/4 for all the channels.

**Note**

Note: In the above recommendations, always round off the MPS value to the nearest multiple of 4. For example, if the largest value of MPS=125, use the rounded-off value, which is 128.

### 15.4.7.1.4 Calculating the Total FIFO Size

The RxFIFO is shared between the host and device. The Host TxFIFOs are also shared with Device IN endpoint TxFIFOs 0 through n.

There are three ways to calculate the total FIFO size.

**Method 1**

Use this method if you are using the following conditions:

- Minimum FIFO depth allocation
- The FIFO must equal at least one MaxPacketSize (MPS).

Device RxFIFO =

- (4 \* number of control endpoints + 6) + ((largest USB packet used / 4) + 1 for status information) + (2 \* number of OUT endpoints) + 1 for Global NAK

**Note**

Include the Control OUT endpoint in the number of OUT endpoints.

Host RxFIFO =

- Slave mode

Minimum requirement: (largest USB packet used / 4) + 1 for status information + 1 transfer complete

- DMA mode

(largest USB packet used / 4) + 1 for status information + 1 transfer complete + 1 location each bulk/control out endpoint for handling NAK scenario

Host Non-Periodic TxFIFO =

- largest non-periodic USB packet used / 4

Host Periodic TxFIFO =

- Sum total of (MPS\*MC)/4 of all periodic channels or 1500 locations, whichever is lower.

Device IN Endpoint TxFIFOs (a separate FIFO is allocated to each IN endpoint) =

- IN Endpoints Max packet Size / 4

## Method 2

Use this method if you are using the recommended minimum FIFO depth allocation with support for high-bandwidth endpoints. This FIFO allocation enables the core to transfer a packet on the USB while the previous (next) packet is simultaneously transferred to the AHB. This FIFO allocation improves the core's performance.

Device RxFIFO =

- (4 \* number of control endpoints + 6) + 2 \* ((largest USB packet used / 4) + 1) +(2 \* number of OUT endpoints) + 1

Host RxFIFO =

- Slave mode

2 \* ((largest USB packet used / 4) + 1 + 1)

- DMA mode

2 \* ((largest USB packet used / 4) + 1 + 1) + 1 location each bulk/control out endpoint for handling NAK scenario

Host Non-Periodic TxFIFO =

- 2 \* (largest non-periodic USB packet used / 4)

Host Periodic TxFIFO =

- Sum total of (MPS\*MC)/4 for all periodic channels or 1500 location, whichever is lower.

Device IN Endpoint-Specific TxFIFOs (a separate FIFO is allocated to each endpoint) =

- 2 \* (max\_pkt\_size for the endpoint) / 4.

//DMA mode

OTG Total RAM = (Device RxFIFO or Host RxFIFO; choose the largest one) +

```
((Host Non-Periodic TxFIFO + Host periodic TxFIFO) or
 (Device IN Endpoint TxFIFO #0 + #1 + #2 + #n)); choose the largest one +
 (1 location per Host channel or 1 location per Device Endpoint direction; choose
 the largest one)

//Slave mode

OTG Total RAM = (Device RxFIFO or Host RxFIFO; choose the largest one) +
 ((Host Non-Periodic TxFIFO + Host periodic TxFIFO) or
 (Device IN Endpoint TxFIFO #0 + #1 + #2 + #n)); choose the largest one
```

### Method 3

Use this method if you are using the recommended FIFO depth allocation that supports high-bandwidth endpoints and high AHB latency.

#### Note

- $x = (\text{AHB latency} + \text{time to transfer largest packet on AHB}) / \text{time to transfer largest packet on USB}$ .
- The value of  $x$  is an integer. Any fractional value is rounded to the nearest integer. For example:  $x = 20 \text{ ms} / 17,039 \text{ ms} = 1.17 \text{ ms} = 2 \text{ ms}$ .

Device RxFIFO =

- $(4 * \text{number of control endpoints} + 6) + (x + 1) * ((\text{largest USB packet used} / 4) + 1) + (2 * \text{number of OUT endpoints}) + 1$

#### Note

Include the Control OUT endpoint in the number of OUT endpoints.

Host RxFIFO =

- Slave mode

$$(x + 1) * ((\text{largest USB packet used} / 4) + 1 + 1)$$

- DMA mode

$$(x + 1) * ((\text{largest USB packet used} / 4) + 1 + 1) + 1 \text{ location each bulk/control out endpoint for handling NAK scenario}$$

Host Non-Periodic TxFIFO =

- $(x + 1) * (\text{largest non-periodic USB packet used} / 4)$

Host Periodic TxFIFO =

- $(x+1) * (\text{Sum total of } (\text{MPS} * \text{MC})/4 \text{ of all periodic channels or } 1500 \text{ locations, whichever is lower})$ .

Device IN Endpoint-Specific TxFIFOs (a separate FIFO is allocated to each endpoint) =

- $(x+1) * (\text{max_pkt_size for the endpoint})/4$

//DMA mode

```
OTG Total RAM = (Device RxFIFO or Host RxFIFO; choose the largest one) +
 ((Host Non-Periodic TxFIFO + Host periodic TxFIFO) OR
 (Device IN Endpoint TxFIFO #0 + #1 + #2 + #n); choose the largest one) +
 (1 location per Host channel or 1 location per Device Endpoint direction; choose
```

```
the largest one)

//Slave mode
OTG Total RAM = (Device RxFIFO or Host RxFIFO; choose the largest one) +
((Host Non-Periodic TxFIFO + Host periodic TxFIFO) OR
(Device IN Endpoint TxFIFO #0 + #1 + #2 + #n); choose the largest one)
```

### 15.4.7.2 Dynamic FIFO Allocation

The application can change the RAM allocation for each FIFO during the operation of the core.

#### 15.4.7.2.1 Host Mode

In Host mode, before changing FIFO data RAM allocation, the application must determine the following.

All channels are disabled

- All FIFOs are empty

Once these conditions are met, the application can reallocate FIFO data RAM as explained in Data FIFO RAM Allocation (p. 329) .

After reallocating the FIFO data RAM, the application must flush all FIFOs in the core using the USB\_GRSTCTL.TXFFLSH (TxFIFO Flush) and USB\_GRSTCTL.RXFFLSH (RxFIFO Flush) fields. Flushing is required to reset the pointers in the FIFOs for proper FIFO operation after reallocation. For more information on flushing FIFOs, see Flushing TxFIFOs in the Core(p. 335) and Flushing RxFIFOs in the Core (p. 336) .

#### 15.4.7.2.2 Device Mode

In Device mode, before changing FIFO data RAM allocation, the application must determine the following.

- All IN and OUT endpoints are disabled
- NAK mode is enabled in the core on all IN endpoints
- Global OUT NAK mode is enabled in the core
- All FIFOs are empty

Once these conditions are met, the application can reallocate FIFO data RAM as explained in Data FIFO RAM Allocation (p. 329) . When NAK mode is enabled in the core, the core responds with a NAK handshake on all tokens received on the USB, except for SETUP packets.

After the reallocating the FIFO data RAM, the application must flush all FIFOs in the core using the USB\_GRSTCTL.TXFFLSH (TxFIFO Flush) and USB\_GRSTCTL.RXFFLSH (RxFIFO Flush) fields. Flushing is required to reset the pointers in the FIFOs for proper FIFO operation after reallocation. For more information on flushing FIFOs, see Flushing TxFIFOs in the Core(p. 335) and Flushing RxFIFOs in the Core (p. 336) .

#### 15.4.7.2.3 Flushing TxFIFOs in the Core

The application can flush all TxFIFOs in the core using USB\_GRSTCTL.TXFFLSH as follows:

1. Check that USB\_GINTSTS.GINNAKEFF=0. If this bit is cleared then set USB\_DCTL.SGNPINNAK=1.
2. Wait for USB\_GINTSTS.GINNAKEFF=1, which indicates the NAK setting has taken effect to all IN endpoints.
3. Poll USB\_GRSTCTL.AHBIDLE until it is 1.

AHBIdle = H indicates that the core is not writing anything to the FIFO.

4. Check that USB\_GRSTCTL.TXFFLSH =0. If it is 0, then write the TxFIFO number you want to flush to USB\_GRSTCTL.TXFNUM.
5. Set USB\_GRSTCTL.TXFFLSH=1and wait for it to clear.
6. Set the USB\_DCTL.GCNPINNAK bit.

#### 15.4.7.2.4 Flushing RxFIFOs in the Core

The application can flush all RxFIFOs in the core using USB\_GRSTCTL.RXFFLSH as follows:

1. Check the status of the USB\_GINTSTS.GOUTNAKEFF bit. If it has been cleared, then set USB\_DCTL.SGOUTNAK=1. Else, clear USB\_GINTSTS.GOUTNAKEFF.

NAK Effective interrupt = 1 indicates that the core is not writing to FIFO.

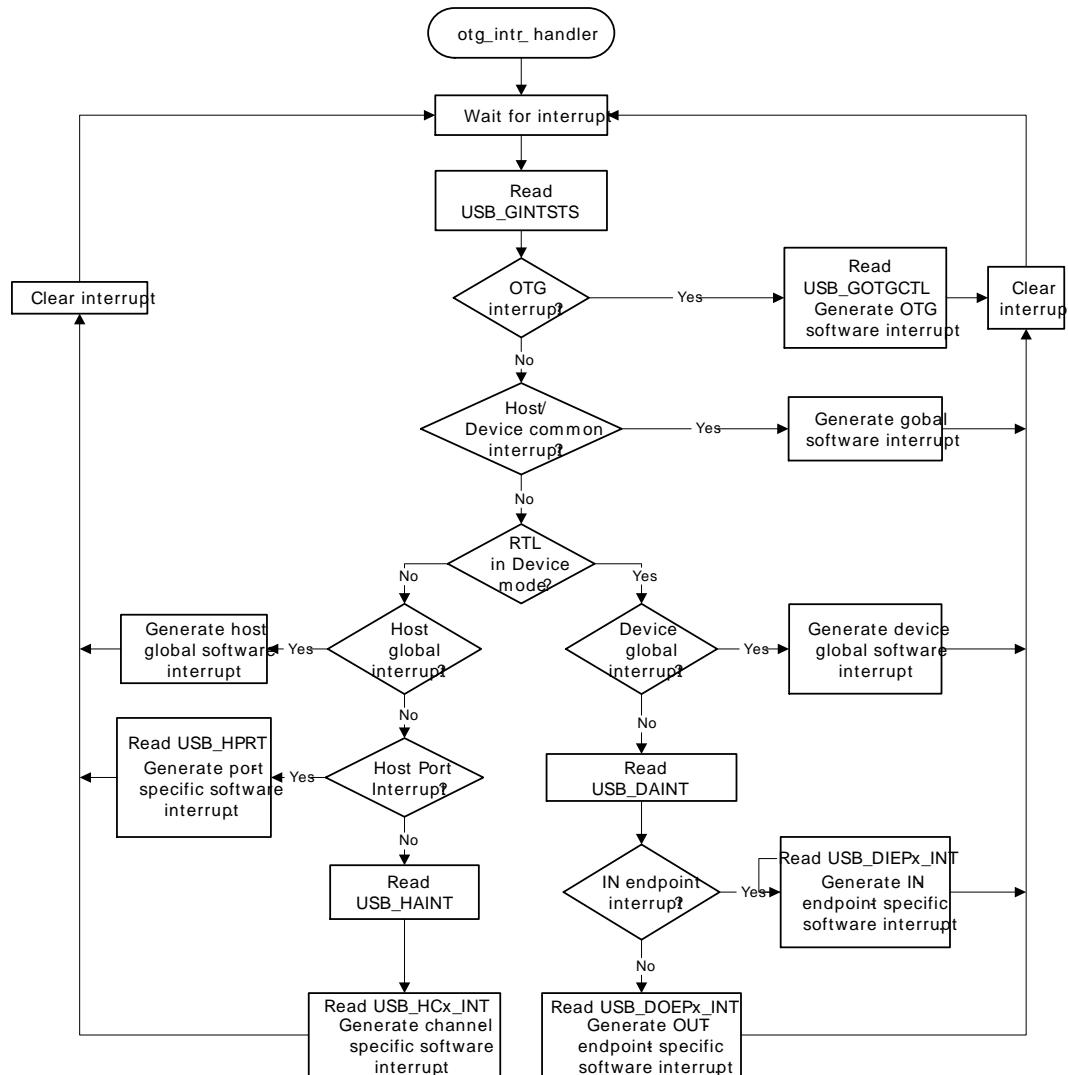
2. Wait for USB\_GINTSTS.GOUTNAKEFF=1, which indicates the NAK setting has taken effect to all OUT endpoints.
3. Poll the USB\_GRSTCTL.AHBIDLE until it is 1.

AHBIDLE = 1 indicates that the core is not reading anything from the FIFO.

4. Set USB\_GRSTCTL.RXFFLSH=1 and wait for it to clear.
5. Set the USB\_DCTL.GCOUTNAK bit.

#### The Core Interrupt Handler

**Figure 15.36. Core Interrupt Handler**



## 15.4.8 Suspend/Resume and SRP

This chapter describes different methods of saving power when the USB is suspended. This chapter discusses the following topics:

- Placing PHY in Low Power Mode Without Entering Suspend (p. 337)
  - When the Core is in Host Mode (p. 337)
  - When the Core is in Device Mode (p. 338)
- Suspend (p. 338)
  - Using EM2 (p. 338)
    - Overview of the EM2 Programming Model (p. 338)
    - Using EM2 when the Core is in Host Mode (p. 338)
    - EM2 when the Core is in Device Mode (p. 341)
- Clock Gating (EM0 and EM1) (p. 343)
  - Internal Clock Gating when the Core is in Host Mode (p. 343)
  - Internal Clock Gating when the Core is in Device Mode (p. 344)

### 15.4.8.1 Placing PHY in Low Power Mode Without Entering Suspend

The core can place the PHY in low power mode (the differential receiver is disabled) without entering suspend.

#### 15.4.8.1.1 When the Core is in Host Mode

##### Programming flow for the Host Core to put PHY in low power mode

1. To turn off port power, perform write operation to set the following bits in the USB\_HPRT register:
  - USB\_HPRT.PRTPOWER = 0;
  - USB\_HPRT.PRTENA = 0;
2. To put PHY in low power mode, perform read-modify-write operation to set the following bits in the USB\_PCGCCTL register:
  - USB\_PCGCCTL.STOPPCLK = 1
  - USB\_PCGCCTL.GATEHCLK = 0

##### Programming flow for the Host Core to make PHY exit low power mode

If your device is non-SRP capable, the host must implement polling to detect the device connection by turning on the port and exiting PHY low power mode periodically and checking for connect.

1. To turn on port power, perform write operation to set the following bits in the USB\_HPRT register:
  - USB\_HPRT.PRTPOWER = 1
  - USB\_HPRT.PRTENA = 0
2. To exit PHY low power mode, perform read-modify-write operation to set the following bits in the USB\_PCGCCTL register:
  - USB\_PCGCCTL.STOPPCLK = 0
  - USB\_PCGCCTL.STOPHCLK = 0
3. Wait for the USB\_HPRT Port Connect Detected (PRTCONNDET) bit to be set and do the enumeration of the device.

If your device is SRP-capable, when the device initiates SRP request, the Host core asynchronously detects SRP and the PHY exits low power mode.

1. Wait for Session Request from the device, or New Session Detected Interrupt (SESSREQINT) in the USB\_GINTSTS register.
2. To turn on port power, perform write operation to set the following bits in the USB\_HPRT register:

- USB\_HPRT.PRTPWR = 1
  - USB\_HPRT.PRTENA = 0
3. Wait for the USB\_HPRT Port Connect Detected (PRTCNNDET) bit to be set and do the enumeration of Device.

### 15.4.8.1.2 When the Core is in Device Mode

To make PHY enter low power mode, complete the following steps:

1. Ensure that the following signals are set as follows:
  - VBUS voltage level must be below the session valid level (VBUS is not active)
  - DP/DM must be SE0
2. From the application, perform read-modify-write operation to set USB\_PCGCCTL.STOPPCLK = 1.

### 15.4.8.2 Suspend

When the core is in Suspend, the following power conservation options are available to use:

- Using EM2 (p. 338) : You can enter EM2, turning off power (and resetting) parts of the core
- Clock Gating (EM0 and EM1) (p. 343) : You can choose gate the AHB clock to some parts of the core Internal Clock Gating when the Core is in Host Mode (p. 343)

This section discusses methods of conserving power by using one of the above methods.

#### 15.4.8.2.1 Using EM2

##### 15.4.8.2.1.1 Overview of the EM2 Programming Model

When the USB is suspended or the session is not valid, the PHY is driven into Suspend mode, stopping the PHY clock to reduce power consumption in the PHY and the core. To further reduce power consumption, the core also supports AHB clock gating and using EM2.

The following sections show the procedures you must follow to use EM2 while in suspend/session-off.

During EM2, the clock to the core must be switched to one of the 32 kHz sources (LFRCO or LFXO). This core needs this clock to detect Resume and SRP events.

##### 15.4.8.2.1.2 EM2 when the Core is in Host Mode

###### Host Mode Suspend in EM2

Sequence of operations:

1. Back up the essential registers of the core. Read and store the following core registers:

<ul style="list-style-type: none"><li>• USB_GINTMSK</li><li>• USB_GOTGCTL</li><li>• USB_GAHBCFG</li><li>• USB_GUSBCFG</li><li>• USB_GRXFSIZ</li><li>• USB_GNPTXFSIZ</li><li>• USB_DCFG</li></ul>	<ul style="list-style-type: none"><li>• USB_DCTL</li><li>• USB_DAINTMSK</li><li>• USB_DIEPMSK</li><li>• USB_DOEPMSK</li><li>• USB_DIEPx_CTL</li><li>• USB_DIEPx_TSIZ</li><li>• USB_DIEPx_DMAADDR</li><li>• USB_PCGCCTL</li><li>• USB_DIEPTXFn</li></ul>
--	---
2. The application sets the Port Suspend bit in the Host Port CSR, and the core drives a USB suspend.

3. The application sets the Power Clamp bit in the Power and Clock Gating Control register.
4. The application sets the Reset to Power-Down Modules bit in the Power and Clock Gating Control register.
5. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register, the core suspends the PHY and the PHY clock stops. If USB\_HCFG.ENA32KHZS is set, switch the USBC clock to 32 kHz.
6. Enter EM2.

### Host Mode Resume in EM2

Sequence of operations:

1. The resume event starts by the application waking up from EM2 (on an interrupt)
2. Switch USBC clock back to 48 MHz.
3. The application clears the Stop PHY Clock bit and the core takes the PHY back to normal mode. The PHY clock starts up.
4. The application clears the Power Clamp bit. The core starts driving Resume signaling on the USB.
5. The application clears the Reset to Power-Down Modules bit.
6. The application programs registers in the CSR and sets the Port Resume bit in Host Port CSR (Setting the Port Resume bit is required by the core, although Resume signaling starts earlier).
7. The application clears the Port Resume bit and the core stops driving Resume signaling.

The core is in normal operating mode.

#### Note

The application must insert delays of at least 2 PHY clocks between all steps in this sequence. This requirement applies to all USB EM2 programming sequences.

### Host Mode Remote Wakeup in EM2

Sequence of operations:

1. The core detects Remote Wakeup signaling on the USB. The PHY exits suspend mode and the PHY clock restarts.
2. The core generates a Remote Wakeup Detected interrupt. The Remote Wakeup interrupt is generated using the 32 kHz clock depending on the USB\_HCFG.RESVALID (ResumeValidPeriod) programmed. The Host Core starts resume signaling at this stage.
3. The USBC clock is switched back to normal 48 MHz clock.
4. The application clears the Stop PHY Clock bit.
5. The application clears the Power Clamp bit.
6. The application clears the Reset to Power-Down Modules bit
7. The application programs CSRs and sets the Port Resume bit. The core continues to drive Resume signaling on the USB.
8. The application clears the Port Resume bit and the core stops driving Resume signaling.

The core enters normal operating mode.

### Host Mode Session End in EM2

Sequence of operations:

1. Back up the essential registers of the core. Read and store the following core registers:

- USB\_GINTMSK
- USB\_GOTGCTL
- USB\_DCTL
- USB\_DAINTMSK

- USB\_GAHBCFG
- USB\_GUSBCFG
- USB\_GRXFSIZ
- USB\_GNPTXFSIZ
- USB\_DCFG
- USB\_DIEPMSK
- USB\_DOEPMSK
- USB\_DIEPx\_CTL
- USB\_DIEPx\_TSIZ
- USB\_DIEPx\_DMAADDR
- USB\_PCGCCTL
- USB\_DIEPTXFn

2. The application sets the Port Suspend bit in the Host Port CSR and the core drives a USB suspend.
3. The application clears the Port Power bit.
4. The application sets the Power Clamp bit in the Power and Clock Gating Control register, and the core clamps the signals between the internal modules on different power rails.
5. The application sets the Reset to Power-Down Modules bit in the Power and Clock Gating Control register.
6. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register, and the core suspends the PHY, stopping the PHY clock.
7. Switch USBC clock to 32 kHz.
8. Enter EM2.

### Host Mode Session Start (EM2 -> EM0)

Sequence of operations:

1. Exit EM2/Enter EM0).
2. Switch USBC clock back to 48 MHz.
3. The application clears the Stop PHY Clock bit.
4. The application clears the Power Clamp bit. The application clears the Reset to Power-Down Modules bit.
5. The application programs CSRs and sets the Port Power bit to turn on VBUS.
6. The core detects the connection and drives the USB reset.

The core enters normal operating mode.

### Host Mode Session End (EM0 -> EM2)

Sequence of operations:

1. Back up the essential registers of the core. Read and store the following core registers:
  - USB\_GINTMSK
  - USB\_GOTGCTL
  - USB\_GAHBCFG
  - USB\_GUSBCFG
  - USB\_GRXFSIZ
  - USB\_GNPTXFSIZ
  - USB\_DCFG
  - USB\_DCTL
  - USB\_DAINTMSK
  - USB\_DIEPMSK
  - USB\_DOEPMSK
  - USB\_DIEPx\_CTL
  - USB\_DIEPx\_TSIZ
  - USB\_DIEPx\_DMAADDR
  - USB\_PCGCCTL
  - USB\_DIEPTXFn
2. The application sets the Port Suspend bit in the Host Port CSR and the core drives a USB suspend.
3. The application clears the Port Power bit.
4. The application sets the Power Clamp bit in the Power and Clock Gating Control register, and the core clamps the signals between the internal modules on different power rails.
5. The application sets the Reset to Power-Down Modules bit in the Power and Clock Gating Control register.

6. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register.
7. Enter EM2.

### Host Mode Sessions Start (SRP) (EM2 -> EM0)

Sequence of operations:

1. The core detects SRP (data line pulsing) on the bus. The core de-asserts the suspend\_n signal to the PHY, generating the PHY clock. The SRP Detected interrupt is generated.
2. The application clears the Stop PHY Clock bit, the core deasserts the suspend\_n signal to the PHY to generate the PHY clock.
3. The power (VDD\_DN) is turned on and stabilizes.
4. The application clears the Power Clamp bit.
5. The application clears the Reset to Power-Down Modules bit.
6. The application programs the CSRs, and sets the Port Power bit to turn on VBUS.
7. The core detects device connection and drives a USB reset.

The core enters normal operating mode.

#### 15.4.8.2.1.3 EM2 when the Core is in Device Mode

##### Device Mode Suspend With EM2

In Device mode, the device validates the host-driven Resume signal for a period of 1.5 µs (75 clock cycles at 48 MHz). With a 32-KHz clock, 2.34 ms is required (75 clock cycles at 32 KHz) to detect the resume. Hence, the application programs USB\_DCFG.RESVALID with a value of 4 clock cycles (125 µs). If the core is in Suspend mode, the device thus detects the resume and the host signals a resume for a minimum of 125 µs.

If the device is being reset from suspend, it begins a high-speed detection handshake after detecting SE0 for no fewer than 2.5 µs. With a 48-MHz clock, detection occurs after 120 clock cycles (2.5 µs). With a 32-kHz clock, 120 clock cycles signifies 3.75 msec. Hence, a programmable value of 4 clock cycles (125 µs) is used to detect reset.

The 32-KHz Suspend feature incorporates switching to the 32-KHz clock during suspend and resume/remote wakeup until the system comes up and starts driving 48 MHz.

Sequence of operations:

1. Detect Suspend state. Wait for an interrupt from the device core and check that USB\_GINTSTS.USBSUSP is set to 1.
2. Back up the essential registers of the core. Read and store the following core registers:

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• USB_GINTMSK</li><li>• USB_GOTGCTL</li><li>• USB_GAHBCFG</li><li>• USB_GUSBCFG</li><li>• USB_GRXFSIZ</li><li>• USB_GNPTXFSIZ</li><li>• USB_DCFG</li></ul> | <ul style="list-style-type: none"><li>• USB_DCTL</li><li>• USB_DAINTMSK</li><li>• USB_DIEPMSK</li><li>• USB_DOEPMSK</li><li>• USB_DIEPx_CTL</li><li>• USB_DIEPx_TSIZ</li><li>• USB_DIEPx_DMAADDR</li><li>• USB_PCGCCTL</li><li>• USB_DIEPTXFn</li></ul> |
|--|---|

3. The application sets the PWRCLMP bit in the Power and Clock Gating Control (USB\_PCGCCTL) register.
4. The application sets the USB\_PCGCCTL.RSTPDWNMODULE bit.

5. The application sets the USB\_PCGCCTL.STOPPCLK bit.
6. Switch USB Core Clock (USBC) to 32 kHz.
7. Enter EM2.

### Device Mode Resume (EM2 -> EM0)

Sequence of operations:

1. The core detects Resume signaling on the USB. The core generates a Resume Detected interrupt.
2. Switch USB Core Clock (USBC) back to 48 MHz.
3. The application clears the STOPPCLK bit.
4. The application clears the USB\_PCGCCTL.PWRCLMP and USB\_PCGCCTL.RSTPDWNMODULE bits.
5. Restore the USB\_GUSBCFG and USB\_DCFG registers with the values stored during the Save operation before entering EM2.
6. Restore the following core registers with the values stored during the Save operation before entering EM2:

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• USB_GINTMSK</li><li>• USB_GOTGCTL</li><li>• USB_GUSBCFG</li><li>• USB_GRXFSIZ</li><li>• USB_GNPTXFSIZ</li><li>• USB_DAINTMSK</li></ul> | <ul style="list-style-type: none"><li>• USB_DIEPMSK</li><li>• USB_DOEPMSK</li><li>• USB_DIEPx_CTL</li><li>• USB_DIEPx_TSIZ</li><li>• USB_DIEPx_DMAADDR</li><li>• USB_DIEPTXFn</li></ul> |
|--|---|

7. The application programs CSRs, then sets the Power-On Programming Done bit in the Device Control register.

### Device Mode Remote Wakeup (EM2 -> EM0)

Sequence of operations:

1. An interrupt wakes up the device from EM2.
2. Switch USB Core Clock (USBC) back to 48 MHz.
3. The application clears the STOPPCLK and GATEHCLK bits in the USB\_PCGCCTL register.
4. The application clears the USB\_PCGCCTL.PWRCLMP and USB\_PCGCCTL.RSTPDWNMODULE bits.
5. Restore the USB\_GUSBCFG and USB\_DCFG registers with the values stored during the Save operation before entering EM2 .
6. Drive remote wakeup from the core. Program USB\_DCTL by performing write-only operation with the following values:
  - USB\_DCTL.RMTWKUPSIG = 1
  - Other Bits = Value stored during the Save operation before entering EM2
7. Clear all interrupt status. Wait for at least 1 millisecond of remote wakeup time and then program GINSTS register with 0xFFFFFFFF to clear all the status register fields.
8. Restore the following core registers with the values stored during the Save operation before entering EM2:

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• USB_GINTMSK</li><li>• USB_GOTGCTL</li><li>• USB_GUSBCFG</li><li>• USB_GRXFSIZ</li><li>• USB_GNPTXFSIZ</li><li>• USB_DAINTMSK</li></ul> | <ul style="list-style-type: none"><li>• USB_DIEPMSK</li><li>• USB_DOEPMSK</li><li>• USB_DIEPx_CTL</li><li>• USB_DIEPx_TSIZ</li><li>• USB_DIEPx_DMAADDR</li><li>• USB_DIEPTXFn</li></ul> |
|--|---|

9. Wait for remote wakeup time (1-15ms) and then program USB\_DCTL by performing read-modify-write to set USB\_DCTL.RMTWKUPSIG = 0.

### Device Mode Session End (EM0 -> EM2)

Sequence of operations:

1. The core detects a USB suspend and generates a Suspend Detected interrupt. The host turns off VBUS.
2. The application sets the Power Clamp bit in the Power and Clock Gating Control register.
3. The application sets the Reset to Power-Down Modules bit in the Power and Clock Gating Control register.
4. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register.
5. Switch USB Core clock (USBC) to 32 kHz.
6. Enter EM2.

### Device Mode Session Start (EM2 -> EM0)

Sequence of operations:

1. The core detects VBUS on (voltage level within session-valid). A New Session Detected interrupt is generated.
2. Switch USB Core clock (USBC) back to 48 MHz.
3. The application clears the Stop PHY Clock bit.
4. The application clears the Power Clamp bit.
5. The application clears the Reset to Power-Down Modules bit.
6. The application programs CSRs.
7. The cores detects a USB reset.

The core enters normal operating mode.

#### 15.4.8.2.2 Using Clock Gating in EM0/EM1

The core supports HCLK gating to reduce dynamic power to internal modules to the core during Suspend/session-off state in EM0 and EM1.

##### 15.4.8.2.2.1 Internal Clock Gating when the Core is in Host Mode

The following sections show the procedures you must follow to use the clock gating feature.

###### Host Mode Suspend and Resume With Clock Gating

Sequence of operations:

1. The application sets the Port Suspend bit in the Host Port CSR, and the core drives a USB suspend.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, the core gates the hclk internally.
3. The core remains in Suspend mode.
4. The application clears the Gate hclk and Stop PHY Clock bits, and the PHY clock is generated.
5. The application sets the Port Resume bit, and the core starts driving Resume signaling.
6. The application clears the Port Resume bit after at least 20 ms.
7. The core is in normal operating mode.

###### Host Mode Suspend and Remote Wakeup With Clock Gating

Sequence of operations:

1. The application sets the Port Suspend bit in the Host Port CSR, and the core drives a USB suspend.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk internally.
3. The core remains in Suspend mode
4. The Remote Wakeup signaling from the device is detected. The core generates a Remote Wakeup Detected interrupt.
5. The application clears the Gate hclk and Stop PHY Clock bits. The core sets the Port Resume bit.
6. The application clears the Port Resume bit after at least 20 ms.
7. The core is in normal operating mode.

### **Host Mode Session End and Start With Clock Gating**

Sequence of operations:

1. The application sets the Port Suspend bit in the Host Port CSR, and the core drives a USB suspend.
2. The application clears the Port Power bit. The core turns off VBUS.
3. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk internally.
4. The core remains in Low-Power mode.
5. The application clears the Gate hclk bit and the application clears the Stop PHY Clock bit to start the PHY clock.
6. The application sets the Port Power bit to turn on VBUS.
7. The core detects device connection and drives a USB reset.
8. The core is in normal operating mode.

### **Host Mode Session End and SRP With Clock Gating**

Sequence of operations:

1. The application sets the Port Suspend bit in the Host Port CSR, and the core drives a USB suspend.
2. The application clears the Port Power bit. The core turns off VBUS.
3. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk internally.
4. The core remains in Low-Power mode.
5. SRP (data line pulsing) from the device is detected. An SRP Request Detected interrupt is generated.
6. The application clears the Gate hclk bit and the Stop PHY Clock bit.
7. The core sets the Port Power bit to turn on VBUS.
8. The core detects device connection and drives a USB reset.
9. The core is in normal operating mode.

#### **15.4.8.2.2 Internal Clock Gating when the Core is in Device Mode**

The following sections show the procedures you must follow to use the clock gating feature.

### **Device Mode Suspend and Resume With Clock Gating**

Sequence of operations:

1. The core detects a USB suspend and generates a Suspend Detected interrupt.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk.

3. The core remains in Suspend mode.
4. The Resume signaling from the host is detected. A Resume Detected interrupt is generated.
5. The application clears the Gate hclk bit and the Stop PHY Clock bit.
6. The host finishes Resume signaling.
7. The core is in normal operating mode.

### Device Mode Suspend and Remote Wakeup With Clock Gating

Sequence of operations:

1. The core detects a USB suspend and generates a Suspend Detected interrupt.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, the core gates hclk.
3. The core remains in Suspend mode.
4. The application clears the Gate hclk bit and the Stop PHY Clock bit.
5. The application sets the Remote Wakeup bit in the Device Control register, the core starts driving Remote Wakeup signaling.
6. The host drives Resume signaling.
7. The core is in normal operating mode.

### Device Mode Session End and Start With Clock Gating

Sequence of operations:

1. The core detects a USB suspend, and generates a Suspend Detected interrupt. The host turns off VBUS.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk.
3. The core remains in Low-Power mode.
4. The new session is detected (A session-valid voltage is detected). A New Session Detected interrupt is generated.
5. The application clears the Gate hclk and Stop PHY Clock bits.
6. The core detects USB reset.
7. The core is in normal operating mode

### Device Mode Session End and SRP With Clock Gating

Sequence of operations:

1. The core detects a USB suspend, and generates a Suspend Detected interrupt. The host turns off VBUS.
2. The application sets the Stop PHY Clock bit in the Power and Clock Gating Control register. The application sets the Gate hclk bit in the Power and Clock Gating Control register, and the core gates hclk.
3. The core remains in Low-Power mode.
4. The application clears the Gate hclk and Stop PHY Clock bits.
5. The application sets the SRP Request bit, and the core drives data line and VBUS pulsing.
6. The host turns on VBUS, detects device connection, and drives a USB reset.
7. The core is in normal operating mode.

## 15.4.9 Register Usage

Only the Core Global, Power and Clock Gating, Data FIFO Access, and Host Port registers can be accessed in both Host and Device modes. When the core is operating in one mode, either Device or

Host, the application must not access registers from the other mode. If an illegal access occurs, a Mode Mismatch interrupt is generated and reflected in the Core Interrupt register (USB\_GINTSTS.MODEMIS).

When the core switches from one mode to another, the registers in the new mode must be reprogrammed as they would be after a power-on reset.

The memory map for the core is as follows:

- Core Global Registers are located in the address offset-range [0x3C000, 0x3C3FF] and typically start with first letter G.
- Host Mode Registers are located in the address offset-range [0x3C400, 0x3C7FF] and start with first letter H.
- Device Mode Registers are located in the address offset-range [0x3C800, 0x3CDFF] and start with first letter D.
- The Power and Clock Gating register is located at offset 0x3CE00.
- The Device EP/Host Channel FIFOs start at address offset 0x3D000 with 4K spacing. These registers, available in both Host and Device modes, are used to read or write the FIFO space for a specific endpoint or a channel, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.
- The Direct RAM Access area start at address offset 0x5C000.

## 15.5 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	USB_CTRL	RW	System Control Register
0x004	USB_STATUS	R	System Status Register
0x008	USB_IF	R	Interrupt Flag Register
0x00C	USB_IFS	W1	Interrupt Flag Set Register
0x010	USB_IFC	W1	Interrupt Flag Clear Register
0x014	USB_IEN	RW	Interrupt Enable Register
0x018	USB_ROUTE	RW	I/O Routing Register
0x3C000	USB_GOTGCTL	RWH	OTG Control and Status Register
0x3C004	USB_GOTGINT	RW1	OTG Interrupt Register
0x3C008	USB_GAHBCFG	RW	AHB Configuration Register
0x3C00C	USB_GUSBCFG	RWH	USB Configuration Register
0x3C010	USB_GRSTCTL	RWH	Reset Register
0x3C014	USB_GINTSTS	RWH	Interrupt Register
0x3C018	USB_GINTMSK	RW	Interrupt Mask Register
0x3C01C	USB_GRXSTSR	R	Receive Status Debug Read Register
0x3C020	USB_GRXSTSP	R	Receive Status Read and Pop Register
0x3C024	USB_GRXFISIZ	RW	Receive FIFO Size Register
0x3C028	USB_GNPTXFSIZ	RW	Non-periodic Transmit FIFO Size Register
0x3C02C	USB_GNPTXSTS	R	Non-periodic Transmit FIFO/Queue Status Register
0x3C05C	USB_GDFIFO CFG	RW	Global DFIFO Configuration Register
0x3C100	USB_HPTXFSIZ	RW	Host Periodic Transmit FIFO Size Register
0x3C104	USB_DIEPTXF1	RW	Device IN Endpoint Transmit FIFO 1 Size Register
0x3C108	USB_DIEPTXF2	RW	Device IN Endpoint Transmit FIFO 2 Size Register
0x3C10C	USB_DIEPTXF3	RW	Device IN Endpoint Transmit FIFO 3 Size Register
0x3C110	USB_DIEPTXF4	RW	Device IN Endpoint Transmit FIFO 4 Size Register
0x3C114	USB_DIEPTXF5	RW	Device IN Endpoint Transmit FIFO 5 Size Register
0x3C118	USB_DIEPTXF6	RW	Device IN Endpoint Transmit FIFO 6 Size Register
0x3C400	USB_HC FG	RW	Host Configuration Register
0x3C404	USB_HFIR	RW	Host Frame Interval Register
0x3C408	USB_HFNUM	R	Host Frame Number/Frame Time Remaining Register
0x3C410	USB_HPTXSTS	R	Host Periodic Transmit FIFO/Queue Status Register
0x3C414	USB_HAINT	R	Host All Channels Interrupt Register
0x3C418	USB_HAINTMSK	RW	Host All Channels Interrupt Mask Register
0x3C440	USB_HPRT	RWH	Host Port Control and Status Register
0x3C500	USB_HC0_CHAR	RW	Host Channel x Characteristics Register
0x3C508	USB_HC0_INT	RW1	Host Channel x Interrupt Register
0x3C50C	USB_HC0_INTMSK	RW	Host Channel x Interrupt Mask Register
0x3C510	USB_HC0_TSIZ	RW	Host Channel x Transfer Size Register
0x3C514	USB_HC0_DMAADDR	RW	Host Channel x DMA Address Register
...	USB_HCx_CHAR	RW	Host Channel x Characteristics Register

Offset	Name	Type	Description
...	USB_HC <sub>x</sub> _INT	RW1	Host Channel x Interrupt Register
...	USB_HC <sub>x</sub> _INTMSK	RW	Host Channel x Interrupt Mask Register
...	USB_HC <sub>x</sub> _TSIZ	RW	Host Channel x Transfer Size Register
...	USB_HC <sub>x</sub> _DMAADDR	RW	Host Channel x DMA Address Register
0x3C6A0	USB_HC13_CHAR	RW	Host Channel x Characteristics Register
0x3C6A8	USB_HC13_INT	RW1	Host Channel x Interrupt Register
0x3C6AC	USB_HC13_INTMSK	RW	Host Channel x Interrupt Mask Register
0x3C6B0	USB_HC13_TSIZ	RW	Host Channel x Transfer Size Register
0x3C6B4	USB_HC13_DMAADDR	RW	Host Channel x DMA Address Register
0x3C800	USB_DCFG	RW	Device Configuration Register
0x3C804	USB_DCTL	RWH	Device Control Register
0x3C808	USB_DSTS	R	Device Status Register
0x3C810	USB_DIEPMSK	RW	Device IN Endpoint Common Interrupt Mask Register
0x3C814	USB_DOEPMISK	RW	Device OUT Endpoint Common Interrupt Mask Register
0x3C818	USB_DAINT	R	Device All Endpoints Interrupt Register
0x3C81C	USB_DAINTMSK	RW	Device All Endpoints Interrupt Mask Register
0x3C828	USB_DVBUSSDIS	RW	Device VBUS Discharge Time Register
0x3C82C	USB_DVBUSPULSE	RW	Device VBUS Pulsing Time Register
0x3C834	USB_DIEPEMPMSK	RW	Device IN Endpoint FIFO Empty Interrupt Mask Register
0x3C900	USB_DIEP0CTL	RWH	Device IN Endpoint 0 Control Register
0x3C908	USB_DIEPOINT	RWH	Device IN Endpoint 0 Interrupt Register
0x3C910	USB_DIEP0TSIZ	RW	Device IN Endpoint 0 Transfer Size Register
0x3C914	USB_DIEP0DMAADDR	RW	Device IN Endpoint 0 DMA Address Register
0x3C918	USB_DIEP0TXFSTS	R	Device IN Endpoint 0 Transmit FIFO Status Register
0x3C920	USB_DIEP0_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C928	USB_DIEP0_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C930	USB_DIEP0_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register
0x3C934	USB_DIEP0_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C938	USB_DIEP0_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3C940	USB_DIEP1_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C948	USB_DIEP1_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C950	USB_DIEP1_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register
0x3C954	USB_DIEP1_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C958	USB_DIEP1_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3C960	USB_DIEP2_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C968	USB_DIEP2_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C970	USB_DIEP2_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register
0x3C974	USB_DIEP2_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C978	USB_DIEP2_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3C980	USB_DIEP3_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C988	USB_DIEP3_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C990	USB_DIEP3_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register

Offset	Name	Type	Description
0x3C994	USB_DIEP3_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C998	USB_DIEP3_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3C9A0	USB_DIEP4_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C9A8	USB_DIEP4_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C9B0	USB_DIEP4_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register
0x3C9B4	USB_DIEP4_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C9B8	USB_DIEP4_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3C9C0	USB_DIEP5_CTL	RWH	Device IN Endpoint x+1 Control Register
0x3C9C8	USB_DIEP5_INT	RWH	Device IN Endpoint x+1 Interrupt Register
0x3C9D0	USB_DIEP5_TSIZ	RW	Device IN Endpoint x+1 Transfer Size Register
0x3C9D4	USB_DIEP5_DMAADDR	RW	Device IN Endpoint x+1 DMA Address Register
0x3C9D8	USB_DIEP5_TXFSTS	R	Device IN Endpoint x+1 Transmit FIFO Status Register
0x3CB00	USB_DOEP0CTL	RWH	Device OUT Endpoint 0 Control Register
0x3CB08	USB_DOEP0INT	RW1	Device OUT Endpoint 0 Interrupt Register
0x3CB10	USB_DOEP0TSIZ	RW	Device OUT Endpoint 0 Transfer Size Register
0x3CB14	USB_DOEP0DMAADDR	RW	Device OUT Endpoint 0 DMA Address Register
0x3CB20	USB_DOEP0_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CB28	USB_DOEP0_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CB30	USB_DOEP0_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CB34	USB_DOEP0_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CB40	USB_DOEP1_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CB48	USB_DOEP1_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CB50	USB_DOEP1_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CB54	USB_DOEP1_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CB60	USB_DOEP2_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CB68	USB_DOEP2_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CB70	USB_DOEP2_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CB74	USB_DOEP2_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CB80	USB_DOEP3_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CB88	USB_DOEP3_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CB90	USB_DOEP3_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CB94	USB_DOEP3_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CBA0	USB_DOEP4_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CBA8	USB_DOEP4_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CBB0	USB_DOEP4_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CBB4	USB_DOEP4_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CBC0	USB_DOEP5_CTL	RWH	Device OUT Endpoint x+1 Control Register
0x3CBC8	USB_DOEP5_INT	RW1	Device OUT Endpoint x+1 Interrupt Register
0x3CBD0	USB_DOEP5_TSIZ	RWH	Device OUT Endpoint x+1 Transfer Size Register
0x3CBD4	USB_DOEP5_DMAADDR	RW	Device OUT Endpoint x+1 DMA Address Register
0x3CE00	USB_PCGCCTL	RWH	Power and Clock Gating Control Register
0x3D000	USB_FIFO0D0	RW	Device EP 0/Host Channel 0 FIFO

Offset	Name	Type	Description
...	USB_FIFO0Dx	RW	Device EP 0/Host Channel 0 FIFO
0x3D7FC	USB_FIFO0D511	RW	Device EP 0/Host Channel 0 FIFO
0x3E000	USB_FIFO1D0	RW	Device EP 1/Host Channel 1 FIFO
...	USB_FIFO1Dx	RW	Device EP 1/Host Channel 1 FIFO
0x3E7FC	USB_FIFO1D511	RW	Device EP 1/Host Channel 1 FIFO
0x3F000	USB_FIFO2D0	RW	Device EP 2/Host Channel 2 FIFO
...	USB_FIFO2Dx	RW	Device EP 2/Host Channel 2 FIFO
0x3F7FC	USB_FIFO2D511	RW	Device EP 2/Host Channel 2 FIFO
0x40000	USB_FIFO3D0	RW	Device EP 3/Host Channel 3 FIFO
...	USB_FIFO3Dx	RW	Device EP 3/Host Channel 3 FIFO
0x407FC	USB_FIFO3D511	RW	Device EP 3/Host Channel 3 FIFO
0x41000	USB_FIFO4D0	RW	Device EP 4/Host Channel 4 FIFO
...	USB_FIFO4Dx	RW	Device EP 4/Host Channel 4 FIFO
0x417FC	USB_FIFO4D511	RW	Device EP 4/Host Channel 4 FIFO
0x42000	USB_FIFO5D0	RW	Device EP 5/Host Channel 5 FIFO
...	USB_FIFO5Dx	RW	Device EP 5/Host Channel 5 FIFO
0x427FC	USB_FIFO5D511	RW	Device EP 5/Host Channel 5 FIFO
0x43000	USB_FIFO6D0	RW	Device EP 6/Host Channel 6 FIFO
...	USB_FIFO6Dx	RW	Device EP 6/Host Channel 6 FIFO
0x437FC	USB_FIFO6D511	RW	Device EP 6/Host Channel 6 FIFO
0x44000	USB_FIFO7D0	RW	Host Channel 7 FIFO
...	USB_FIFO7Dx	RW	Host Channel 7 FIFO
0x447FC	USB_FIFO7D511	RW	Host Channel 7 FIFO
0x45000	USB_FIFO8D0	RW	Host Channel 8 FIFO
...	USB_FIFO8Dx	RW	Host Channel 8 FIFO
0x457FC	USB_FIFO8D511	RW	Host Channel 8 FIFO
0x46000	USB_FIFO9D0	RW	Host Channel 9 FIFO
...	USB_FIFO9Dx	RW	Host Channel 9 FIFO
0x467FC	USB_FIFO9D511	RW	Host Channel 9 FIFO
0x47000	USB_FIFO10D0	RW	Host Channel 10 FIFO
...	USB_FIFO10Dx	RW	Host Channel 10 FIFO
0x477FC	USB_FIFO10D511	RW	Host Channel 10 FIFO
0x48000	USB_FIFO11D0	RW	Host Channel 11 FIFO
...	USB_FIFO11Dx	RW	Host Channel 11 FIFO
0x487FC	USB_FIFO11D511	RW	Host Channel 11 FIFO
0x49000	USB_FIFO12D0	RW	Host Channel 12 FIFO
...	USB_FIFO12Dx	RW	Host Channel 12 FIFO
0x497FC	USB_FIFO12D511	RW	Host Channel 12 FIFO
0x4A000	USB_FIFO13D0	RW	Host Channel 13 FIFO
...	USB_FIFO13Dx	RW	Host Channel 13 FIFO
0x4A7FC	USB_FIFO13D511	RW	Host Channel 13 FIFO
0x5C000	USB_FIFORAM0	RW	Direct Access to Data FIFO RAM for Debugging (2 KB)

Offset	Name	Type	Description
...	USB_FIFORAMx	RW	Direct Access to Data FIFO RAM for Debugging (2 KB)
0x5C7FC	USB_FIFORAM511	RW	Direct Access to Data FIFO RAM for Debugging (2 KB)

## 15.6 Register Description

### 15.6.1 USB\_CTRL - System Control Register

Offset	Bit Position																																
	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																																	
Access		RW	0x0								RW	0x0																					
Name		BIASPROGEM23								BIASPROGEM01					VREGOSEN	RW	0	17										DMPUAP	RW	0	1		
															VREGDIS	RW	0	16											VBUSENAP	RW	0	0	

Bit	Name	Reset	Access	Description									
31:26	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
25:24	BIASPROGEM23	0x0	RW	<b>Regulator Bias Programming Value in EM2/3</b>									
				Regulator bias current setting in EM2/3 (i.e. while USB in suspend).									
23:22	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
21:20	BIASPROGEM01	0x0	RW	<b>Regulator Bias Programming Value in EM0/1</b>									
				Regulator bias current setting in EM0/1 (i.e. while USB active).									
19:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
17	VREGOSEN	0	RW	<b>VREGO Sense Enable</b>									
				Set this bit to enable USB_VREGO voltage level sensing.									
16	VREGDIS	0	RW	<b>Voltage Regulator Disable</b>									
				Set this bit to disable the voltage regulator.									
15:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
1	DMPUAP	0	RW	<b>DMPU Active Polarity</b>									
				Use this bit to select the active polarity of the USB_DMPU pin.									
				<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>LOW</td> <td>USB_DMPU is active low.</td> </tr> <tr> <td>1</td> <td>HIGH</td> <td>USB_DMPU is active high.</td> </tr> </table>	Value	Mode	Description	0	LOW	USB_DMPU is active low.	1	HIGH	USB_DMPU is active high.
Value	Mode	Description											
0	LOW	USB_DMPU is active low.											
1	HIGH	USB_DMPU is active high.											
0	VBUSENAP	0	RW	<b>VBUSEN Active Polarity</b>									
				Use this bit to select the active polarity of the USB_VBUSEN pin.									
				<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>LOW</td> <td>USB_VBUSEN is active low.</td> </tr> <tr> <td>1</td> <td>HIGH</td> <td>USB_VBUSEN is active high.</td> </tr> </table>	Value	Mode	Description	0	LOW	USB_VBUSEN is active low.	1	HIGH	USB_VBUSEN is active high.
Value	Mode	Description											
0	LOW	USB_VBUSEN is active low.											
1	HIGH	USB_VBUSEN is active high.											

## **15.6.2 USB\_STATUS - System Status Register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	VREGOS	0	R	<b>VREGO Sense Output</b> USB_VREGO Voltage Sense output. 0 when no USB_VREGO voltage, 1 when USB_VREGO above approximately 1.8 V. Always 0 when VREGOSEN in USB_CTRL is 0.

### 15.6.3 USB\_IF - Interrupt Flag Register

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	VREGOSL	1	R	<b>VREGO Sense Low Interrupt Flag</b> Set when USB_VREGO drops below approximately 1.8 V.
0	VREGOSH	1	R	<b>VREGO Sense High Interrupt Flag</b> Set when USB_VREGO goes above approximately 1.8 V.

#### **15.6.4 USB\_IFS - Interrupt Flag Set Register**

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

Bit	Name	Reset	Access	Description
1	VREGOSL	0	W1	<b>Set VREGO Sense Low Interrupt Flag</b> Write to 1 to set the VREGO Sense Low Interrupt Flag.
0	VREGOSH	0	W1	<b>Set VREGO Sense High Interrupt Flag</b> Write to 1 to set the VREGO Sense High Interrupt Flag.

## 15.6.5 USB\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																		
0x010	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					
Reset																																			
Access																																			
Name																																			
	VREGOSL	W1	0	1																															
	VREGOSH	W1	0	0																															

Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	VREGOSL	0	W1	<b>Clear VREGO Sense Low Interrupt Flag</b> Write to 1 to clear the VREGO Sense Low Interrupt Flag.
0	VREGOSH	0	W1	<b>Clear VREGO Sense High Interrupt Flag</b> Write to 1 to clear the VREGO Sense High Interrupt Flag.

## 15.6.6 USB\_IEN - Interrupt Enable Register

Offset	Bit Position																																			
0x014	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						
Reset																																				
Access																																				
Name																																				
	VREGOSL	RW	0	1																																
	VREGOSH	RW	0	0																																

Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	VREGOSL	0	RW	<b>VREGO Sense Low Interrupt Enable</b> Enable interrupt on VREGO Sense Low.
0	VREGOSH	0	RW	<b>VREGO Sense High Interrupt Enable</b> Enable interrupt on VREGO Sense High.

## 15.6.7 USB\_ROUTE - I/O Routing Register

Offset	Bit Position																															
Reset	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			
Access																																
Name																												DMPUPEN	RW	0	2	
																												VBUSENPPEN	RW	0	1	
																												PHYPPEN	RW	0	0	

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	DMPUPEN	0	RW	<b>DMPU Pin Enable</b>  When set, the USB_DMPU pin is enabled.
1	VBUSENTPEN	0	RW	<b>VBUSEN Pin Enable</b>  When set, the USB_VBUSEN pin is enabled.
0	PHYPEN	0	RW	<b>USB PHY Pin Enable</b>  When set, the USB PHY and USB pins are enabled. The USB_DP and USB_DM are changed from regular GPIO pins to USB pins.

## **15.6.8 USB\_GOTGCTL - OTG Control and Status Register**

The OTG Control and Status register controls the behavior and reflects the status of the OTG function of the core.

Offset	Bit Position							
Reset	31	30	29	28	27	26	25	24
Access	23	22	21	OTGVER	RW	0	20	
	BSESVLD	R	0	19				
	ASESVLD	R	0	18				
	DBNCTIME	R	0	17				
	CONIDSTS	R	1	16				
				15				
				14				
				13				
				12				
	DEVHNPEN	RW	0	11				
	HSTSETHNPEN	RW	0	10				
	HNPREQ	RW	0	9				
	HSTNEGSCS	R	0	8				
	AVALIDOVVAL	RW	0	7				
	AVALIDOVEN	RW	0	6				
	BVALIDOVVAL	RW	0	5				
	BVALIDOVEN	RW	0	4				
	VBVALIDOVVAL	RW	0	3				
	VBVALIDOVEN	RW	0	2				
	SESREQ	RW	0	1				
	SESREQSCS	R	0	0				

Bit	Name	Reset	Access	Description									
31:21	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
20	OTGVER	0	RW	<b>OTG Version</b>  Indicates the OTG revision.									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>OTG13</td><td>OTG Version 1.3. In this version the core supports data line pulsing and VBus pulsing for SRP.</td></tr> <tr> <td>1</td><td>OTG20</td><td>OTG Version 2.0. In this version the core supports only data line pulsing for SRP.</td></tr> </tbody> </table>	Value	Mode	Description	0	OTG13	OTG Version 1.3. In this version the core supports data line pulsing and VBus pulsing for SRP.	1	OTG20	OTG Version 2.0. In this version the core supports only data line pulsing for SRP.
Value	Mode	Description											
0	OTG13	OTG Version 1.3. In this version the core supports data line pulsing and VBus pulsing for SRP.											
1	OTG20	OTG Version 2.0. In this version the core supports only data line pulsing for SRP.											
19	BSESVLD	0	R	<b>B-Session Valid (device only)</b>  Indicates the Device mode transceiver status for B-session valid. In OTG mode, you can use this bit to determine if the device is connected or disconnected.									
18	ASESVLD	0	R	<b>A-Session Valid (host only)</b>  Indicates the Host mode transceiver status for A-session valid.									

Bit	Name	Reset	Access	Description															
17	DBNCTIME	0	R	<b>Long/Short Debounce Time (host only)</b> Indicates the debounce time of a detected connection.															
<table border="1"> <tr> <td>Value</td><td>Mode</td><td colspan="3">Description</td></tr> <tr> <td>0</td><td>LONG</td><td colspan="3">Long debounce time, used for physical connections (100 ms + 2.5 us).</td></tr> <tr> <td>1</td><td>SHORT</td><td colspan="3">Short debounce time, used for soft connections (2.5 us).</td></tr> </table>					Value	Mode	Description			0	LONG	Long debounce time, used for physical connections (100 ms + 2.5 us).			1	SHORT	Short debounce time, used for soft connections (2.5 us).		
Value	Mode	Description																	
0	LONG	Long debounce time, used for physical connections (100 ms + 2.5 us).																	
1	SHORT	Short debounce time, used for soft connections (2.5 us).																	
16	CONIDSTS	1	R	<b>Connector ID Status (host and device)</b> Indicates the connector ID status on a connect event.															
<table border="1"> <tr> <td>Value</td><td>Mode</td><td colspan="3">Description</td></tr> <tr> <td>0</td><td>A</td><td colspan="3">The core is in A-Device mode.</td></tr> <tr> <td>1</td><td>B</td><td colspan="3">The core is in B-Device mode.</td></tr> </table>					Value	Mode	Description			0	A	The core is in A-Device mode.			1	B	The core is in B-Device mode.		
Value	Mode	Description																	
0	A	The core is in A-Device mode.																	
1	B	The core is in B-Device mode.																	
15:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
11	DEVHNPEN	0	RW	<b>Device HNP Enabled (device only)</b> The application sets this bit when it successfully receives a SetFeature.SetHNPEnable command from the connected USB host.															
10	HSTSETHNPEN	0	RW	<b>Host Set HNP Enable (host only)</b> The application sets this bit when it has successfully enabled HNP (using the SetFeature.SetHNPEnable command) on the connected device.															
9	HNPREQ	0	RW	<b>HNP Request (device only)</b> The application sets this bit to initiate an HNP request to the connected USB host. The application can clear this bit by writing a 0 when the Host Negotiation Success Status Change bit in the OTG Interrupt register (USB_GOTGINT.HSTNEGSUCSTSCHNG) is set. The core clears this bit when the HSTNEGSUCSTSCHNG bit is cleared.															
8	HSTNEGSCS	0	R	<b>Host Negotiation Success (device only)</b> The core sets this bit when host negotiation is successful. The core clears this bit when the HNP Request (HNPREQ) bit in this register is set.															
7	AVALIDOVAL	0	RW	<b>Valid Override Value</b> This bit is used to set Override value for Avalid signal when USB_GOTGCTL.AVALIDOVEN is set.															
6	AVALIDOVEN	0	RW	<b>AValid Override Enable</b> This bit is used to enable/disable the software to override the Avalid signal using the USB_GOTGCTL.AVALIDOVAL. When set Avalid received from the PHY is overridden with USB_GOTGCTL.AVALIDOVAL.															
5	BVALIDOVAL	0	RW	<b>Bvalid Override Value</b> This bit is used to set Override value for Bvalid signal when USB_GOTGCTL.BVALIDOVEN is set.															
4	BVALIDOVEN	0	RW	<b>BValid Override Enable</b> This bit is used to enable/disable the software to override the Bvalid signal using the USB_GOTGCTL.BVALIDOVAL. When set Bvalid received from the PHY is overridden with USB_GOTGCTL.BVALIDOVAL.															
3	VBVALIDOVAL	0	RW	<b>VBUS Valid Override Value</b> This bit is used to set Override value for vbusvalid signal when USB_GOTGCTL.VBVALIDOVEN is set.															
2	VBVALIDOVEN	0	RW	<b>VBUS-Valid Override Enable</b> This bit is used to enable/disable the software to override the vbusvalid signal using the USB_GOTGCTL.VBVALIDOVAL. When set, vbusvalid received from the PHY is overridden with USB_GOTGCTL.VBVALIDOVAL.															
1	SESREQ	0	RW	<b>Session Request (device only)</b> The application sets this bit to initiate a session request on the USB. The application can clear this bit by writing a 0 when the Host Negotiation Success Status Change bit in the OTG Interrupt register (USB_GOTGINT.HSTNEGSUCSTSCHNG) is set. The core clears this bit when the HSTNEGSUCSTSCHNG bit is cleared. The application must wait until the VBUS discharges to 0.2 V, after the B-Session Valid bit in this register (USB_GOTGCTL.BSESVLD) is cleared. This discharge time can be obtained from the datasheet.															
0	SESREQSCS	0	R	<b>Session Request Success (device only)</b> The core sets this bit when a session request initiation is successful.															

## 15.6.9 USB\_GOTGINT - OTG Interrupt Register

The application reads this register whenever there is an OTG interrupt and clears the bits in this register to clear the OTG interrupt.

Bit	Name	Reset	Access	Description
31:20	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
19	DBNCEDONE	0	RW1	<b>Debounce Done (host only)</b>  The core sets this bit when the debounce is completed after the device connect. The application can start driving USB reset after seeing this interrupt. This bit is only valid when the HNP Capable or SRP Capable bit is set in the Core USB Configuration register (USB_GUSBCFG.HNPCAP or USB_GUSBCFG.SRPCAP, respectively). This bit can be set only by the core and the application should write 1 to clear it.
18	ADEVTOUTCCHG	0	RW1	<b>A-Device Timeout Change (host and device)</b>  The core sets this bit to indicate that the A-device has timed out while waiting for the B-device to connect. This bit can be set only by the core and the application should write 1 to clear it.
17	HSTNEGDET	0	RW1	<b>Host Negotiation Detected (host and device)</b>  The core sets this bit when it detects a host negotiation request on the USB. This bit can be set only by the core and the application should write 1 to clear it.
16:10	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
9	HSTNEGSUCSTSCHNG	0	RW1	<b>Host Negotiation Success Status Change (host and device)</b>  The core sets this bit on the success or failure of a USB host negotiation request. The application must read the Host Negotiation Success bit of the OTG Control and Status register (USB_GOTGCTL.HSTNEGSCS) to check for success or failure. This bit can be set only by the core and the application should write 1 to clear it.
8	SESREQSUCSTSCHNG	0	RW1	<b>Session Request Success Status Change (host and device)</b>  The core sets this bit on the success or failure of a session request. The application must read the Session Request Success bit in the OTG Control and Status register (USB_GOTGCTL.SESREQSCS) to check for success or failure. This bit can be set only by the core and the application should write 1 to clear it.
7:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	SESENDDET	0	RW1	<b>Session End Detected (host and device)</b>  The core sets this bit when VBUS is in the range 0.8V - 2.0V. This bit can be set only by the core and the application should write 1 to clear it.
1:0	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

## 15.6.10 USB\_GAHBCFG - AHB Configuration Register

This register can be used to configure the core after power-on or a change in mode. This register mainly contains AHB system-related configuration parameters. Do not change this register after the initial programming. The application must program this register before starting any transactions on either the AHB or the USB.

Bit	Name	Reset	Access	Description									
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
22	NOTIALLDMAWRIT	0	RW	<b>Notify All DMA Writes</b>									
				This bit is programmed to enable the System DMA Done functionality for all the DMA write Transactions corresponding to the Channel/Endpoint. This bit is valid only when USB_GAHBCFG.REMMEMSUPP is set to 1. When set, the core asserts int_dma_req for all the DMA write transactions on the AHB interface along with int_dma_done, chep_last_transact and chep_number signal informations. The core waits for sys_dma_done signal for all the DMA write transactions in order to complete the transfer of a particular Channel/Endpoint. When cleared, the core asserts int_dma_req signal only for the last transaction of DMA write transfer corresponding to a particular Channel/Endpoint. Similarly, the core waits for sys_dma_done signal only for that transaction of DMA write to complete the transfer of a particular Channel/Endpoint.									
21	REMMEMSUPP	0	RW	<b>Remote Memory Support</b>									
				This bit is programmed to enable the functionality to wait for the system DMA Done Signal for the DMA Write Transfers. When set, the int_dma_req output signal is asserted when HSOTG DMA starts write transfer to the external memory. When the core is done with the Transfers it asserts int_dma_done signal to flag the completion of DMA writes from HSOTG. The core then waits for sys_dma_done signal from the system to proceed further and complete the Data Transfer corresponding to a particular Channel/Endpoint. When cleared, the int_dma_req and int_dma_done signals are not asserted and the core proceeds with the assertion of the XferComp interrupt as soon as the DMA write transfer is done at the HSOTG Core Boundary and it doesn't wait for the sys_dma_done signal to complete the DATA.									
20:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
8	PTXFEMPLVL	0	RW	<b>Periodic TxFIFO Empty Level (host only)</b>									
				Indicates when the Periodic TxFIFO Empty Interrupt bit in the Core Interrupt register (USB_GINTSTS.PTXFEMP) is triggered. This bit is used only in Slave mode.									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>HALFEMPTY</td><td>USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is half empty.</td></tr> <tr> <td>1</td><td>EMPTY</td><td>USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is completely empty.</td></tr> </tbody> </table>	Value	Mode	Description	0	HALFEMPTY	USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is half empty.	1	EMPTY	USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is completely empty.
Value	Mode	Description											
0	HALFEMPTY	USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is half empty.											
1	EMPTY	USB_GINTSTS.PTXFEMP interrupt indicates that the Periodic TxFIFO is completely empty.											
7	NPTXFEMPLVL	0	RW	<b>Non-Periodic TxFIFO Empty Level (host and device)</b>									
				This bit is used only in Slave mode. In host mode this bit indicates when the Non-Periodic TxFIFO Empty Interrupt bit in the Core Interrupt register (USB_GINTSTS.NPTXFEMP) is triggered. In device mode, this bit indicates when IN endpoint Transmit FIFO empty interrupt (USB_DIEP0INT/USB_DIEPx_INT.TXFEMP) is triggered.									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>HALFEMPTY</td><td>Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is half empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is half empty.</td></tr> <tr> <td>1</td><td>EMPTY</td><td>Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is completely empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is completely empty.</td></tr> </tbody> </table>	Value	Mode	Description	0	HALFEMPTY	Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is half empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is half empty.	1	EMPTY	Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is completely empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is completely empty.
Value	Mode	Description											
0	HALFEMPTY	Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is half empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is half empty.											
1	EMPTY	Host Mode: USB_GINTSTS.NPTXFEMP interrupt indicates that the Non-Periodic TxFIFO is completely empty. Device Mode: USB_DIEP0INT/USB_DIEPx_INT.TXFEMP interrupt indicates that the IN Endpoint TxFIFO is completely empty.											
6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
5	DMAEN	0	RW	<b>DMA Enable (host and device)</b>									
				When set to 0 the core operates in Slave mode. When set to 1 the core operates in a DMA mode.									
4:1	HBSTLEN	0x0	RW	<b>Burst Length/Type (host and device)</b>									

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0	SINGLE			Single transfer.
1	INCR			Incrementing burst of unspecified length.
3	INCR4			4-beat incrementing burst.
5	INCR8			8-beat incrementing burst.
7	INCR16			16-beat incrementing burst.
0	GLBLINTRMSK	0	RW	<b>Global Interrupt Mask (host and device)</b>
	The application uses this bit to mask or unmask the interrupt line assertion to itself. Irrespective of this bit's setting, the interrupt status registers are updated by the core. Set to unmask.			

## 15.6.11 USB\_GUSBCFG - USB Configuration Register

This register can be used to configure the core after power-on or a changing to Host mode or Device mode. It contains USB and USB-PHY related configuration parameters. The application must program this register before starting any transactions on either the AHB or the USB. Do not make changes to this register after the initial programming.

Offset	Name	Bit Position								
		0x3C00C	Reset	Access	TERMSELDLPULSE	USBTRDTIM	HNPCCAP	SRPCCAP	FSINTF	TOUTCAL
	CORRUPTTXPKT	W1	0	31	RW	0	30	RW	0	29
	FORCEDEVMODE	RW	0	29	RW	0	29	RW	0	28
	FORCEHSTMODE	RW	0	28	RW	0	28	RW	0	27
	TXENDDELAY	RW	0	27	RW	0	26	RW	0	26
				26	RW	0	25	RW	0	25
				25	RW	0	24	RW	0	24
				24	RW	0	23	RW	0	23
				23	RW	0	22	RW	0	21
				22	RW	0	21	RW	0	20
				21	RW	0	20	RW	0	19
				20	RW	0	19	RW	0	18
				19	RW	0	18	RW	0	17
				18	RW	0	17	RW	0	16
				17	RW	0	16	RW	0	15
				16	RW	0	15	RW	0	14
				15	RW	0	14	RW	0	13
				14	RW	0	13	RW	0	12
				13	RW	0x5	12	RW	0	11
				12	RW	0x5	11	RW	0	10
				11	RW	0	10	RW	0	9
				10	RW	0	9	RW	0	8
				9	RW	0	8	RW	0	7
				8	RW	0	7	RW	0	6
				7	RW	0	6	RW	0	5
				6	RW	0	5	RW	0	4
				5	RW	0	4	RW	0	3
				4	RW	0	3	RW	0	2
				3	RW	0	2	RW	0	1
				2	RW	0	1	RW	0	0

Bit	Name	Reset	Access	Description									
31	CORRUPTTXPKT	0	W1	<b>Corrupt Tx packet (host and device)</b>  This bit is for debug purposes only. Never Set this bit to 1. The application should always write 0 to this bit.									
30	FORCEDEVMODE	0	RW	<b>Force Device Mode (host and device)</b>  Writing a 1 to this bit forces the core to device mode irrespective of the state of the ID pin. After setting the force bit, the application must wait at least 25 ms before the change to take effect.									
29	FORCEHSTMODE	0	RW	<b>Force Host Mode (host and device)</b>  Writing a 1 to this bit forces the core to host mode irrespective of the state of the ID pin. After setting the force bit, the application must wait at least 65 ms before the change to take effect.									
28	TXENDDELAY	0	RW	<b>Tx End Delay (device only)</b>  Writing 1 to this bit enables the core to follow the TxEndDelay timings as per UTMI+ specification 1.05 section 4.1.5 for opmode signal during remote wakeup.									
27:23	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
22	TERMSELDLPPULSE	0	RW	<b>TermSel DLine Pulsing Selection (device only)</b>  This bit selects utmi_termselect to drive data line pulse during SRP.									
<table border="1"> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> <tr> <td>0</td> <td>TXVALID</td> <td>Data line pulsing using utmi_txvalid.</td> </tr> <tr> <td>1</td> <td>TERMSEL</td> <td>Data line pulsing using utmi_termsel.</td> </tr> </table>					Value	Mode	Description	0	TXVALID	Data line pulsing using utmi_txvalid.	1	TERMSEL	Data line pulsing using utmi_termsel.
Value	Mode	Description											
0	TXVALID	Data line pulsing using utmi_txvalid.											
1	TERMSEL	Data line pulsing using utmi_termsel.											
21:14	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
13:10	USBTRDTIM	0x5	RW	<b>USB Turnaround Time (device only)</b>  Sets the turnaround time in PHY clocks. Specifies the response time For a MAC request to the Packet FIFO Controller (PFC) to fetch data from the DFIFO (SPRAM). Always write this field to 5.									

Bit	Name	Reset	Access	Description
9	HNPCAP	0	RW	<b>HNP-Capable (host and device)</b> The application uses this bit to control the core's HNP capabilities. Set to enable HNP capability.
8	SRPCAP	0	RW	<b>SRP-Capable (host and device)</b> The application uses this bit to control the core's SRP capabilities. If the core operates as a non-SRP-capable B-device, it cannot request the connected A-device (host) to activate VBUS and start a session. Set to enable SRP capability.
7:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	FSINTF	0	RW	<b>Full-Speed Serial Interface Select (host and device)</b> Always write this bit to 0.
4:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2:0	TOUTCAL	0x0	RW	<b>Timeout Calibration (host and device)</b> Always write this field to 0.

## 15.6.12 USB\_GRSTCTL - Reset Register

The application uses this register to reset various hardware features inside the core.

Offset	Bit Position																
0x3C010	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset	1	0															0x00
Access	R	R															RW
Name	AHBIDLE	DMAREQ															TXFNUM
																	TXFFLSH
																	RXFFLSH
																	FRMCNTRRST
																	CSFTRST
																	RW1
																	0
																	0

Bit	Name	Reset	Access	Description
31	AHBIDLE	1	R	<b>AHB Master Idle (host and device)</b> Indicates that the AHB Master State Machine is in the IDLE condition.
30	DMAREQ	0	R	<b>DMA Request Signal (host and device)</b> Indicates that the DMA request is in progress. Used for debug.
29:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10:6	TXFNUM	0x00	RW	<b>TxFIFO Number (host and device)</b> This is the FIFO number that must be flushed using the TxFIFO Flush bit. This field must not be changed until the core clears the TxFIFO Flush bit.

Value	Mode	Description
0	F0	Host mode: Non-periodic TxFIFO flush. Device: Tx FIFO 0 flush
1	F1	Host mode: Periodic TxFIFO flush. Device: TxFIFO 1 flush.
2	F2	Device mode: TxFIFO 2 flush.
3	F3	Device mode: TxFIFO 3 flush.
4	F4	Device mode: TxFIFO 4 flush.
5	F5	Device mode: TxFIFO 5 flush.
6	F6	Device mode: TxFIFO 6 flush.
16	FALL	Flush all the transmit FIFOs in device or host mode.

5	TXFFLSH	0	RW1	<b>TxFIFO Flush (host and device)</b>
				This bit selectively flushes a single or all transmit FIFOs, but cannot do so if the core is in the midst of a transaction. The application must write this bit only after checking that the core is neither writing to the TxFIFO nor reading from the TxFIFO. NAK Effective

Bit	Name	Reset	Access	Description
Interrupt ensures the core is not reading from the FIFO. USB_GRSTCTL.AHBIDLE ensures the core is not writing anything to the FIFO. Flushing is normally recommended when FIFOs are reconfigured. FIFO flushing is also recommended during device endpoint disable. The application must wait until the core clears this bit before performing any operations. This bit takes eight clocks to clear.				
4	RXFFLSH	0	RW1	<b>RxFIFO Flush (host and device)</b>
The application can flush the entire RxFIFO using this bit, but must first ensure that the core is not in the middle of a transaction. The application must only write to this bit after checking that the core is neither reading from the RxFIFO nor writing to the RxFIFO. The application must wait until the bit is cleared before performing any other operations. This bit requires 8 clocks to clear.				
3	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
2	FRMCNTRRST	0	RW1	<b>Host Frame Counter Reset (host only)</b>
The application writes this bit to reset the frame number counter inside the core. When the frame counter is reset, the subsequent SOF sent out by the core has a frame number of 0. When application writes 1 to the bit, it might not be able to read back the value as it will get cleared by the core in a few clock cycles.				
1	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
0	CSFTRST	0	RW1	<b>Core Soft Reset (host and device)</b>
Resets the core by clearing the interrupts and all the CSR registers except the following register bits: USB_PCGCCTL.RSTPDWNMODULE, USB_PCGCCTL.GATEHCLK, USB_PCGCCTL.PWRCLMP, USB_GUSBCFG.FSINTF, USB_HCFG.FSLSPCLKSEL, USB_DCFG.DEVSPD.				
All module state machines (except the AHB Slave Unit) are reset to the IDLE state, and all the transmit FIFOs and the receive FIFO are flushed. Any transactions on the AHB Master are terminated as soon as possible, after gracefully completing the last data phase of an AHB transfer. Any transactions on the USB are terminated immediately. The application can write to this bit any time it wants to reset the core. This is a self-clearing bit and the core clears this bit after all the necessary logic is reset in the core, which can take several clocks, depending on the current state of the core. Once this bit is cleared software must wait at least 3 clock cycles before doing any access to the core. Software must also must check that bit 31 of this register is 1 (AHB Master is IDLE) before starting any operation.				

## 15.6.13 USB\_GINTSTS - Interrupt Register

This register interrupts the application for system-level events in the current mode (Device mode or Host mode). Some of the bits in this register are valid only in Host mode, while others are valid in Device mode only. This register also indicates the current mode. To clear the interrupt status bits of type RW1, the application must write 1 into the bit.

The FIFO status interrupts are read only; once software reads from or writes to the FIFO while servicing these interrupts, FIFO interrupt conditions are cleared automatically.

The application must clear the USB\_GINTSTS register at initialization before unmasking the interrupt bit to avoid any interrupts generated prior to initialization.

Offset	Bit Position																	
0x3C014	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	
Reset	RW1	0	RW1	0	R	0	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	
Access	RW1	RW1	RW1	RW1	R	R	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	RW1	
Name	WKUPINT	SESSREQINT	DISCONNINT	CONIDSTSCHNG	PTEXEMP	HCHINT	FRTINT	RESETDET	FETSUSP	INCOMPLP	INCOMPISON	OEPINT	IEPINT	ISOOUTDROP	ENUMDONE	USBRST	USBSSUSP	ERLYSUSP

Bit	Name	Reset	Access	Description
31	WKUPINT	0	RW1	<b>Resume/Remote Wakeup Detected Interrupt (host and device)</b>
	Wakeup Interrupt during Suspend state. In Device mode this interrupt is asserted only when Host Initiated Resume is detected on USB. In Host mode this interrupt is asserted only when Device Initiated Remote Wakeup is detected on USB. This bit can be set only by the core and the application should write 1 to clear.			
30	SESSREQINT	0	RW1	<b>Session Request/New Session Detected Interrupt (host and device)</b>

Bit	Name	Reset	Access	Description
In Host mode, this interrupt is asserted when a session request is detected from the device. In Device mode, this interrupt is asserted when the VBUS voltage reaches the session-valid level. This bit can be set only by the core and the application should write 1 to clear it.				
29	DISCONNINT	0	RW1	<b>Disconnect Detected Interrupt (host only)</b> Asserted when a device disconnect is detected. This bit can be set only by the core and the application should write 1 to clear it.
The core sets this bit when there is a change in connector ID status. This bit can be set only by the core and the application should write 1 to clear it.				
28	CONIDSTSCHNG	1	RW1	<b>Connector ID Status Change (host and device)</b>
To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
27	Reserved			
26	PTXFEMP	1	R	<b>Periodic TxFIFO Empty (host only)</b> This interrupt is asserted when the Periodic Transmit FIFO is either half or completely empty and there is space for at least one entry to be written in the Periodic Request Queue. The half or completely empty status is determined by the Periodic TxFIFO Empty Level bit in the Core AHB Configuration register (USB_GAHBCFG.PTXFEMPLVL).
25	HCHINT	0	R	<b>Host Channels Interrupt (host only)</b> The core sets this bit to indicate that an interrupt is pending on one of the channels of the core (in Host mode). The application must read the Host All Channels Interrupt (USB_HAINT) register to determine the exact number of the channel on which the interrupt occurred, and then read the corresponding Host Channel-x Interrupt (USB_HC <sub>x</sub> _INT) register to determine the exact cause of the interrupt. The application must clear the appropriate status bit in the USB_HC <sub>x</sub> _INT register to clear this bit.
24	PRTINT	0	R	<b>Host Port Interrupt (host only)</b> The core sets this bit to indicate a change in port status in Host mode. The application must read the Host Port Control and Status (USB_HPRT) register to determine the exact event that caused this interrupt. The application must clear the appropriate status bit in the Host Port Control and Status register to clear this bit.
23	RESETDET	0	RW1	<b>Reset detected Interrupt (device only)</b> In Device mode, this interrupt is asserted when a reset is detected on the USB in EM2 when the device is in Suspend. In Host mode, this interrupt is not asserted.
22	FETSUSP	0	RW1	<b>Data Fetch Suspended (device only)</b> This interrupt is valid only in DMA mode. This interrupt indicates that the core has stopped fetching data for IN endpoints due to the unavailability of TxFIFO space or Request Queue space. This interrupt is used by the application for an endpoint mismatch algorithm.  For example, after detecting an endpoint mismatch, the application: Sets a Global non-periodic IN NAK handshake, Disables In endpoints, Flushes the FIFO, Determines the token sequence from the IN Token Sequence, Re-enables the endpoints, Clears the Global non-periodic IN NAK handshake.  If the Global non-periodic IN NAK is cleared, the core has not yet fetched data for the IN endpoint, and the IN token is received: the core generates an IN Token Received when FIFO Empty interrupt. The OTG then sends the host a NAK response. To avoid this scenario, the application can check the USB_GINTSTS.FETSUSP interrupt, which ensures that the FIFO is full before clearing a Global NAK handshake. Alternatively, the application can mask the IN Token Received when FIFO Empty interrupt when clearing a Global IN NAK handshake.
21	INCOMPLP	0	RW1	<b>Incomplete Periodic Transfer (device only)</b> In Host mode, the core sets this interrupt bit when there are incomplete periodic transactions still pending which are scheduled for the current frame. In Device mode, the core sets this interrupt to indicate that there is at least one isochronous OUT endpoint on which the transfer is not completed in the current frame. This bit can be set only by the core and the application should write 1 to clear it.
20	INCOMPISOIN	0	RW1	<b>Incomplete Isochronous IN Transfer (device only)</b> The core sets this interrupt to indicate that there is at least one isochronous IN endpoint on which the transfer is not completed in the current frame.
19	OEPINT	0	R	<b>OUT Endpoints Interrupt (device only)</b> The core sets this bit to indicate that an interrupt is pending on one of the OUT endpoints of the core (in Device mode). The application must read the Device All Endpoints Interrupt (USB_DAINT) register to determine the exact number of the OUT endpoint on which the interrupt occurred, and then read the corresponding Device OUT Endpoint-x Interrupt (USB_DOEP0INT/USB_DOEPx_INT) register to determine the exact cause of the interrupt. The application must clear the appropriate status bit in the corresponding USB_DOEP0INT/USB_DOEPx_INT register to clear this bit.
18	IEPINT	0	R	<b>IN Endpoints Interrupt (device only)</b> The core sets this bit to indicate that an interrupt is pending on one of the IN endpoints of the core (in Device mode). The application must read the Device All Endpoints Interrupt (USB_DAINT) register to determine the exact number of the IN endpoint on Device IN Endpoint-x Interrupt (USB_DIEPOINT/USB_DIEPx_INT) register to determine the exact cause of the interrupt. The application must clear the appropriate status bit in the corresponding USB_DIEPOINT/USB_DIEPx_INT register to clear this bit.
To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
17:15	Reserved			
14	ISOOUTDROP	0	RW1	<b>Isochronous OUT Packet Dropped Interrupt (device only)</b>

Bit	Name	Reset	Access	Description									
The core sets this bit when it fails to write an isochronous OUT packet into the RxFIFO because the RxFIFO does not have enough space to accommodate a maximum packet size packet for the isochronous OUT endpoint.													
13	ENUMDONE	0	RW1	<b>Enumeration Done (device only)</b>									
The core sets this bit to indicate that speed enumeration is complete. The application must read the Device Status (USB_DSTS) register to obtain the enumerated speed.													
12	USBRST	0	RW1	<b>USB Reset (device only)</b>									
The core sets this bit to indicate that a reset is detected on the USB.													
11	USBSUSP	0	RW1	<b>USB Suspend (device only)</b>									
The core sets this bit to indicate that a suspend was detected on the USB. The core enters the Suspended state when there is no activity on the bus for an extended period of time.													
10	ERLYSUSP	0	RW1	<b>Early Suspend (device only)</b>									
The core sets this bit to indicate that an Idle state has been detected on the USB for 3 ms.													
9:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
7	GOUTNAKEFF	0	R	<b>Global OUT NAK Effective (device only)</b>									
Indicates that the Set Global OUT NAK bit in the Device Control register (USB_DCTL.SGOUTNAK), set by the application, has taken effect in the core. This bit can be cleared by writing the Clear Global OUT NAK bit in the Device Control register (USB_DCTL.CGOUTNAK).													
6	GINNAKEFF	0	R	<b>Global IN Non-periodic NAK Effective (device only)</b>									
Indicates that the Set Global Non-periodic IN NAK bit in the Device Control register (USB_DCTL.SGNPINNAK), set by the application, has taken effect in the core. That is, the core has sampled the Global IN NAK bit set by the application. This bit can be cleared by clearing the Clear Global Non-periodic IN NAK bit in the Device Control register (USB_DCTL.CGNPINNAK). This interrupt does not necessarily mean that a NAK handshake is sent out on the USB. The STALL bit takes precedence over the NAK bit.													
5	NPTXFEMP	1	R	<b>Non-Periodic TxFIFO Empty (host only)</b>									
This interrupt is asserted when the Non-periodic TxFIFO is either half or completely empty, and there is space for at least one entry to be written to the Non-periodic Transmit Request Queue. The half or completely empty status is determined by the Non-periodic TxFIFO Empty Level bit in the Core AHB Configuration register (USB_GAHBCFG.NPTXFEMPLVL).													
4	RXFLVL	0	R	<b>RxFIFO Non-Empty (host and device)</b>									
Indicates that there is at least one packet pending to be read from the RxFIFO.													
3	SOF	0	RW1	<b>Start of Frame (host and device)</b>									
In Host mode, the core sets this bit to indicate that an SOF (FS) or Keep-Alive (LS) is transmitted on the USB. The application must write a 1 to this bit to clear the interrupt.													
In Device mode, in the core sets this bit to indicate that an SOF token has been received on the USB. The application can read the Device Status register to get the current frame number. This interrupt is seen only when the core is operating at full-speed (FS). This bit can be set only by the core and the application should write 1 to clear it.													
2	OTGINT	0	R	<b>OTG Interrupt (host and device)</b>									
The core sets this bit to indicate an OTG protocol event. The application must read the OTG Interrupt Status (USB_GOTGINT) register to determine the exact event that caused this interrupt. The application must clear the appropriate status bit in the USB_GOTGINT register to clear this bit.													
1	MODEMIS	0	RW1	<b>Mode Mismatch Interrupt (host and device)</b>									
The core sets this bit when the application is trying to access a Host mode register, when the core is operating in Device mode or when the application accesses a Device mode register, when the core is operating in Host mode. The register access is ignored by the core internally and does not affect the operation of the core. This bit can be set only by the core and the application should write 1 to clear it.													
0	CURMOD	0	R	<b>Current Mode of Operation (host and device)</b>									
Indicates the current mode.													
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DEVICE</td> <td>Device mode.</td> </tr> <tr> <td>1</td> <td>HOST</td> <td>Host mode.</td> </tr> </tbody> </table>					Value	Mode	Description	0	DEVICE	Device mode.	1	HOST	Host mode.
Value	Mode	Description											
0	DEVICE	Device mode.											
1	HOST	Host mode.											

## 15.6.14 USB\_GINTMSK - Interrupt Mask Register

This register works with the Interrupt Register (USB\_GINTSTS) to interrupt the application. When an interrupt bit is masked (bit is 0), the interrupt associated with that bit is not generated. However, the USB\_GINTSTS register bit corresponding to that interrupt is still set.

Bit	Name	Reset	Access	Description
31	WKUPINTMSK	0	RW	<b>Resume/Remote Wakeup Detected Interrupt Mask (host and device)</b> Set to 1 to unmask WKUPINT interrupt.
30	SESSREQINTMSK	0	RW	<b>Session Request/New Session Detected Interrupt Mask (host and device)</b> Set to 1 to unmask SESSREQINT interrupt.
29	DISCONNINTMSK	0	RW	<b>Disconnect Detected Interrupt Mask (host and device)</b> Set to 1 to unmask DISCONNINT interrupt.
28	CONIDSTSCHNGMSK	0	RW	<b>Connector ID Status Change Mask (host and device)</b> Set to 1 to unmask CONIDSTSCHNG interrupt.
27	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
26	PTXFEMPMSK	0	RW	<b>Periodic TxFIFO Empty Mask (host only)</b> Set to 1 to unmask PTXFEMP interrupt.
25	HCHINTMSK	0	RW	<b>Host Channels Interrupt Mask (host only)</b> Set to 1 to unmask HCHINT interrupt.
24	PRTINTMSK	0	RW	<b>Host Port Interrupt Mask (host only)</b> Set to 1 to unmask PRTINT interrupt.
23	RESETDETMSK	0	RW	<b>Reset detected Interrupt Mask (device only)</b> Set to 1 to unmask RESETDET interrupt.
22	FETSUSPMSK	0	RW	<b>Data Fetch Suspended Mask (device only)</b> Set to 1 to unmask FETSUSP interrupt.
21	INCOMPLPMSK	0	RW	<b>Incomplete Periodic Transfer Mask (host only)</b> Set to 1 to unmask INCOMPLP interrupt.
20	INCOMPISOINMSK	0	RW	<b>Incomplete Isochronous IN Transfer Mask (device only)</b> Set to 1 to unmask INCOMPISOIN interrupt.
19	OEPINTMSK	0	RW	<b>OUT Endpoints Interrupt Mask (device only)</b> Set to 1 to unmask OEPINT interrupt.
18	IEPINTMSK	0	RW	<b>IN Endpoints Interrupt Mask (device only)</b> Set to 1 to unmask IEPINT interrupt.
17:15	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
14	ISOOUTDROPMSK	0	RW	<b>Isochronous OUT Packet Dropped Interrupt Mask (device only)</b> Set to 1 to unmask ISOOUTDROP interrupt.
13	ENUMDONEMSK	0	RW	<b>Enumeration Done Mask (device only)</b> Set to 1 to unmask ENUMDONE interrupt.
12	USRSTMSK	0	RW	<b>USB Reset Mask (device only)</b>

Bit	Name	Reset	Access	Description
	Set to 1 to unmask USBRST interrupt.			
11	USBSUSPMSK	0	RW	<b>USB Suspend Mask (device only)</b>
	Set to 1 to unmask USBSUSP interrupt.			
10	ERLYSUSPMSK	0	RW	<b>Early Suspend Mask (device only)</b>
	Set to 1 to unmask ERLYSUSP interrupt.			
9:8	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
7	GOUTNAKEFFMSK	0	RW	<b>Global OUT NAK Effective Mask (device only)</b>
	Set to 1 to unmask GOUTNAKEFF interrupt.			
6	GINNAKEFFMSK	0	RW	<b>Global Non-periodic IN NAK Effective Mask (device only)</b>
	Set to 1 to unmask GINNAKEFF interrupt.			
5	NPTXFEMPMSK	0	RW	<b>Non-Periodic TxFIFO Empty Mask (host only)</b>
	Set to 1 to unmask NPTXFEMP interrupt.			
4	RXFLVLMSK	0	RW	<b>Receive FIFO Non-Empty Mask (host and device)</b>
	Set to 1 to unmask RXFLVL interrupt.			
3	SOFMSK	0	RW	<b>Start of Frame Mask (host and device)</b>
	Set to 1 to unmask SOF interrupt.			
2	OTGINTMSK	0	RW	<b>OTG Interrupt Mask (host and device)</b>
	Set to 1 to unmask OTGINT interrupt.			
1	MODEMISMSK	0	RW	<b>Mode Mismatch Interrupt Mask (host and device)</b>
	Set to 1 to unmask MODEMIS interrupt.			
0	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		

## 15.6.15 USB\_GRXSTS - Receive Status Debug Read Register

A read to the Receive Status Debug Read register returns the contents of the top of the Receive FIFO. The receive status contents must be interpreted differently in Host and Device modes. The core ignores the receive status pop/read when the receive FIFO is empty and returns a value of 0x00000000. The application must only pop the Receive Status FIFO when the Receive FIFO Non-Empty bit of the Core Interrupt register (USB\_GINTSTS.RXFLVL) is asserted.

Bit	Name	Reset	Access	Description
31:28	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
27:24	FN	0x0	R	<b>Frame Number (device only)</b>
This is the least significant 4 bits of the Frame number in which the packet is received on the USB.				
23:21	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
20:17	PKTSTS	0x0	R	<b>Packet Status (host or device)</b>
Indicates the status of the received packet.				

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
1	GOUTNAK	Device mode: Global OUT NAK (triggers an interrupt).			
2	PKTRCV	Host mode: IN data packet received. Device mode: OUT data packet received.			
3	XFERCOMPL	Host mode: IN transfer completed (triggers an interrupt). Device mode: OUT transfer completed (triggers an interrupt).			
4	SETUPCOMPL	Device mode: SETUP transaction completed (triggers an interrupt).			
5	TGLERR	Host mode: Data toggle error (triggers an interrupt).			
6	SETUPRCV	Device mode: SETUP data packet received.			
7	CHLT	Host mode: Channel halted (triggers an interrupt).			
16:15	DPID	0x0	R	<b>Data PID (host or device)</b>	
	Host mode: Indicates the Data PID of the received packet. Device mode: Indicates the Data PID of the received OUT data packet.				
	Value	Mode	Description		
	0	DATA0	DATA0 PID.		
	1	DATA1	DATA1 PID.		
	2	DATA2	DATA2 PID.		
	3	M DATA	M DATA PID.		
14:4	BCNT	0x000	R	<b>Byte Count (host or device)</b>	
	Host mode: Indicates the byte count of the received IN data packet.				
	Device mode: Indicates the byte count of the received data packet.				
3:0	CHEPNUM	0x0	R	<b>Channel Number (host only) / Endpoint Number (device only)</b>	
	Host mode: Indicates the channel number to which the current received packet belongs.				
	Device mode: Indicates the endpoint number to which the current received packet belongs.				

## 15.6.16 USB\_GRXSTSP - Receive Status Read and Pop Register

A read to the Receive Status Read and Pop register returns the contents of the top of the Receive FIFO and pops the top data entry out of the RxFIFO. The receive status contents must be interpreted differently in Host and Device modes. The core ignores the receive status pop/read when the receive FIFO is empty and returns a value of 0x00000000. The application must only pop the Receive Status FIFO when the Receive FIFO Non-Empty bit of the Core Interrupt register (USB\_GINTSTS.RXFLVL) is asserted.

Offset	Bit Position																															
0x3C020	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									0x0			0x0			0x0				0x000									0x0				
Access									R			R			R				R									R				
Name									FN			PKTSTS			DPID				BCNT									CHEPNUM				

Bit	Name	Reset	Access	Description
31:25	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
24:21	FN	0x0	R	<b>Frame Number (device only)</b>
	This is the least significant 4 bits of the Frame number in which the packet is received on the USB.			
20:17	PKTSTS	0x0	R	<b>Packet Status (host or device)</b>
	Indicates the status of the received packet.			

Bit	Name	Reset	Access	Description
	Value	Mode		Description
1	GOUTNAK			Device mode: Global OUT NAK (triggers an interrupt).
2	PKTRCV			Host mode: IN data packet received. Device mode: OUT data packet received.
3	XFERCOMPL			Host mode: IN transfer completed (triggers an interrupt). Device mode: OUT transfer completed (triggers an interrupt).
4	SETUPCOMPL			Device mode: SETUP transaction completed (triggers an interrupt).
5	TGLERR			Host mode: Data toggle error (triggers an interrupt).
6	SETUPRCV			Device mode: SETUP data packet received.
7	CHLT			Host mode: Channel halted (triggers an interrupt).
16:15	DPID	0x00	R	<b>Data PID (host or device)</b>
				Host mode: Indicates the Data PID of the received packet.
				Device mode: Indicates the Data PID of the received OUT data packet.
	Value	Mode		Description
	0	DATA0		DATA0 PID.
	1	DATA1		DATA1 PID.
	2	DATA2		DATA2 PID.
	3	MDATA		MDATA PID.
14:4	BCNT	0x000	R	<b>Byte Count (host or device)</b>
				Host mode: Indicates the byte count of the received IN data packet.
				Device mode: Indicates the byte count of the received data packet.
3:0	CHEPNUM	0x0	R	<b>Channel Number (host only) / Endpoint Number (device only)</b>
				Host mode: Indicates the channel number to which the current received packet belongs.
				Device mode: Indicates the endpoint number to which the current received packet belongs.

### 15.6.17 USB\_GRXFSIZ - Receive FIFO Size Register

The application can program the RAM size that must be allocated to the RxFIFO.

Bit	Name	Reset	Access	Description
31:10	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
9:0	RXFDEP	0x200	RW	<b>RxFIFO Depth</b>  This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.

## 15.6.18 USB\_GNPTXFSIZ - Non-periodic Transmit FIFO Size Register

The application can program the RAM size and the memory start address for the Non-periodic TxFIFO.

Offset	Bit Position																															
0x3C028	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	0x0200																								0x200							
Access	RW																								RW							
Name	NPTXFINEPTXF0DEP																								NPTXFSTADDR							

Bit	Name	Reset	Access	Description	
31:16	NPTXFINEPTXF0DEP	0x0200	RW	<b>Non-periodic TxFIFO Depth (host only) / IN Endpoint TxFIFO 0 Depth (device only)</b>	
This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.					
15:10	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>			
9:0	NPTXFSTADDR	0x200	RW	<b>Non-periodic Transmit RAM Start Address (host only)</b>	
This field contains the memory start address for Non-periodic Transmit FIFO RAM. Programmed values must not exceed the reset value.					

## 15.6.19 USB\_GNPTXSTS - Non-periodic Transmit FIFO/Queue Status Register

This register is used in host mode only. This read-only register contains the free space information for the Non-periodic TxFIFO and the Nonperiodic Transmit Request Queue.

Offset	Bit Position																															
0x3C02C	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	0x00																								0x200							
Access	R																								R							
Name	NPTXQTOP																								NPTXQSPCAVAIL							

Bit	Name	Reset	Access	Description	
31	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>			
30:24	NPTXQTOP	0x00	R	<b>Top of the Non-periodic Transmit Request Queue</b>	
Entry in the Non-periodic Tx Request Queue that is currently being processed by the MAC.					
Bits [6:3]: Channel/endpoint number.					
Bits [2:1]: 00: IN/OUT token, 01: Zero-length transmit packet (device IN/host OUT), 10: Unused, 11: Channel halt command.					
Bit [0]: Terminate (last Entry for selected channel/endpoint).					
23:16	NPTXQSPCAVAIL	0x08	R	<b>Non-periodic Transmit Request Queue Space Available</b>	

Bit	Name	Reset	Access	Description
Indicates the amount of free space (locations) available in the Non-periodic Transmit Request Queue. This queue holds both IN and OUT requests in Host mode. Device mode has only IN requests.				
15:0	NPTXFSPCAVAIL	0x0200	R	<b>Non-periodic TxFIFO Space Available</b>
Indicates the amount of free space available in the Non-periodic TxFIFO. Values are in terms of 32-bit words.				

## 15.6.20 USB\_GDFIFO CFG - Global DFIFO Configuration Register

Offset	Bit Position																																	
0x3C05C	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	0x01F2																										0x0200							
Access	RW																										RW							
Name	EPINFOBASEADDR																										GDFIFO CFG							

Bit	Name	Reset	Access	Description
31:16	EPINFOBASEADDR	0x01F2	RW	<b>Endpoint Info Base Address</b>
This field provides the start address of the EP info controller.				
15:0	GDFIFO CFG	0x0200	RW	<b>DFIFO Config</b>
This field is for dynamic programming of the DFIFO Size. This value takes effect only when the application programs a non zero value to this register. The core does not have any corrective logic if the FIFO sizes are programmed incorrectly.				

## 15.6.21 USB\_HPTXFSIZ - Host Periodic Transmit FIFO Size Register

This register holds the size and the memory start address of the Periodic TxFIFO.

Offset	Bit Position																																	
0x3C100	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	0x200																										0x400							
Access	RW																										RW							
Name	PTXFSIZE																										PTXFSTADDR							

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	PTXFSIZE	0x200	RW	<b>Host Periodic TxFIFO Depth</b>
This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.				
15:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
10:0	PTXFSTADDR	0x400	RW	<b>Host Periodic TxFIFO Start Address</b>
This field contains the memory start address for Host Periodic TxFIFO.				

## 15.6.22 USB\_DIEPTXF1 - Device IN Endpoint Transmit FIFO 1 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 1 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C104	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																												0x400				
Access																												RW				
Name																													INEPNTXFSTADDR			

Bit	Name	Reset	Access	Description
31:26	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>
				This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.
15:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10:0	INEPNTXFSTADDR	0x400	RW	<b>IN Endpoint FIFO 1 Transmit RAM Start Address</b>
				This field contains the memory start address for IN endpoint Transmit FIFO 1.

## 15.6.23 USB\_DIEPTXF2 - Device IN Endpoint Transmit FIFO 2 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 2 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C108	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																												0x600				
Access																												RW				
Name																												INEPNTXFSTADDR				

Bit	Name	Reset	Access	Description
31:26	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>
				This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.
15:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10:0	INEPNTXFSTADDR	0x600	RW	<b>IN Endpoint FIFO 2 Transmit RAM Start Address</b>
				This field contains the memory start address for IN endpoint Transmit FIFO 2.

## 15.6.24 USB\_DIEPTXF3 - Device IN Endpoint Transmit FIFO 3 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 3 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C10C	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	0x200																0x800															
Access	RW																RW															
Name	INEPNTXFDEP																INEPNTXFSTADDR															

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>  This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.
15:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	INEPNTXFSTADDR	0x800	RW	<b>IN Endpoint FIFO 3 Transmit RAM Start Address</b>  This field contains the memory start address for IN endpoint Transmit FIFO 3.

## 15.6.25 USB\_DIEPTXF4 - Device IN Endpoint Transmit FIFO 4 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 4 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C110	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	0x200																0xA00															
Access	RW																RW															
Name	INEPNTXFDEP																INEPNTXFSTADDR															

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>  This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.
15:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	INEPNTXFSTADDR	0xA00	RW	<b>IN Endpoint FIFO 4 Transmit RAM Start Address</b>

Bit	Name	Reset	Access	Description
This field contains the memory start address for IN endpoint Transmit FIFO 4.				

## 15.6.26 USB\_DIEPTXF5 - Device IN Endpoint Transmit FIFO 5 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 5 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C114	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	0x200																													0xC00		
Access	RW																												RW			
Name	INEPNTXFDEP																													INEPNTXFSTADDR		

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>
		This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.		
15:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	INEPNTXFSTADDR	0xC00	RW	<b>IN Endpoint FIFO 5 Transmit RAM Start Address</b>
		This field contains the memory start address for IN endpoint Transmit FIFO 5.		

## 15.6.27 USB\_DIEPTXF6 - Device IN Endpoint Transmit FIFO 6 Size Register

This register holds the size and memory start address of IN endpoint TxFIFO 6 in Device mode. For IN endpoint FIFO 0 use USB\_GNPTXFSIZ register for programming the size and memory start address.

Offset	Bit Position																															
0x3C118	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	0x200																												0xE00			
Access	RW																												RW			
Name	INEPNTXFDEP																												INEPNTXFSTADDR			

Bit	Name	Reset	Access	Description
31:26	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
25:16	INEPNTXFDEP	0x200	RW	<b>IN Endpoint TxFIFO Depth</b>
		This value is in terms of 32-bit words. Minimum value is 16. Maximum value is 512.		

Bit	Name	Reset	Access	Description
15:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11:0	INEPNTXFSTADDR	0xE00	RW	<b>IN Endpoint FIFO 6 Transmit RAM Start Address</b> This field contains the memory start address for IN endpoint Transmit FIFO 6.

## 15.6.28 USB\_HCFG - Host Configuration Register

This register configures the core after power-on. Do not make changes to this register after initializing the host.

Offset	Bit Position																																
0x3C400	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	0																														0x0		
Access	RW																														RW		
Name	MODECHTIMEN																														FSLSSUPP		FSLSPCLKSEL

Bit	Name	Reset	Access	Description									
31	MODECHTIMEN	0	RW	<b>Mode Change Time</b> This bit is used to enable/disable the Host core to wait 200 clock cycles at the end of Resume before changing the PHY opmode to normal operation. When set to 0 the Host core waits for either 200 PHY clock cycles or a linestate of SE0 at the end of resume to change the PHY opmode to normal operation. When set to 1 the Host core waits only for a linestate of SE0 at the end of resume to change the PHY opmode to normal operation.									
30:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
15:8	RESVALID	0x00	RW	<b>Resume Validation Period</b> This field is effective only when USB_HCFG.ENA32KHZS is set. It will control the resume period when the core resumes from suspend. The core counts for RESVALID number of clock cycles to detect a valid resume when USB_HCFG.ENA32KHZS is set.									
7	ENA32KHZS	0	RW	<b>Enable 32 KHz Suspend mode</b> When this bit is set the core expects that the clock to the core during Suspend is switched from 48 MHz to 32 KHz.									
6:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
2	FSLSSUPP	0	RW	<b>FS- and LS-Only Support</b> The application uses this bit to control the core's enumeration speed. Using this bit, the application can make the core enumerate as a FS host, even if the connected device supports HS traffic. Do not make changes to this field after initial programming.									
1:0	FSLSPCLKSEL	0x0	RW	<b>FS/LS PHY Clock Select</b> Use this field to set the internal PHY clock frequency. Set to 48 MHz in FS Host mode and 6 MHz in LS Host mode. When you select a 6 MHz clock during LS mode, you must do a soft reset.									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>HSFSL</td><td>HS/FS/LS, based on the maximum speed supported by the connected device.</td></tr> <tr> <td>1</td><td>FSLS</td><td>FS/LS-only, even if the connected device can support HS.</td></tr> </tbody> </table>	Value	Mode	Description	0	HSFSL	HS/FS/LS, based on the maximum speed supported by the connected device.	1	FSLS	FS/LS-only, even if the connected device can support HS.
Value	Mode	Description											
0	HSFSL	HS/FS/LS, based on the maximum speed supported by the connected device.											
1	FSLS	FS/LS-only, even if the connected device can support HS.											

## 15.6.29 USB\_HFIR - Host Frame Interval Register

This register stores the frame interval information for the current speed to which the core has enumerated.

Offset	Bit Position																															
0x3C404	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																0	0x17D7															
Access																RW	RW															
Name																HFIIRRLDCTRL	FRINT															

Bit	Name	Reset	Access	Description									
31:17	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
16	HFIIRRLDCTRL	0	RW	<b>Reload Control</b>									
	This bit allows dynamic reloading of the HFIR register during run time. This bit needs to be programmed during initial configuration and its value should not be changed during runtime.												
	<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>STATIC</td> <td>The HFIR cannot be reloaded dynamically.</td> </tr> <tr> <td>1</td> <td>DYNAMIC</td> <td>The HFIR can be dynamically reloaded during runtime.</td> </tr> </tbody> </table>				Value	Mode	Description	0	STATIC	The HFIR cannot be reloaded dynamically.	1	DYNAMIC	The HFIR can be dynamically reloaded during runtime.
Value	Mode	Description											
0	STATIC	The HFIR cannot be reloaded dynamically.											
1	DYNAMIC	The HFIR can be dynamically reloaded during runtime.											
15:0	FRINT	0x17D7	RW	<b>Frame Interval</b>									
	The value that the application programs to this field specifies the interval between two consecutive SOFs (FS) or Keep-Alive tokens (LS). This field contains the number of PHY clocks that constitute the required frame interval. The application can write a value to this register only after the Port Enable bit of the Host Port Control and Status register (USB_HPRT.PRTENA) has been set. If no value is programmed, the core calculates the value based on the PHY clock specified in the FS/LS PHY Clock Select field of the Host Configuration register (USB_HCFG.FSLSPCLKSEL). Do not change the value of this field after the initial configuration. Set to 48000 (1 ms at 48 MHz) for FS and 6000 (1 ms at 6 MHz) for LS.												

## 15.6.30 USB\_HFNUM - Host Frame Number/Frame Time Remaining Register

This register indicates the current frame number. It also indicates the time remaining (in terms of the number of PHY clocks) in the current frame.

Offset	Bit Position																															
0x3C408	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																0x0000	0x3FFF															
Access																R	R															
Name																FRREM	FRNUM															

Bit	Name	Reset	Access	Description
31:16	FRREM	0x0000	R	<b>Frame Time Remaining</b>
	Indicates the amount of time remaining in the current Frame, in terms of PHY clocks. This field decrements on each PHY clock. When it reaches zero, this field is reloaded with the value in the Frame Interval register and a new SOF is transmitted on the USB.			
15:0	FRNUM	0x3FFF	R	<b>Frame Number</b>
	This field increments when a new SOF is transmitted on the USB, and is reset to 0 when it reaches 0x3FFF.			

## **15.6.31 USB\_HPTXSTS - Host Periodic Transmit FIFO/Queue Status Register**

This read-only register contains the free space information for the Periodic TxFIFO and the Periodic Transmit Request Queue.

Bit	Name	Reset	Access	Description
31:24	PTXQTOP	0x00	R	<b>Top of the Periodic Transmit Request Queue</b>  This indicates the Entry in the Periodic Tx Request Queue that is currently being processes by the MAC. This register is used for debugging.  Bit [7]: Odd/Even Frame. 0: send in even Frame, 1: send in odd Frame.  Bits [6:3]: Channel/endpoint number.  Bits [2:1]: Type. 00: IN/OUT, 01: Zero-length packet, 10: Unused, 11: Disable channel command.  Bit [0]: Terminate (last Entry for the selected channel/endpoint).
23:16	PTXQSPCAVAIL	0x08	R	<b>Periodic Transmit Request Queue Space Available</b>  Indicates the number of free locations available to be written in the Periodic Transmit Request Queue. This queue holds both IN and OUT requests.
15:0	PTXFSPCAVAIL	0x0200	R	<b>Periodic Transmit Data FIFO Space Available</b>  Indicates the number of free locations available to be written to in the Periodic TxFIFO. Values are in terms of 32-bit words.

### **15.6.32 USB\_HAINT - Host All Channels Interrupt Register**

When a significant event occurs on a channel, the Host All Channels Interrupt register interrupts the application using the Host Channels Interrupt bit of the Core Interrupt register (USB\_GINTSTS.HCHINT). There is one interrupt bit per channel. Bits in this register are set and cleared when the application sets and clears bits in the corresponding Host Channel x Interrupt register.

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:0	HAINT	0x0000	R	<b>Channel Interrupt for channel 0 - 13.</b> When the interrupt bit for a channel x set, one or more of the interrupt flags in the USB_HC <sub>x</sub> _INT are set.

### 15.6.33 USB\_HAINTMSK - Host All Channels Interrupt Mask Register

The Host All Channel Interrupt Mask register works with the Host All Channel Interrupt register to interrupt the application when an event occurs on a channel. There is one interrupt mask bit per channel. Set bits to unmask.

Offset	Bit Position																								
0x3C418	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																									0x0000
Access																									RW
Name																									HAINTMSK

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:0	HAINTMSK	0x0000	RW	<b>Channel Interrupt Mask for channel 0 - 13</b> Set bit n to unmask channel n interrupts.

### 15.6.34 USB\_HPRT - Host Port Control and Status Register

This register is available only in Host mode. This register holds USB port-related information such as USB reset, enable, suspend, resume, connect status, and test mode for the port. Some bits in this register can trigger an interrupt to the application through the Host Port Interrupt bit of the Core Interrupt register (USB\_GINTSTS.PRTINT). On a Port Interrupt, the application must read this register and clear the bit that caused the interrupt. For the RW1 bits, the application must write a 1 to the bit to clear the interrupt.

Offset	Bit Position																								
0x3C440	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																									
Access																									
Name																									
Bit	Name	Reset	Access	Description																					
31:19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
18:17	PRTSPD	0x0	R	<b>Port Speed</b> Indicates the speed of the device attached to this port.																					

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	HS		High speed.
	1	FS		Full speed.
	2	LS		Low speed.
16:13	PRTTSTCTL	0x0	RW	<b>Port Test Control</b>
				The application writes a nonzero value to this field to put the port into a Test mode, and the corresponding pattern is signaled on the port.
	Value	Mode		Description
	0	DISABLE		Test mode disabled.
	1	J		Test_J mode.
	2	K		Test_K mode.
	3	SE0NAK		Test_SE0_NAK mode.
	4	PACKET		Test_Packet mode.
	5	FORCE		Test_Force_Enable.
12	PRTPWR	0	RW	<b>Port Power</b>
				The application uses this field to control power to this port. The core can clear this bit on an over current condition.
	Value	Mode		Description
	0	OFF		Power off.
	1	ON		Power on.
11:10	PRTLNSTS	0x0	R	<b>Port Line Status</b>
				Indicates the current logic level USB data lines. Bit [0]: Logic level of D+. Bit [1]: Logic level of D-.
9	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
8	PRTRST	0	RW	<b>Port Reset</b>
				When the application sets this bit, a reset sequence is started on this port. The application must time the reset period and clear this bit after the reset sequence is complete. The application must leave this bit set for at least 10 ms to start a reset on the port. The application can leave it set for another 10 ms in addition to the required minimum duration, before clearing the bit, even though there is no maximum limit set by the USB standard.
7	PRTSUSP	0	RW1	<b>Port Suspend</b>
				The application sets this bit to put this port in Suspend mode. The core only stops sending SOFs when this is set. To stop the PHY clock, the application must set USB_PCGCCTL.STOPPCLK, which puts the PHY into suspend mode. The read value of this bit reflects the current suspend status of the port. This bit is cleared by the core after a remote wakeup signal is detected or the application sets the Port Reset bit or Port Resume bit in this register or the Resume/Remote Wakeup Detected Interrupt bit or Disconnect Detected Interrupt bit in the Core Interrupt register (USB_GINTSTS.WKUPINT or USB_GINTSTS.DISCONNINT respectively). This bit is cleared by the core even if there is no device connected to the Host.
6	PRTRES	0	RW	<b>Port Resume</b>
				The application sets this bit to drive resume signaling on the port. The core continues to drive the resume signal until the application clears this bit. If the core detects a USB remote wakeup sequence, as indicated by the Port Resume/Remote Wakeup Detected Interrupt bit of the Core Interrupt register (USB_GINTSTS.WKUPINT), the core starts driving resume signaling without application intervention and clears this bit when it detects a disconnect condition. The read value of this bit indicates whether the core is currently driving resume signaling.
5	PRTOVRCURRCHNG	0	RW1	<b>Port Overcurrent Change</b>
				The core sets this bit when the status of the Port Overcurrent Active bit (bit 4) in this register changes. This bit can be set only by the core and the application should write 1 to clear it.
4	PRTOVRCURRACT	0	R	<b>Port Overcurrent Active</b>
				Indicates the overcurrent condition of the port. When there is an overcurrent condition this bit is 1.
3	PRTENCHNG	0	RW1	<b>Port Enable/Disable Change</b>
				The core sets this bit when the status of the Port Enable bit[2] of this register changes. This bit can be set only by the core and the application should write 1 to clear it.
2	PRTENA	0	RW1	<b>Port Enable</b>
				A port is enabled only by the core after a reset sequence, and is disabled by an overcurrent condition, a disconnect condition, or by the application clearing this bit. The application cannot set this bit by a register write. It can only clear it to disable the port by writing 1. This bit does not trigger any interrupt to the application.
1	PRTCNNDDET	0	RW1	<b>Port Connect Detected</b>

Bit	Name	Reset	Access	Description
The core sets this bit when a device connection is detected to trigger an interrupt to the application using the Host Port Interrupt bit of the Core Interrupt register (USB_GINTSTS.PRTINT). This bit can be set only by the core and the application should write 1 to clear it. The application must write a 1 to this bit to clear the interrupt.				
0	PRTCONNSTS	0	R	<b>Port Connect Status</b>
When this bit is 1 a device is attached to the port.				

## 15.6.35 USB\_HCx\_CHAR - Host Channel x Characteristics Register

Offset	Bit Position																																
0x3C500	31	0	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
<b>Reset</b>	CHENA	0	CHDIS	0	ODDFRM	0	DEVADDR	0x00	MC	EPTYPE	LSPDDEV	0	EPDIR	0x00	EPNUM	0x000																RW	
<b>Access</b>	RW1		RW1		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW				
<b>Name</b>	CHENA	CHDIS	ODDFRM	DEVADDR	MC	EPTYPE	LSPDDEV	EPDIR	EPNUM	MPS																RW							

Bit	Name	Reset	Access	Description															
31	CHENA	0	RW1	<b>Channel Enable</b>															
This field is set by the application and cleared by the core. The state of this bit reflects the channel enable status.																			
30	CHDIS	0	RW1	<b>Channel Disable</b>															
The application sets this bit to stop transmitting/receiving data on a channel, even before the transfer for that channel is complete. The application must wait for the Channel Disabled interrupt before treating the channel as disabled.																			
29	ODDFRM	0	RW	<b>Odd Frame</b>															
This field is set (reset) by the application to indicate that the OTG host must perform a transfer in an odd frame. This field is applicable for only periodic (isochronous and interrupt) transactions.																			
28:22	DEVADDR	0x00	RW	<b>Device Address</b>															
This field selects the specific device serving as the data source or sink.																			
21:20	MC	0x0	RW	<b>Multi Count</b>															
For periodic transfers this field indicates to the host the number of transactions that must be executed per frame for this periodic endpoint. For non-periodic transfers, this field is used only in DMA mode, and specifies the number packets to be fetched for this channel before the internal DMA engine changes arbitration.																			
19:18	EPTYPE	0x0	RW	<b>Endpoint Type</b>															
Indicates the transfer type selected.																			
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>CONTROL</td> <td>Control endpoint.</td> </tr> <tr> <td>1</td> <td>ISO</td> <td>Isochronous endpoint.</td> </tr> <tr> <td>2</td> <td>BULK</td> <td>Bulk endpoint.</td> </tr> <tr> <td>3</td> <td>INT</td> <td>Interrupt endpoint.</td> </tr> </tbody> </table>					Value	Mode	Description	0	CONTROL	Control endpoint.	1	ISO	Isochronous endpoint.	2	BULK	Bulk endpoint.	3	INT	Interrupt endpoint.
Value	Mode	Description																	
0	CONTROL	Control endpoint.																	
1	ISO	Isochronous endpoint.																	
2	BULK	Bulk endpoint.																	
3	INT	Interrupt endpoint.																	
17	LSPDDEV	0	RW	<b>Low-Speed Device</b>															
This field is set by the application to indicate that this channel is communicating to a low-speed device.																			
16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
15	EPDIR	0	RW	<b>Endpoint Direction</b>															
Indicates whether the transaction is IN or OUT.																			
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>OUT</td> <td>Direction is OUT.</td> </tr> <tr> <td>1</td> <td>IN</td> <td>Direction is IN.</td> </tr> </tbody> </table>					Value	Mode	Description	0	OUT	Direction is OUT.	1	IN	Direction is IN.						
Value	Mode	Description																	
0	OUT	Direction is OUT.																	
1	IN	Direction is IN.																	

Bit	Name	Reset	Access	Description
14:11	EPNUM	0x0	RW	<b>Endpoint Number</b> Indicates the endpoint number on the device serving as the data source or sink.
10:0	MPS	0x000	RW	<b>Maximum Packet Size</b> Indicates the maximum packet size of the associated endpoint.

## 15.6.36 USB\_HCx\_INT - Host Channel x Interrupt Register

This register indicates the status of a channel with respect to USB- and AHB-related events. The application must read this register when the Host Channels Interrupt bit of the Core Interrupt register (USB\_GINTSTS.HCHINT) is set. Before the application can read this register, it must first read the Host All Channels Interrupt (USB\_HAINT) register to get the exact channel number for the Host Channel x Interrupt register. The application must clear the appropriate bit in this register to clear the corresponding bits in the USB\_HAINT and USB\_GINTSTS registers.

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	DATATGLERR	0	RW1	<b>Data Toggle Error</b>
				This bit can be set only by the core and the application should write 1 to clear it.
9	FRMOVRUN	0	RW1	<b>Frame Overrun</b>
				This bit can be set only by the core and the application should write 1 to clear it.
8	BBLERR	0	RW1	<b>Babble Error</b>
				This bit can be set only by the core and the application should write 1 to clear it.
7	XACTERR	0	RW1	<b>Transaction Error</b>
				Indicates one of the following errors occurred on the USB: CRC check failure, Timeout, Bit stuff error or False EOP. This bit can be set only by the core and the application should write 1 to clear it.
6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	ACK	0	RW1	<b>ACK Response Received/Transmitted Interrupt</b>
				This bit can be set only by the core and the application should write 1 to clear it.
4	NAK	0	RW1	<b>NAK Response Received Interrupt</b>
				This bit can be set only by the core and the application should write 1 to clear it.
3	STALL	0	RW1	<b>STALL Response Received Interrupt</b>
				This bit can be set only by the core and the application should write 1 to clear it.
2	AHBERR	0	RW1	<b>AHB Error</b>
				This is generated only in DMA mode when there is an AHB error during AHB read/write. The application can read the corresponding channel's DMA address register to get the error address.
1	CHHLTD	0	RW1	<b>Channel Halted</b>
				In DMA mode this bit indicates the transfer completed abnormally either because of any USB transaction error or in response to disable request by the application or because of a completed transfer.

Bit	Name	Reset	Access	Description
0	XFERCOMPL	0	RW1	<b>Transfer Completed</b>
Transfer completed normally without any errors. This bit can be set only by the core and the application should write 1 to clear it.				

## 15.6.37 USB\_HCx\_INTMSK - Host Channel x Interrupt Mask Register

This register reflects the mask for each channel status described in the USB\_CHx\_INT.

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	DATATGLERRMSK	0	RW	<b>Data Toggle Error Mask</b> Set to unmask DATATGLERR interrupt.
9	FRMOVRUNMSK	0	RW	<b>Frame Overrun Mask</b> Set to unmask FRMOVRUN interrupt.
8	BBLERRMSK	0	RW	<b>Babble Error Mask</b> Set to unmask BBLERR interrupt.
7	XACTERRMSK	0	RW	<b>Transaction Error Mask</b> Set to unmask XACTERR interrupt.
6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	ACKMSK	0	RW	<b>ACK Response Received/Transmitted Interrupt Mask</b> Set to unmask ACK interrupt.
4	NAKMSK	0	RW	<b>NAK Response Received Interrupt Mask</b> Set to unmask NAK interrupt.
3	STALLMSK	0	RW	<b>STALL Response Received Interrupt Mask</b> Set to unmask STALL interrupt.
2	AHBERRMSK	0	RW	<b>AHB Error Mask</b> Set to unmask AHBERR interrupt.
1	CHHLTDMSK	0	RW	<b>Channel Halted Mask</b> Set to unmask CHHLTD interrupt.
0	XFERCOMPLMSK	0	RW	<b>Transfer Completed Mask</b> Set to unmask XFERCOMPL interrupt.

## 15.6.38 USB\_HCx\_TSIZ - Host Channel x Transfer Size Register

Bit	Name	Reset	Access	Description															
31	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
30:29	PID	0x0	RW	<b>Packet ID</b>  The application programs this field with the packet ID type to use for the initial transaction. The host maintains this field for the rest of the transfer.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DATA0</td><td>DATA0 PID.</td></tr> <tr> <td>1</td><td>DATA2</td><td>DATA2 PID.</td></tr> <tr> <td>2</td><td>DATA1</td><td>DATA1 PID.</td></tr> <tr> <td>3</td><td>MDATA</td><td>MDATA (non-control) / SETUP (control) PID.</td></tr> </tbody> </table>	Value	Mode	Description	0	DATA0	DATA0 PID.	1	DATA2	DATA2 PID.	2	DATA1	DATA1 PID.	3	MDATA	MDATA (non-control) / SETUP (control) PID.
Value	Mode	Description																	
0	DATA0	DATA0 PID.																	
1	DATA2	DATA2 PID.																	
2	DATA1	DATA1 PID.																	
3	MDATA	MDATA (non-control) / SETUP (control) PID.																	
28:19	PKTCNT	0x000	RW	<b>Packet Count</b>  This field is programmed by the application with the expected number of packets to be transmitted (OUT) or received (IN). The host decrements this count on every successful transmission or reception of an OUT/IN packet. Once this count reaches zero, the application is interrupted to indicate normal completion.															
18:0	XFERSIZE	0x00000	RW	<b>Transfer Size</b>  For an OUT, this field is the number of data bytes the host sends during the transfer. For an IN, this field is the buffer size that the application has reserved for the transfer. The application is expected to program this field as an integer multiple of the maximum packet size for IN transactions (periodic and non-periodic).															

### **15.6.39 USB\_HCx\_DMAADDR - Host Channel x DMA Address Register**

This register is used by the OTG host in the internal DMA mode to maintain the current buffer pointer for IN/OUT transactions. The starting DMA address must be DWORD-aligned.

Bit	Name	Reset	Access	Description
31:0	DMAADDR	0xFFFFFFFF	RW	<b>DMA Address</b> This field holds the start address in the external memory from which the data for the endpoint must be fetched or to which it must be stored. This register is incremented on every AHB transaction. The data for this register field is stored in RAM. Thus, the reset value is undefined (X).

## 15.6.40 USB\_DCFG - Device Configuration Register

This register configures the core in Device mode after power-on or after certain control commands or enumeration. Do not make changes to this register after initial programming.

Offset	Bit Position																			
0x3C800	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
Reset	0x02														0x0	0x00				0
Access	RW														RW	RW				RW
Name	RESVALID														PERFRINT	DEVADDR				DEVSPEED

Bit	Name	Reset	Access	Description															
31:26	RESVALID	0x02	RW	<b>Resume Validation Period</b> This field is effective only when USB_DCFG.ENA32KHZSUSP is set. It will control the resume period when the core resumes from suspend. The core counts for RESVALID number of clock cycles to detect a valid resume when USB_DCFG.ENA32KHZSUSP is set.															
25:13	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
12:11	PERFRINT	0x0	RW	<b>Periodic Frame Interval</b> Indicates the time within a frame at which the application must be notified using the End Of Periodic Frame Interrupt. This can be used to determine if all the isochronous traffic for that frame is complete.															
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>80PCNT</td> <td>80% of the frame interval.</td> </tr> <tr> <td>1</td> <td>85PCNT</td> <td>85% of the frame interval.</td> </tr> <tr> <td>2</td> <td>90PCNT</td> <td>90% of the frame interval.</td> </tr> <tr> <td>3</td> <td>95PCNT</td> <td>95% of the frame interval.</td> </tr> </tbody> </table>					Value	Mode	Description	0	80PCNT	80% of the frame interval.	1	85PCNT	85% of the frame interval.	2	90PCNT	90% of the frame interval.	3	95PCNT	95% of the frame interval.
Value	Mode	Description																	
0	80PCNT	80% of the frame interval.																	
1	85PCNT	85% of the frame interval.																	
2	90PCNT	90% of the frame interval.																	
3	95PCNT	95% of the frame interval.																	
10:4	DEVADDR	0x00	RW	<b>Device Address</b> The application must program this field after every SetAddress control command.															
3	ENA32KHZSUSP	0	RW	<b>Enable 32 KHz Suspend mode</b> When this bit is set, the core expects that the PHY clock during Suspend is switched from 48 MHz to 32 KHz.															
2	NZSTSOUTSHSK	0	RW	<b>Non-Zero-Length Status OUT Handshake</b> The application can use this field to select the handshake the core sends on receiving a nonzero-length data packet during the OUT transaction of a control transfer's Status stage. When set to 1 send a STALL handshake on a nonzero-length status OUT transaction and do not send the received OUT packet to the application. When set to 0 send the received OUT packet to the application (zero-length or nonzero-length) and send a handshake based on the NAK and STALL bits for the endpoint in the Device Endpoint Control register.															
1:0	DEVSPEED	0x0	RW	<b>Device Speed</b> Indicates the speed at which the application requires the core to enumerate, or the maximum speed the application can support. However, the actual bus speed is determined only after the chirp sequence is completed, and is based on the speed of the USB host to which the core is connected.															
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>LS</td> <td>Low speed (PHY clock is 6 MHz). If you select 6 MHz LS mode, you must do a soft reset.</td> </tr> <tr> <td>3</td> <td>FS</td> <td>Full speed (PHY clock is 48 MHz).</td> </tr> </tbody> </table>					Value	Mode	Description	2	LS	Low speed (PHY clock is 6 MHz). If you select 6 MHz LS mode, you must do a soft reset.	3	FS	Full speed (PHY clock is 48 MHz).						
Value	Mode	Description																	
2	LS	Low speed (PHY clock is 6 MHz). If you select 6 MHz LS mode, you must do a soft reset.																	
3	FS	Full speed (PHY clock is 48 MHz).																	

## 15.6.41 USB\_DCTL - Device Control Register

Offset	Bit Position																																
	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																																	
Access																																	
Name																																	

Bit	Name	Reset	Access	Description																					
31:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																					
16	NAKONBBLE	0	RW	<b>NAK on Babble Error</b> Set NAK automatically on babble. The core sets NAK automatically for the endpoint on which babble is received.																					
15	IGNRFRMNUM	0	RW	<b>Ignore Frame number For Isochronous End points</b> When set to 0 the core transmits the packets only in the frame number in which they are intended to be transmitted. When set to 1 the core ignores the frame number, sending packets immediately as the packets are ready.																					
14:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																					
11	PWRONPRGDONE	0	RW	<b>Power-On Programming Done</b> The application uses this bit to indicate that register programming is completed after a wake-up from Power Down mode.																					
10	CGOUTNAK	0	W1	<b>Clear Global OUT NAK</b> A write to this field clears the Global OUT NAK.																					
9	SGOUTNAK	0	W1	<b>Set Global OUT NAK</b> A write to this field sets the Global OUT NAK. The application uses this bit to send a NAK handshake on all OUT endpoints. The application must set this bit only after making sure that the Global OUT NAK Effective bit in the Core Interrupt Register (USB_GINTSTS.GOUTNAKEFF) is cleared.																					
8	CGNPINNAK	0	W1	<b>Clear Global Non-periodic IN NAK</b> A write to this field clears the Global Non-periodic IN NAK.																					
7	SGNPINNAK	0	W1	<b>Set Global Non-periodic IN NAK</b> A write to this field sets the Global Non-periodic IN NAK. The application uses this bit to send a NAK handshake on all non-periodic IN endpoints. The application must set this bit only after making sure that the Global IN NAK Effective bit in the Core Interrupt Register (USB_GINTSTS.GINNAKEFF) is cleared.																					
6:4	TSTCTL	0x0	RW	<b>Test Control</b> Set to a non-zero value to enable test control.																					
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Test mode disabled.</td> </tr> <tr> <td>1</td> <td>J</td> <td>Test_J mode.</td> </tr> <tr> <td>2</td> <td>K</td> <td>Test_K mode.</td> </tr> <tr> <td>3</td> <td>SE0NAK</td> <td>Test_SE0_NAK mode.</td> </tr> <tr> <td>4</td> <td>PACKET</td> <td>Test_Packet mode.</td> </tr> <tr> <td>5</td> <td>FORCE</td> <td>Test_Force_Enable.</td> </tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	Test mode disabled.	1	J	Test_J mode.	2	K	Test_K mode.	3	SE0NAK	Test_SE0_NAK mode.	4	PACKET	Test_Packet mode.	5	FORCE	Test_Force_Enable.
Value	Mode	Description																							
0	DISABLE	Test mode disabled.																							
1	J	Test_J mode.																							
2	K	Test_K mode.																							
3	SE0NAK	Test_SE0_NAK mode.																							
4	PACKET	Test_Packet mode.																							
5	FORCE	Test_Force_Enable.																							
3	GOUTNAKSTS	0	R	<b>Global OUT NAK Status</b> When this bit is 0 a handshake is sent based on the FIFO Status and the NAK and STALL bit settings. When this bit is 1 no data is written to the RxFIFO, irrespective of space availability. Sends a NAK handshake on all packets, except on SETUP transactions. All isochronous OUT packets are dropped.																					
2	GNPINNAKSTS	0	R	<b>Global Non-periodic IN NAK Status</b> When this bit is 0 a handshake is sent out based on the data availability in the transmit FIFO. When this bit is 1 a NAK handshake is sent out on all non-periodic IN endpoints, irrespective of the data availability in the transmit FIFO.																					
1	SFTDISCON	0	RW	<b>Soft Disconnect</b>																					

Bit	Name	Reset	Access	Description
The application uses this bit to signal the core to do a soft disconnect. As long as this bit is set, the host does not see that the device is connected, and the device does not receive signals on the USB. The core stays in the disconnected state until the application clears this bit. When suspended, the minimum duration for which the core must keep this bit set is 1 ms + 2.5 us. When IDLE or performing transactions, the minimum duration for which the core must keep this bit set is 2.5 us.				
0	RMTWKUPSIG	0	RW	<b>Remote Wakeup Signaling</b>
When the application sets this bit, the core initiates remote signaling to wake up the USB host. The application must set this bit to instruct the core to exit the Suspend state. As specified in the USB 2.0 specification, the application must clear this bit 1-15 ms after setting it.				

## 15.6.42 USB\_DSTS - Device Status Register

This register indicates the status of the core with respect to USB-related events. It must be read on interrupts from Device All Interrupts (USB\_DAINT) register.

Offset	Bit Position																															
0x3C808	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													0x0000										0	0x1		0						
Access													R										R	R		R						
Name													SOFFN										ERRTICERR	R		ENUMSPD		SUSPSTS				

Bit	Name	Reset	Access	Description									
31:22	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
21:8	SOFFN	0x0000	R	<b>Frame Number of the Received SOF</b>									
This field contains a Frame number. This field may return a non zero value if read immediately after power on reset. In case the register bits reads non zero immediately after power on reset it does not indicate that SOF has been received from the host. The read value of this interrupt is valid only after a valid connection between host and device is established.													
7:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
3	ERRTICERR	0	R	<b>Erratic Error</b>									
The core sets this bit to report any erratic errors (PHY error). Due to erratic errors, the core goes into Suspend state and an interrupt is generated to the application with Early Suspend bit of the Core Interrupt register (USB_GINTSTS.ERLYSUSP). If the early suspend is asserted due to an erratic error, the application can only perform a soft disconnect recover.													
2:1	ENUMSPD	0x1	R	<b>Enumerated Speed</b>									
Indicates the speed at which the core has come up after speed detection through a chirp sequence.													
<table border="1"> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> <tr> <td>2</td> <td>LS</td> <td>Low speed (PHY clock is running at 6 MHz).</td> </tr> <tr> <td>3</td> <td>FS</td> <td>Full speed (PHY clock is running at 48 MHz).</td> </tr> </table>					Value	Mode	Description	2	LS	Low speed (PHY clock is running at 6 MHz).	3	FS	Full speed (PHY clock is running at 48 MHz).
Value	Mode	Description											
2	LS	Low speed (PHY clock is running at 6 MHz).											
3	FS	Full speed (PHY clock is running at 48 MHz).											
0	SUSPSTS	0	R	<b>Suspend Status</b>									
In Device mode, this bit is set as long as a Suspend condition is detected on the USB. The core enters the Suspend state when there is no activity on the bus for an extended period of time. The core comes out of the suspend when there is any activity on the bus or when the application writes to the Remote Wakeup Signaling bit in the Device Control register (USB_DCTL.RMTWKUPSIG).													

## 15.6.43 USB\_DIEPMSK - Device IN Endpoint Common Interrupt Mask Register

This register works with each of the Device IN Endpoint Interrupt (USB\_DIEPOINT/USB\_DIEPx\_INT) registers for all endpoints to generate an interrupt per IN endpoint. The IN endpoint interrupt for a specific

status in the USB\_DIEP0INT/USB\_DIEPx\_INT register can be masked by writing to the corresponding bit in this register. Status bits are masked by default.

Bit	Name	Reset	Access	Description
31:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13	NAKMSK	0	RW	<b>NAK interrupt Mask</b> Set to 1 to unmask NAK Interrupt.
12:9	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
8	TXFIFOUDRNMASK	0	RW	<b>Fifo Underrun Mask</b> Set to 1 to unmask TXFIFOUDRNMASK Interrupt.
7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	INEPNAKEFFMSK	0	RW	<b>IN Endpoint NAK Effective Mask</b> Set to 1 to unmask INEPNAKEFF Interrupt.
5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	INTKNTXFEMPMSK	0	RW	<b>IN Token Received When TxFIFO Empty Mask</b> Set to 1 to unmask INTKNTXFEMPMSK Interrupt.
3	TIMEOUTMSK	0	RW	<b>Timeout Condition Mask</b> Set to 1 to unmask Interrupt TIMEOUT. Applies to Non-isochronous endpoints.
2	AHBERRMSK	0	RW	<b>AHB Error Mask</b> Set to 1 to unmask AHBERR Interrupt.
1	EPDISBLSMSK	0	RW	<b>Endpoint Disabled Interrupt Mask</b> Set to 1 to unmask EPDISBLSMSK Interrupt.
0	XFERCOMPLMSK	0	RW	<b>Transfer Completed Interrupt Mask</b> Set to 1 to unmask XFERCOMPLMSK Interrupt.

## **15.6.44 USB\_DOEPMSK - Device OUT Endpoint Common Interrupt Mask Register**

This register works with each of the Device OUT Endpoint Interrupt (USB\_DOEP0INT/USB\_DOEPx\_INT) registers for all endpoints to generate an interrupt per OUT endpoint. The OUT endpoint interrupt for a specific status in the USB\_DOEP0INT/USB\_DOEPx\_INT register can be masked by writing into the corresponding bit in this register. Status bits are masked by default.

Offset	Bit Position																	
0x3C814	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Reset																0	13	
Access																0	12	
Name																NAKMSK	RW	
																BBLEERRMSK	RW	
																OUTPKTERRMSK	RW	
																BACK2BACKSETUP	RW	
																	0	
																	6	
																	5	
																OUTTKNEPDISMSK	RW	
																SETUPMSK	RW	
																AHBERRMSK	RW	
																EPDISBLEDMSK	RW	
																XFERCOMPLMSK	RW	

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13	NAKMSK	0	RW	<b>NAK interrupt Mask</b>
				Set to 1 to unmask NAK Interrupt.
12	BBLEERRMSK	0	RW	<b>Babble Error interrupt Mask</b>
				Set to 1 to unmask BBLEERR Interrupt.
11:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	OUTPKTERRMSK	0	RW	<b>OUT Packet Error Mask</b>
				Set to 1 to unmask OUTPKTERR Interrupt.
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	BACK2BACKSETUP	0	RW	<b>Back-to-Back SETUP Packets Received Mask</b>
				Set to 1 to unmask BACK2BACKSETUP Interrupt. Applies to control OUT endpoints only.
5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	OUTTKNEPDISMSK	0	RW	<b>OUT Token Received when Endpoint Disabled Mask</b>
				Set to 1 to unmask OUTTKNEPDIS Interrupt. Applies to control OUT endpoints only.
3	SETUPMSK	0	RW	<b>SETUP Phase Done Mask</b>
				Set to 1 to unmask SETUP Interrupt. Applies to control endpoints only.
2	AHBERRMSK	0	RW	<b>AHB Error</b>
				Set to 1 to unmask AHBERR Interrupt.
1	EPDISBLEDMSK	0	RW	<b>Endpoint Disabled Interrupt Mask</b>
				Set to 1 to unmask EPDISBLD Interrupt.
0	XFERCOMPLMSK	0	RW	<b>Transfer Completed Interrupt Mask</b>
				Set to 1 to unmask XFERCOMPL Interrupt.

## 15.6.45 USB\_DAINT - Device All Endpoints Interrupt Register

When a significant event occurs on an endpoint, a Device All Endpoints Interrupt register interrupts the application using the Device OUT Endpoints Interrupt bit or Device IN Endpoints Interrupt bit of the Core Interrupt register (USB\_GINTSTS.OEPINT or USB\_GINTSTS.IEPINT, respectively). There is one interrupt bit per endpoint. For a bidirectional endpoint, the corresponding IN and OUT interrupt bits are used. Bits in this register are set and cleared when the application sets and clears bits in the corresponding Device Endpoint Interrupt register (USB\_DIEP0INT/USB\_DIEPx\_INT, USB\_DOEP0INT/USB\_DOEPx\_INT).

Offset	Bit Position																	
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16		
Access	OUTEPINT6	R	0	OUTEPINT5	R	0	OUTEPINT4	R	0	OUTEPINT3	R	0	OUTEPINT2	R	0	OUTEPINT1	R	0
Name	OUTEPINT0	R	0	OUTEPINT1	R	0	OUTEPINT2	R	0	OUTEPINT3	R	0	OUTEPINT4	R	0	OUTEPINT5	R	0
0x3C818	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bit	Name	Reset	Access	Description
31:23	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
22	OUTEPINT6	0	R	<b>OUT Endpoint 6 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP5_INT are set.
21	OUTEPINT5	0	R	<b>OUT Endpoint 5 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP4_INT are set.
20	OUTEPINT4	0	R	<b>OUT Endpoint 4 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP3_INT are set.
19	OUTEPINT3	0	R	<b>OUT Endpoint 3 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP2_INT are set.
18	OUTEPINT2	0	R	<b>OUT Endpoint 2 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP1_INT are set.
17	OUTEPINT1	0	R	<b>OUT Endpoint 1 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP0_INT are set.
16	OUTEPINT0	0	R	<b>OUT Endpoint 0 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DOEP0INT are set.
15:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	INEPINT6	0	R	<b>IN Endpoint 6 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP5_INT are set.
5	INEPINT5	0	R	<b>IN Endpoint 5 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP4_INT are set.
4	INEPINT4	0	R	<b>IN Endpoint 4 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP3_INT are set.
3	INEPINT3	0	R	<b>IN Endpoint 3 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP2_INT are set.
2	INEPINT2	0	R	<b>IN Endpoint 2 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP1_INT are set.
1	INEPINT1	0	R	<b>IN Endpoint 1 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP0_INT are set.
0	INEPINT0	0	R	<b>IN Endpoint 0 Interrupt Bit</b> This bit is set when one or more of the interrupt flags in USB_DIEP0INT are set.

## 15.6.46 USB\_DAIINTMSK - Device All Endpoints Interrupt Mask Register

The Device Endpoint Interrupt Mask register works with the Device Endpoint Interrupt register to interrupt the application when an event occurs on a device endpoint. However, the Device All Endpoints Interrupt (USB\_DAINT) register bit corresponding to that interrupt is still set.

Offset	Bit Position															
0x3C81C	31	30	29	28	27	26	25	24	23	OUTEPMISK6	RW	0	22			
Reset										OUTEPMISK5	RW	0	21			
Access										OUTEPMISK4	RW	0	20			
Name										OUTEPMISK3	RW	0	19			
										OUTEPMISK2	RW	0	18			
										OUTEPMISK1	RW	0	17			
										OUTEPMISK0	RW	0	16			
													15			
													14			
													13			
													12			
													11			
													10			
													9			
													8			
													7			
													INEPMSK6	RW	0	6
													INEPMSK5	RW	0	5
													INEPMSK4	RW	0	4
													INEPMSK3	RW	0	3
													INEPMSK2	RW	0	2
													INEPMSK1	RW	0	1
													INEPMSK0	RW	0	0

Bit	Name	Reset	Access	Description
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
22	OUTEPMISK6	0	RW	<b>OUT Endpoint 6 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT6.
21	OUTEPMISK5	0	RW	<b>OUT Endpoint 5 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT5.
20	OUTEPMISK4	0	RW	<b>OUT Endpoint 4 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT4.
19	OUTEPMISK3	0	RW	<b>OUT Endpoint 3 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT3.
18	OUTEPMISK2	0	RW	<b>OUT Endpoint 2 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT2.
17	OUTEPMISK1	0	RW	<b>OUT Endpoint 1 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT1.
16	OUTEPMISK0	0	RW	<b>OUT Endpoint 0 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.OUTEPINT0.
15:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	INEPMSK6	0	RW	<b>IN Endpoint 6 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT6.
5	INEPMSK5	0	RW	<b>IN Endpoint 5 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT5.
4	INEPMSK4	0	RW	<b>IN Endpoint 4 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT4.
3	INEPMSK3	0	RW	<b>IN Endpoint 3 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT3.
2	INEPMSK2	0	RW	<b>IN Endpoint 2 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT2.
1	INEPMSK1	0	RW	<b>IN Endpoint 1 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT1.
0	INEPMSK0	0	RW	<b>IN Endpoint 0 Interrupt mask Bit</b> Set to 1 to unmask USB_DAIINT.INEPINT0.

## 15.6.47 USB\_DVBUSDIS - Device VBUS Discharge Time Register

This register specifies the VBUS discharge time after VBUS pulsing during SRP.

Offset	Bit Position																								
0x3C828	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x17D7
Access																									RW
Name																									DVBUSDIS

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DVBUSDIS	0x17D7	RW	<b>Device VBUS Discharge Time</b>

Specifies the VBUS discharge time after VBUS pulsing during SRP. This value equals VBUS discharge time in PHY clocks / 1024. Depending on your VBUS load, this value can need adjustment.

## 15.6.48 USB\_DVBUSPULSE - Device VBUS Pulsing Time Register

This register specifies the VBUS pulsing time during SRP.

Offset	Bit Position																								
0x3C82C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x5B8
Access																									RW
Name																									DVBUSPULSE

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11:0	DVBUSPULSE	0x5B8	RW	<b>Device VBUS Pulsing Time</b>

Specifies the VBUS pulsing time during SRP. This value equals VBUS pulsing time in PHY clocks / 1024.

## 15.6.49 USB\_DIEPEMPMSK - Device IN Endpoint FIFO Empty Interrupt Mask Register

This register is used to control the IN endpoint FIFO empty interrupt generation (USB\_DIEPOINT/USB\_DIEPx\_INT.TXFEMP).

Offset	Bit Position																								
0x3C834	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x0000
Access																									RW
Name																									DIEPEMPMSK

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DIEPEMPMSK	0x0000	RW	<b>IN EP Tx FIFO Empty Interrupt Mask Bits</b>

These bits acts as mask bits for USB\_DIEP0INT.TXFEMP/USB\_DIEPx\_INT.TXFEMP interrupt. One bit per IN Endpoint: Bit 0 for IN EP 0, bit 6 for IN EP 6.

## 15.6.50 USB\_DIEP0CTL - Device IN Endpoint 0 Control Register

This section describes the Control IN Endpoint 0 Control register. Nonzero control endpoints use registers for endpoints 1 - 6.

Offset	Bit Position																									
0x3C900	31	0	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0	RW1	0
Access																									RW	
Name	EPENA	EPDIS	SNAK	CNAK	TXFNUM	STALL	EPTYPE	NAKSTS	USBACTEP	MPS																

Bit	Name	Reset	Access	Description
31	EPENA	0	RW1	<b>Endpoint Enable</b>
				In DMA mode this bit indicates that data is ready to be transmitted on the endpoint. The core clears this bit before setting the following interrupts on this endpoint: Endpoint Disabled, Transfer Completed.
30	EPDIS	0	RW1	<b>Endpoint Disable</b>
				The application sets this bit to stop transmitting data on an endpoint, even before the transfer for that endpoint is complete. The application must wait for the Endpoint Disabled interrupt before treating the endpoint as disabled. The core clears this bit before setting the Endpoint Disabled Interrupt. The application must set this bit only if Endpoint Enable is already set for this endpoint.
29:28	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
27	SNAK	0	W1	<b>Set NAK</b>
				A write to this bit sets the NAK bit for the endpoint. Using this bit, the application can control the transmission of NAK handshakes on an endpoint. The core can also set this bit for an endpoint after a SETUP packet is received on that endpoint.
26	CNAK	0	W1	<b>Clear NAK</b>
				A write to this bit clears the NAK bit for the endpoint.
25:22	TXFNUM	0x0	RW	<b>TxFIFO Number</b>
				This value is set to the FIFO number that is assigned to IN Endpoint 0.
21	STALL	0	RW1	<b>Handshake</b>
				The application can only set this bit, and the core clears it, when a SETUP token is received for this endpoint. If a NAK bit, Global Nonperiodic IN NAK, or Global OUT NAK is set along with this bit, the STALL bit takes priority.

Bit	Name	Reset	Access	Description															
20	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
19:18	EPTYPE	0x0	R	<b>Endpoint Type</b>  Hardcoded to 0. Endpoint 0 is always a control endpoint.															
17	NAKSTS	0	R	<b>NAK Status</b>  When this bit is 0 the core is transmitting non-NAK handshakes based on the FIFO status. When this bit is 1 the core is transmitting NAK handshakes on this endpoint. When this bit is set, either by the application or core, the core stops transmitting data, even if there is data available in the TxFIFO. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.															
16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
15	USBACTEP	1	R	<b>USB Active Endpoint</b>  This bit is always 1, indicating that control endpoint 0 is always active in all configurations and interfaces.															
14:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
1:0	MPS	0x0	RW	<b>Maximum Packet Size</b>  The application must program this field with the maximum packet size for the current logical endpoint.															
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>64B</td><td>64 bytes.</td></tr> <tr> <td>1</td><td>32B</td><td>32 bytes.</td></tr> <tr> <td>2</td><td>16B</td><td>16 bytes.</td></tr> <tr> <td>3</td><td>8B</td><td>8 bytes.</td></tr> </tbody> </table>					Value	Mode	Description	0	64B	64 bytes.	1	32B	32 bytes.	2	16B	16 bytes.	3	8B	8 bytes.
Value	Mode	Description																	
0	64B	64 bytes.																	
1	32B	32 bytes.																	
2	16B	16 bytes.																	
3	8B	8 bytes.																	

### **15.6.51 USB\_DIEPOINT - Device IN Endpoint 0 Interrupt Register**

This register indicates the status of endpoint 0 with respect to USB- and AHB-related events. The application must read this register when the IN Endpoints Interrupt bit of the Core Interrupt register (USB\_GINTSTS.IEPINT) is set. Before the application can read this register, it must first read the Device All Endpoints Interrupt (USB\_DAINT) register to get the exact endpoint number for the Device Endpoint Interrupt register. The application must clear the appropriate bit in this register to clear the corresponding bits in the USB\_DAINT and USB\_GINTSTS registers.

Offset	Bit Position																			
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14		
Access	NAKINTRPT	RW1	0	13	BBLEERR	RW1	0	12	PKTDRPSTS	RW1	0	11	10	9	8					
Name	XFFEMP	R	1	7	INEPNAKEFF	RW1	0	6	INTKNNTXFFMP	RW1	0	4	TIMEOUT	RW1	0	3	AHBERR	RW1	0	2
	XFERCOMPL	RW1	0	0	EPDISBLD	RW1	0	1					EPDISBLD	RW1	0	1				

Bit	Name	Reset	Access	Description
31:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13	NAKINTRPT	0	RW1	<b>NAK Interrupt</b>  The core generates this interrupt when a NAK is transmitted or received by the device. In case of isochronous IN endpoints the interrupt gets generated when a zero length packet is transmitted due to un-availability of data in the TXFifo.
12	BBLEERR	0	RW1	<b>NAK Interrupt</b>  The core generates this interrupt when babble is received for the endpoint.
11	PKTDRPSTS	0	RW1	<b>Packet Drop Status</b>  This bit indicates to the application that an ISO OUT packet has been dropped. This bit does not have an associated mask bit and does not generate an interrupt.

Bit	Name	Reset	Access	Description
10:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	TXFEMP	1	R	<b>Transmit FIFO Empty</b>
				This interrupt is asserted when the TxFIFO for this endpoint is either half or completely empty. The half or completely empty status is determined by the TxFIFO Empty Level bit in the Core AHB Configuration register (USB_GAHBCFG.NPTXFEMPLVL).
6	INEPNAKEFF	0	RW1	<b>IN Endpoint NAK Effective</b>
				Applies to periodic IN endpoints only. This bit can be cleared when the application clears the IN endpoint NAK by writing to USB_DIEP0CTL.CNAK. This interrupt indicates that the core has sampled the NAK bit set (either by the application or by the core). The interrupt indicates that the IN endpoint NAK bit set by the application has taken effect in the core. This interrupt does not guarantee that a NAK handshake is sent on the USB. A STALL bit takes priority over a NAK bit.
5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	INTKNTXFEMP	0	RW1	<b>IN Token Received When TxFIFO is Empty</b>
				Indicates that an IN token was received when the associated TxFIFO (periodic/non-periodic) was empty. This interrupt is asserted on the endpoint for which the IN token was received.
3	TIMEOUT	0	RW1	<b>Timeout Condition</b>
				Indicates that the core has detected a timeout condition on the USB for the last IN token on this endpoint.
2	AHBERR	0	RW1	<b>AHB Error</b>
				This is generated in DMA mode when there is an AHB error during an AHB read/write. The application can read the corresponding endpoint DMA address register to get the error address.
1	EPDISBLD	0	RW1	<b>Endpoint Disabled Interrupt</b>
				This bit indicates that the endpoint is disabled per the application's request.
0	XFERCOMPL	0	RW1	<b>Transfer Completed Interrupt</b>
				This field indicates that the programmed transfer is complete on the AHB as well as on the USB, for this endpoint.

## 15.6.52 USB\_DIEP0TSIZ - Device IN Endpoint 0 Transfer Size Register

The application must modify this register before enabling endpoint 0. Once endpoint 0 is enabled using Endpoint Enable bit of the Device Control Endpoint 0 Control register (USB\_DIEP0CTL.EPENA), the core modifies this register. The application can only read this register once the core has cleared the Endpoint Enable bit. Nonzero endpoints use the registers for endpoints 1-6.

Offset	Bit Position																															
0x3C910	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	0x0																													0x00		
Access	RW																													RW		
Name	PKTCNT																													XFERSIZE		

Bit	Name	Reset	Access	Description
31:21	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
20:19	PKTCNT	0x0	RW	<b>Packet Count</b>
				Indicates the total number of USB packets that constitute the Transfer Size amount of data for endpoint 0. This field is decremented every time a packet (maximum size or short packet) is read from the TxFIFO.
18:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:0	XFERSIZE	0x00	RW	<b>Transfer Size</b>
				Indicates the transfer size in bytes for endpoint 0. The core interrupts the application only after it has exhausted the transfer size amount of data. The transfer size can be set to the maximum packet size of the endpoint, to be interrupted at the end of each packet. The core decrements this field every time a packet from the external memory is written to the TxFIFO.

## 15.6.53 USB\_DIEP0DMAADDR - Device IN Endpoint 0 DMA Address Register

Offset	Bit Position																															
0x3C914	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	0xFFFFFFFF																															
Access	RW																															
Name	DIEP0DMAADDR																															
Bit	Name	Reset	Access	Description																												
31:0	DIEP0DMAADDR	0xFFFFFFFF	RW	<b>DMA Address</b>																												
	Holds the start address of the external memory for fetching endpoint data. For control endpoints, this field stores control OUT data packets as well as SETUP transaction data packets. When more than three SETUP packets are received back-to-back, the SETUP data packet in the memory is overwritten. This register is incremented on every AHB transaction. The application can give only a DWORD-aligned address. The data for this register field is stored in RAM. Thus, the reset value is undefined (X).																															

## 15.6.54 USB\_DIEP0TXFSTS - Device IN Endpoint 0 Transmit FIFO Status Register

This read-only register contains the free space information for the Device IN endpoint 0 TxFIFO.

Offset	Bit Position																															
0x3C918	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	0x0200																															
Access	R																															
Name	SPCAVAIL																															
Bit	Name	Reset	Access	Description																												
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
15:0	SPCAVAIL	0x0200	R	<b>TxFIFO Space Available</b>																												
	Indicates the amount of free space available in the Endpoint TxFIFO. Values are in terms of 32-bit words.																															

## 15.6.55 USB\_DIEPx\_CTL - Device IN Endpoint x+1 Control Register

The application uses this register to control the behavior of each logical endpoint other than endpoint 0.

Offset	Bit Position																
0x3C920	31	0	30	29	28	27	26	25	24	23	22	21	20	19	18	17	
Reset	EPENA	RW1	0	RW1	0	W1	0	W1	0	0x0							0x000
Access	EPDIS	RW1	0	SETD0PIDOF	W1	0	SETD1PIDOF	W1	0		RW	RW1	0	EPTYPE	RW	0x0	RW
Name	SNAK	W1	0	CNAK	W1	0	TXFNUM		STALL					NAKSTS	R	0	MPS
														DPIEOF	R	0	
														USBACTEP	RW	0	

Bit	Name	Reset	Access	Description															
31	EPENA	0	RW1	<b>Endpoint Enable</b>  In DMA mode for IN endpoints, this bit indicates that data is ready to be transmitted on the endpoint. The core clears this bit before setting any of the following interrupts on this endpoint: SETUP Phase Done, Endpoint Disabled, Transfer Completed. For control endpoints in DMA mode, this bit must be set to be able to transfer SETUP data packets in memory.															
30	EPDIS	0	RW1	<b>Endpoint Disable</b>  The application sets this bit to stop transmitting/receiving data on an endpoint, even before the transfer for that endpoint is complete. The application must wait for the Endpoint Disabled interrupt before treating the endpoint as disabled. The core clears this bit before setting the Endpoint Disabled interrupt. The application must set this bit only if Endpoint Enable is already set for this endpoint.															
29	SETD1PIDOF	0	W1	<b>Set DATA1 PID / Odd Frame</b>  For bulk and interrupt endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field in this register to DATA1ODD.  For isochronous endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field to odd (DATA1ODD).															
28	SETD0PIDEF	0	W1	<b>Set DATA0 PID / Even Frame</b>  For bulk and interrupt endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field in this register to DATA0EVEN.  For isochronous endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field to odd (DATA0EVEN).															
27	SNAK	0	W1	<b>Set NAK</b>  A write to this bit sets the NAK bit for the endpoint. Using this bit, the application can control the transmission of NAK handshakes on an endpoint. The core can also set this bit for an endpoint after a SETUP packet is received on that endpoint.															
26	CNAK	0	W1	<b>Clear NAK</b>  A write to this bit clears the NAK bit for the endpoint.															
25:22	TXFNUM	0x0	RW	<b>TxFIFO Number</b>  These bits specify the FIFO number associated with this endpoint. Each active IN endpoint must be programmed to a separate FIFO number. This field is valid only for IN endpoints.															
21	STALL	0	RW1	<b>Handshake</b>  For bulk and interrupt endpoints: The application sets this bit to stall all tokens from the USB host to this endpoint. If a NAK bit, Global Non-periodic IN NAK, or Global OUT NAK is set along with this bit, the STALL bit takes priority. In this case only the application can clear this bit, never the core.  When control endpoint: The application can only set this bit, and the core clears it, when a SETUP token is received for this endpoint. If a NAK bit, Global Non-periodic IN NAK, or Global OUT NAK is set along with this bit, the STALL bit takes priority. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.															
20	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																	
19:18	EPTYPE	0x0	RW	<b>Endpoint Type</b>  This is the transfer type supported by this logical endpoint.															
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>CONTROL</td> <td>Control Endpoint.</td> </tr> <tr> <td>1</td> <td>ISO</td> <td>Isochronous Endpoint.</td> </tr> <tr> <td>2</td> <td>BULK</td> <td>Bulk Endpoint.</td> </tr> <tr> <td>3</td> <td>INT</td> <td>Interrupt Endpoint.</td> </tr> </tbody> </table>	Value	Mode	Description	0	CONTROL	Control Endpoint.	1	ISO	Isochronous Endpoint.	2	BULK	Bulk Endpoint.	3	INT	Interrupt Endpoint.
Value	Mode	Description																	
0	CONTROL	Control Endpoint.																	
1	ISO	Isochronous Endpoint.																	
2	BULK	Bulk Endpoint.																	
3	INT	Interrupt Endpoint.																	
17	NAKSTS	0	R	<b>NAK Status</b>															

Bit	Name	Reset	Access	Description									
When this bit is 0 the core is transmitting non-NAK handshakes based on the FIFO status. When this bit is 1 the core is transmitting NAK handshakes on this endpoint. When either the application or the core sets this bit the core stops receiving any data on an OUT endpoint, even if there is space in the RxFIFO to accommodate the incoming packet. For non-isochronous IN endpoints the core stops transmitting any data on an IN endpoint, even if there data is available in the TxFIFO. For isochronous IN endpoints the core sends out a zero-length data packet, even if there data is available in the TxFIFO. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.													
16	DPIDEOF	0	R	<b>Endpoint Data PID / Even or Odd Frame</b>									
For interrupt/bulk endpoints this field contains the PID of the packet to be received or transmitted on this endpoint. The application must program the PID of the first packet to be received or transmitted on this endpoint, after the endpoint is activated. The applications use the SETD1PIDOF and SETD0PIDDEF fields of this register to program either DATA0 or DATA1 PID. For isochronous endpoints, this field indicates the frame number in which the core transmits/receives isochronous data for this endpoint. The application must program the even/odd frame number in which it intends to transmit/receive isochronous data for this endpoint using the SETD0PIDDEF and SETD1PIDOF fields in this register.													
<table border="1"> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> <tr> <td>0</td> <td>DATA0EVEN</td> <td>DATA0 PID / Even Frame.</td> </tr> <tr> <td>1</td> <td>DATA1ODD</td> <td>DATA1 PID / Odd Frame.</td> </tr> </table>					Value	Mode	Description	0	DATA0EVEN	DATA0 PID / Even Frame.	1	DATA1ODD	DATA1 PID / Odd Frame.
Value	Mode	Description											
0	DATA0EVEN	DATA0 PID / Even Frame.											
1	DATA1ODD	DATA1 PID / Odd Frame.											
15	USBACTEP	0	RW	<b>USB Active Endpoint</b>									
Indicates whether this endpoint is active in the current configuration and interface. The core clears this bit for all endpoints after detecting a USB reset. After receiving the SetConfiguration and SetInterface commands, the application must program endpoint registers accordingly and set this bit.													
14:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)											
10:0	MPS	0x000	RW	<b>Maximum Packet Size</b>									
The application must program this field with the maximum packet size for the current logical endpoint. This value is in bytes.													

## 15.6.56 USB\_DIEPx\_INT - Device IN Endpoint x+1 Interrupt Register

This register indicates the status of an endpoint with respect to USB- and AHB-related events. The application must read this register when the IN Endpoints Interrupt bit of the Core Interrupt register (USB\_GINTSTS.IEPINT) is set. Before the application can read this register, it must first read the Device All Endpoints Interrupt (USB\_DAINT) register to get the exact endpoint number for the Device Endpoint x+1 Interrupt register. The application must clear the appropriate bit in this register to clear the corresponding bits in the USB\_DAINT and USB\_GINTSTS registers.

Offset	Bit Position																	
0x3C928	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	
Reset	14																	
Access	13																	
Name	NAKINTRPT	RW1	0	13	BBLEERR	RW1	0	12	PKTDRPSTS	RW1	0	11	10	9	8	TXFEMP	R	1
																INEPNAKEFF	RW1	0
																INTKNTXFEMP	RW1	0
																TIMEOUT	RW1	0
																AHBERR	RW1	0
																EPDISBLD	RW1	0
																XFERCOMPL	RW1	0

Bit	Name	Reset	Access	Description
31:14 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
13	NAKINTRPT	0	RW1	<b>NAK Interrupt</b>
The core generates this interrupt when a NAK is transmitted or received by the device. In case of isochronous IN endpoints the interrupt gets generated when a zero length packet is transmitted due to un-availability of data in the TXFifo.				
12	BBLEERR	0	RW1	<b>NAK Interrupt</b>
The core generates this interrupt when babble is received for the endpoint.				
11	PKTDRPSTS	0	RW1	<b>Packet Drop Status</b>
This bit indicates to the application that an ISO OUT packet has been dropped. This bit does not have an associated mask bit and does not generate an interrupt.				

Bit	Name	Reset	Access	Description
10:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	TXFEMP	1	R	<b>Transmit FIFO Empty</b>
				This interrupt is asserted when the TxFIFO for this endpoint is either half or completely empty. The half or completely empty status is determined by the TxFIFO Empty Level bit in the Core AHB Configuration register (USB_GAHBCFG.NPTXFEMPLVL).
6	INEPNAKEFF	0	RW1	<b>IN Endpoint NAK Effective</b>
				Applies to periodic IN endpoints only. This bit can be cleared when the application clears the IN endpoint NAK by writing to USB_DIEPx_CTL.CNAK. This interrupt indicates that the core has sampled the NAK bit set (either by the application or by the core). The interrupt indicates that the IN endpoint NAK bit set by the application has taken effect in the core. This interrupt does not guarantee that a NAK handshake is sent on the USB. A STALL bit takes priority over a NAK bit.
5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	INTKNTXFEMP	0	RW1	<b>IN Token Received When TxFIFO is Empty</b>
				Applies to non-periodic IN endpoints only. Indicates that an IN token was received when the associated TxFIFO (periodic/non-periodic) was empty. This interrupt is asserted on the endpoint for which the IN token was received.
3	TIMEOUT	0	RW1	<b>Timeout Condition</b>
				Applies only to Control IN endpoints. Indicates that the core has detected a timeout condition on the USB for the last IN token on this endpoint.
2	AHBERR	0	RW1	<b>AHB Error</b>
				This is generated only in DMA mode when there is an AHB error during an AHB read/write. The application can read the corresponding endpoint DMA address register to get the error address.
1	EPDISBLD	0	RW1	<b>Endpoint Disabled Interrupt</b>
				This bit indicates that the endpoint is disabled per the application's request.
0	XFERCOMPL	0	RW1	<b>Transfer Completed Interrupt</b>
				This field indicates that the programmed transfer is complete on the AHB as well as on the USB, for this endpoint.

## 15.6.57 USB\_DIEPx\_TSIZ - Device IN Endpoint x+1 Transfer Size Register

The application must modify this register before enabling the endpoint. Once the endpoint is enabled using Endpoint Enable bit of the Device Endpoint x+1 Control register (USB\_DIEPx\_CTL.EPENA), the core modifies this register. The application can only read this register once the core has cleared the Endpoint Enable bit.

Offset	Bit Position																																	
0x3C930	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			0x0																														0x0000	
Access		RW																															RW	
Name		MC																															XFSIZE	

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
30:29	MC	0x0	RW	<b>Multi Count</b>
				For periodic IN endpoints, this field indicates the number of packets that must be transmitted per frame on the USB. The core uses this field to calculate the data PID for isochronous IN endpoints.
28:19	PKTCNT	0x000	RW	<b>Packet Count</b>
				Indicates the total number of USB packets that constitute the Transfer Size amount of data. This field is decremented every time a packet (maximum size or short packet) is read from the TxFIFO.

Bit	Name	Reset	Access	Description
18:0	XFERSIZE	0x00000	RW	<b>Transfer Size</b>
Indicates the transfer size in bytes. The core interrupts the application only after it has exhausted the transfer size amount of data. The transfer size can be set to the maximum packet size of the endpoint, to be interrupted at the end of each packet. The core decrements this field every time a packet from the external memory is written to the TxFIFO.				

## 15.6.58 USB\_DIEPx\_DMAADDR - Device IN Endpoint x+1 DMA Address Register

Offset	Bit Position																															
0x3C934	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	0xXXXXXXXXXX																															
Access	RW																															
Name	DMAADDR																															

Bit	Name	Reset	Access	Description
31:0	DMAADDR	0xFFFFFFFF	RW	<b>DMA Address</b>
Holds the start address of the external memory for fetching endpoint data. For control endpoints, this field stores control OUT data packets as well as SETUP transaction data packets. When more than three SETUP packets are received back-to-back, the SETUP data packet in the memory is overwritten. This register is incremented on every AHB transaction. The application can give only a DWORD-aligned address. The data for this register field is stored in RAM. Thus, the reset value is undefined (X).				

## 15.6.59 USB\_DIEPx\_TXFSTS - Device IN Endpoint x+1 Transmit FIFO Status Register

This read-only register contains the free space information for the Device IN endpoint TxFIFO.

Offset	Bit Position																															
0x3C938	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	0x0200																															
Access	R																															
Name	SPCAVAIL																															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	SPCAVAIL	0x0200	R	<b>TxFIFO Space Available</b>
Indicates the amount of free space available in the Endpoint TxFIFO. Values are in terms of 32-bit words.				

## 15.6.60 USB\_DOEP0CTL - Device OUT Endpoint 0 Control Register

The application uses this register to control the behavior of each logical endpoint other than endpoint 0.

Offset	Bit Position																																
0x3CB00	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	
<b>Reset</b>	0	0			0	0					0	0																					0x0
<b>Access</b>	RW1	R			W1	W1					RW1	R	0x0																			R	
<b>Name</b>	EPENA	EPDIS			SNAK	CNAK					STALL	SNP	RW	0	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	MPS

Bit	Name	Reset	Access	Description
31	EPENA	0	RW1	<b>Endpoint Enable</b>
				In DMA mode this bit indicates that the application has allocated the memory to start receiving data from the USB. The core clears this bit before setting any of the following interrupts on this endpoint: SETUP Phase Done, Endpoint Disabled, Transfer Completed. In DMA mode, this bit must be set for the core to transfer SETUP data packets into memory.
30	EPDIS	0	R	<b>Endpoint Disable</b>
				This bit is always 0. The application cannot disable control OUT endpoint 0.
29:28	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
27	SNAK	0	W1	<b>Set NAK</b>
				A write to this bit sets the NAK bit for the endpoint. Using this bit, the application can control the transmission of NAK handshakes on an endpoint. The core can also set bit on a Transfer Completed interrupt, or after a SETUP is received on the endpoint.
26	CNAK	0	W1	<b>Clear NAK</b>
				A write to this bit clears the NAK bit for the endpoint.
25:22	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
21	STALL	0	RW1	<b>Handshake</b>
				The application can only set this bit, and the core clears it, when a SETUP token is received for this endpoint. If a NAK bit or Global OUT NAK is set along with this bit, the STALL bit takes priority. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.
20	SNP	0	RW	<b>Snoop Mode</b>
				This bit configures the endpoint to Snoop mode. In Snoop mode, the core does not check the correctness of OUT packets before transferring them to application memory.
19:18	EPTYPE	0x0	R	<b>Endpoint Type</b>
				Hardcoded to 0. Endpoint 0 is always a control endpoint.
17	NAKSTS	0	R	<b>NAK Status</b>
				When this bit is 0 the core is transmitting non-NAK handshakes based on the FIFO status. When this bit is 1 the core is transmitting NAK handshakes on this endpoint. When either the application or the core sets this bit, the core stops receiving data, even if there is space in the RxFIFO to accommodate the incoming packet. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.
16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15	USBACTEP	1	R	<b>USB Active Endpoint</b>
				This bit is always 1, indicating that a control endpoint 0 is always active in all configurations and interfaces.
14:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1:0	MPS	0x0	R	<b>Maximum Packet Size</b>
				The maximum packet size for control OUT endpoint 0 is the same as what is programmed in control IN Endpoint 0.

Value	Mode	Description
0	64B	64 bytes.
1	32B	32 bytes.
2	16B	16 bytes.

Bit	Name	Reset	Access	Description
	Value	Mode		Description 3 8B 8 bytes.

## 15.6.61 USB\_DOEPPOINT - Device OUT Endpoint 0 Interrupt Register

This register indicates the status of endpoint 0 with respect to USB- and AHB-related events. The application must read this register when the OUT Endpoints Interrupt bit of the Core Interrupt register (USB\_GINTSTS.OEPINT) is set. Before the application can read this register, it must first read the Device All Endpoints Interrupt (USB\_DAINT) register to get the exact endpoint number for the Device Endpoint Interrupt register. The application must clear the appropriate bit in this register to clear the corresponding bits in the USB\_DAINT and USB\_GINTSTS registers.

Offset	Bit Position																
0x3CB08	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset															0	13	5
Access															RW1	0	4
Name															NAKINTRPT	0	3
															BBLEERR	0	2
															PKTDRPSTS	0	1
															BACK2BACKSETUP	RW1	0
															OUTTKNEPDIS	RW1	0
															SETUP	RW1	3
															AHBERR	RW1	2
															EPDISBLD	RW1	1
															XFERCOMPL	RW1	0

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13	NAKINTRPT	0	RW1	<b>NAK Interrupt</b>
				The core generates this interrupt when a NAK is transmitted or received by the device. In case of isochronous IN endpoints the interrupt gets generated when a zero length packet is transmitted due to un-availability of data in the TXFifo.
12	BBLEERR	0	RW1	<b>NAK Interrupt</b>
				The core generates this interrupt when babble is received for the endpoint.
11	PKTDRPSTS	0	RW1	<b>Packet Drop Status</b>
				This bit indicates to the application that an ISO OUT packet has been dropped. This bit does not have an associated mask bit and does not generate an interrupt.
10:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	BACK2BACKSETUP	0	RW1	<b>Back-to-Back SETUP Packets Received</b>
				This bit indicates that the core has received more than three back-to-back SETUP packets for this particular endpoint.
5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	OUTTKNEPDIS	0	RW1	<b>OUT Token Received When Endpoint Disabled</b>
				Indicates that an OUT token was received when the endpoint was not yet enabled. This interrupt is asserted on the endpoint for which the OUT token was received.
3	SETUP	0	RW1	<b>Setup Phase Done</b>
				Indicates that the SETUP phase for the control endpoint is complete and no more back-to-back SETUP packets were received for the current control transfer. On this interrupt, the application can decode the received SETUP data packet.
2	AHBERR	0	RW1	<b>AHB Error</b>
				This is generated only in DMA mode when there is an AHB error during an AHB read/write. The application can read the corresponding endpoint DMA address register to get the error address.
1	EPDISBLD	0	RW1	<b>Endpoint Disabled Interrupt</b>
				This bit indicates that the endpoint is disabled per the application's request.
0	XFERCOMPL	0	RW1	<b>Transfer Completed Interrupt</b>

Bit	Name	Reset	Access	Description
This field indicates that the programmed transfer is complete on the AHB as well as on the USB, for this endpoint.				

## 15.6.62 USB\_DOEP0TSIZ - Device OUT Endpoint 0 Transfer Size Register

The application must modify this register before enabling the endpoint. Once the endpoint is enabled using Endpoint Enable bit of the Device Endpoint x+1 Control register (USB\_DOEPx\_CTL.EPENA), the core modifies this register. The application can only read this register once the core has cleared the Endpoint Enable bit.

Offset	Bit Position																															
0x3CB10	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			0x0																												0x00	
Access		RW																												RW		
Name	SUPCNT																													XFERSIZE		

Bit	Name	Reset	Access	Description
31	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
30:29	SUPCNT	0x0	RW	<b>SETUP Packet Count</b>
	This field specifies the number of back-to-back SETUP data packets the endpoint can receive.			
28:20	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
19	PKTCNT	0	RW	<b>Packet Count</b>
	This field is decremented to zero after a packet is written into the RxFIFO.			
18:7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
6:0	XFERSIZE	0x00	RW	<b>Transfer Size</b>
	Indicates the transfer size in bytes for endpoint 0. The core interrupts the application only after it has exhausted the transfer size amount of data. The transfer size can be set to the maximum packet size of the endpoint, to be interrupted at the end of each packet. The core decrements this field every time a packet is read from the RxFIFO and written to the external memory.			

## 15.6.63 USB\_DOEP0DMAADDR - Device OUT Endpoint 0 DMA Address Register

Offset	Bit Position																															
0x3CB14	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																														0xxxxxxx		
Access																														RW		
Name																														DOEP0DMAADDR		

Bit	Name	Reset	Access	Description
31:0	DOEP0DMAADDR	0xFFFFFFFF	RW	<b>DMA Address</b> Holds the start address of the external memory for storing endpoint data. For control endpoints, this field stores control OUT data packets as well as SETUP transaction data packets. When more than three SETUP packets are received back-to-back, the SETUP data packet in the memory is overwritten. This register is incremented on every AHB transaction. The application can give only a DWORD-aligned address. The data for this register field is stored in RAM. Thus, the reset value is undefined (X).

## 15.6.64 USB\_DOEPx\_CTL - Device OUT Endpoint x+1 Control Register

The application uses this register to control the behavior of each logical endpoint other than endpoint 0.

Offset	Bit Position							
Reset	0x3CB20	EPENA	RW1	0	31			
Access		EPDIS	RW1	0	30			
Name		SETD1PIDOF	W1	0	29			
		SETD0PIDDEF	W1	0	28			
		SNAK	W1	0	27			
		CNAK	W1	0	26			
					25			
					24			
					23			
					22			
		STALL	RW1	0	21			
		SNP	RW	0	20			
		EPTYPE	RW	0x0	19			
		NAKSTS	R	0	17			
		DPIDEOF	R	0	16			
		USBACTEP	RW	0	15			
					14			
					13			
					12			
					11			
					10			
					9			
					8			
					7			
					6			
		MPPS	RW	0x000	5			
					4			
					3			
					2			
					1			
					0			

Bit	Name	Reset	Access	Description
31	EPENA	0	RW1	<b>Endpoint Enable</b>  In DMA mode this bit indicates that the application has allocated the memory to start receiving data from the USB. The core clears this bit before setting any of the following interrupts on this endpoint: SETUP Phase Done, Endpoint Disabled, Transfer Completed. For control endpoints in DMA mode, this bit must be set to be able to transfer SETUP data packets in memory.
30	EPDIS	0	RW1	<b>Endpoint Disable</b>  The application sets this bit to stop transmitting/receiving data on an endpoint, even before the transfer for that endpoint is complete. The application must wait for the Endpoint Disabled interrupt before treating the endpoint as disabled. The core clears this bit before setting the Endpoint Disabled interrupt. The application must set this bit only if Endpoint Enable is already set for this endpoint.
29	SETD1PIDOF	0	W1	<b>Set DATA1 PID / Odd Frame</b>  For bulk and interrupt endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field in this register to DATA1ODD. For isochronous endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field to odd (DATA1ODD).
28	SETD0PIDEF	0	W1	<b>Set DATA0 PID / Even Frame</b>  For bulk and interrupt endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field in this register to DATA0EVEN. For isochronous endpoints writing this field sets the Endpoint Data PID / Even or Odd Frame (DPIDEOF) field to odd (DATA0EVEN).
27	SNAK	0	W1	<b>Set NAK</b>  A write to this bit sets the NAK bit for the endpoint. Using this bit, the application can control the transmission of NAK handshakes on an endpoint. The core can also set this bit for an endpoint after a SETUP packet is received on that endpoint.
26	CNAK	0	W1	<b>Clear NAK</b>  A write to this bit clears the NAK bit for the endpoint.
25:22	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
21	STALL	0	RW1	<b>STALL Handshake</b>  For non-control, non-isochronous endpoints: The application sets this bit to stall all tokens from the USB host to this endpoint. If a NAK bit, Global Non-periodic IN NAK, or Global OUT NAK is set along with this bit, the STALL bit takes priority. Only the application can clear this bit, never the core.  For control endpoints: The application can only set this bit, and the core clears it, when a SETUP token is received for this endpoint. If a NAK bit, Global Non-periodic IN NAK, or Global OUT NAK is set along with this bit, the STALL bit takes priority. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.
20	SNP	0	RW	<b>Snoop Mode</b>  This bit configures the endpoint to Snoop mode. In Snoop mode, the core does not check the correctness of OUT packets before transferring them to application memory.

Bit	Name	Reset	Access	Description
19:18	EPTYPE	0x0	RW	<b>Endpoint Type</b>
This is the transfer type supported by this logical endpoint.				
		Value Mode Description		
0		CONTROL Control Endpoint.		
1		ISO Isochronous Endpoint.		
2		BULK Bulk Endpoint.		
3		INT Interrupt Endpoint.		
17	NAKSTS	0	R	<b>NAK Status</b>
When this bit is 0 the core is transmitting non-NAK handshakes based on the FIFO status. When this bit is 1 the core is transmitting NAK handshakes on this endpoint. When either the application or the core sets this bit the core stops receiving any data on an OUT endpoint, even if there is space in the RxFIFO to accommodate the incoming packet. Irrespective of this bit's setting, the core always responds to SETUP data packets with an ACK handshake.				
16	DPIDEOF	0	R	<b>Endpoint Data PID / Even-odd Frame</b>
For interrupt/bulk endpoints: Contains the PID of the packet to be received or transmitted on this endpoint. The application must program the PID of the first packet to be received or transmitted on this endpoint, after the endpoint is activated. The application use the SETD1PIDOF and SETD0PIDEF fields of this register to program either DATA0 or DATA1 PID.				
For isochronous endpoints: Indicates the frame number in which the core transmits/receives isochronous data for this endpoint. The application must program the even/odd frame number in which it intends to transmit/receive isochronous data for this endpoint using the SETD1PIDOF and SETD0PIDEF fields in this register.				
		Value Mode Description		
0		DATA0EVEN DATA0 PID / Even Frame.		
1		DATA1ODD DATA1 PID / Odd Frame.		
15	USBACTEP	0	RW	<b>USB Active Endpoint</b>
Indicates whether this endpoint is active in the current configuration and interface. The core clears this bit for all endpoints after detecting a USB reset. After receiving the SetConfiguration and SetInterface commands, the application must program endpoint registers accordingly and set this bit.				
14:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
10:0	MPS	0x000	RW	<b>Maximum Packet Size</b>
The application must program this field with the maximum packet size for the current logical endpoint. This value is in bytes.				

## 15.6.65 USB\_DOEPx\_INT - Device OUT Endpoint x+1 Interrupt Register

This register indicates the status of an endpoint with respect to USB- and AHB-related events. The application must read this register when the OUT Endpoints Interrupt bit of the Core Interrupt register (USB\_GINTSTS.OEPINT) is set. Before the application can read this register, it must first read the Device All Endpoints Interrupt (USB\_DAIANT) register to get the exact endpoint number for the Device Endpoint Interrupt register. The application must clear the appropriate bit in this register to clear the corresponding bits in the USB\_DAIANT and USB\_GINTSTS registers.

Offset	Bit Position																	
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Access	RW1	0	13															7
Name	RW1	0	12															7
Bit	Name	Reset	Access	Description														
31:14	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																

Bit	Name	Reset	Access	Description
13	NAKINTRPT	0	RW1	<b>NAK Interrupt</b> The core generates this interrupt when a NAK is transmitted or received by the device.
12	BBLEERR	0	RW1	<b>Babble Error</b> The core generates this interrupt when babble is received for the endpoint.
11	PKTDRPSTS	0	RW1	<b>Packet Drop Status</b> This bit indicates to the application that an ISO OUT packet has been dropped. This bit does not have an associated mask bit and does not generate an interrupt.
10:7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	BACK2BACKSETUP	0	RW1	<b>Back-to-Back SETUP Packets Received</b> Applies to Control OUT endpoints only. This bit indicates that the core has received more than three back-to-back SETUP packets for this particular endpoint.
5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	OUTTKNEPDIS	0	RW1	<b>OUT Token Received When Endpoint Disabled</b> Applies only to control OUT endpoints. Indicates that an OUT token was received when the endpoint was not yet enabled. This interrupt is asserted on the endpoint for which the OUT token was received.
3	SETUP	0	RW1	<b>Setup Phase Done</b> Applies to control OUT endpoints only. Indicates that the SETUP phase for the control endpoint is complete and no more back-to-back SETUP packets were received for the current control transfer. On this interrupt, the application can decode the received SETUP data packet.
2	AHBERR	0	RW1	<b>AHB Error</b> This is generated only in DMA mode when there is an AHB error during an AHB read/write. The application can read the corresponding endpoint DMA address register to get the error address.
1	EPDISBLD	0	RW1	<b>Endpoint Disabled Interrupt</b> This bit indicates that the endpoint is disabled per the application's request.
0	XFERCOMPL	0	RW1	<b>Transfer Completed Interrupt</b> This field indicates that the programmed transfer is complete on the AHB as well as on the USB, for this endpoint.

## 15.6.66 USB\_DOEPx\_TSIZ - Device OUT Endpoint x+1 Transfer Size Register

The application must modify this register before enabling the endpoint. Once the endpoint is enabled using Endpoint Enable bit of the Device Endpoint x+1 Control register (USB\_DOEPx\_CTL.EPENA), the core modifies this register. The application can only read this register once the core has cleared the Endpoint Enable bit.

Offset	Bit Position																															
0x3CB30	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		0x0		0x000																											0x00000	
Access		R		RW																											RW	
Name		RXDPIDSUPCNT		PKTCNT																											XFERSIZE	

Bit	Name	Reset	Access	Description
31	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

Bit	Name	Reset	Access	Description															
30:29	RXDPIDSUPCNT	0x0	R	Receive Data PID / SETUP Packet Count															
For isochronous OUT endpoints: This is the data PID received in the last packet for this endpoint.																			
For control OUT Endpoints: This field specifies the number of back-to-back SETUP data packets the endpoint can receive.																			
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DATA0</td><td>DATA0 PID.</td></tr> <tr> <td>1</td><td>DATA2</td><td>DATA2 PID / 1 Packet.</td></tr> <tr> <td>2</td><td>DATA1</td><td>DATA1 PID / 2 Packets.</td></tr> <tr> <td>3</td><td>MDATA</td><td>MDATA PID / 3 Packets.</td></tr> </tbody> </table>	Value	Mode	Description	0	DATA0	DATA0 PID.	1	DATA2	DATA2 PID / 1 Packet.	2	DATA1	DATA1 PID / 2 Packets.	3	MDATA	MDATA PID / 3 Packets.
Value	Mode	Description																	
0	DATA0	DATA0 PID.																	
1	DATA2	DATA2 PID / 1 Packet.																	
2	DATA1	DATA1 PID / 2 Packets.																	
3	MDATA	MDATA PID / 3 Packets.																	
28:19	PKTCNT	0x000	RW	Packet Count															
This field is decremented to zero after a packet is written into the RxFIFO.																			
18:0	XFERSIZE	0x00000	RW	Transfer Size															
Indicates the transfer size in bytes. The core interrupts the application only after it has exhausted the transfer size amount of data. The transfer size can be set to the maximum packet size of the endpoint, to be interrupted at the end of each packet. The core decrements this field every time a packet is read from the RxFIFO and written to the external memory.																			

## 15.6.67 USB\_DOEPx\_DMAADDR - Device OUT Endpoint x+1 DMA Address Register

Offset	Bit Position																															
0x3CB34	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	0xFFFFFFFF																															
Access	RW																															
Name	DMAADDR																															

Bit	Name	Reset	Access	Description
31:0	DMAADDR	0xFFFFFFFF	RW	DMA Address
Holds the start address of the external memory for storing endpoint data. For control endpoints, this field stores control OUT data packets as well as SETUP transaction data packets. When more than three SETUP packets are received back-to-back, the SETUP data packet in the memory is overwritten. This register is incremented on every AHB transaction. The application can give only a DWORD-aligned address. The data for this register field is stored in RAM. Thus, the reset value is undefined (X).				

## 15.6.68 USB\_PCGCCTL - Power and Clock Gating Control Register

This register is available in Host and Device modes. The application use this register to control the core's power-down and clock gating features.

Offset	Bit Position																
0x3CE00	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset																	14
Access																	13
Name																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	RESETAFTERSUSP	0	R	<b>Reset after suspend</b>
				When exiting EM2, this bit needs to be set in host mode before clamp is removed if the host needs to issue reset after suspend. If this bit is not set, then the host issues resume after suspend. This bit is not applicable in device mode and when EM2 is not used.
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	PHYSLEEP	0	R	<b>PHY In Sleep</b>
				Indicates that the PHY is in Sleep State.
5:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	RSTPDWNMODULE	0	RW	<b>Reset Power-Down Modules</b>
				The application sets this bit to reset the part of the USB that is powered down during EM2. The application clears this bit to release reset after an waking up from EM2 when the PHY clock is back at 48/6 MHz. Accessing core registers is possible only when this bit is set to 0.
2	PWRCLMP	0	RW	<b>Power Clamp</b>
				The application sets this bit before the power is turned off to clamp the signals between the power-on modules and the power-off modules of the USB core. The application clears the bit to disable the clamping.
1	GATEHCLK	0	RW	<b>Gate HCLK</b>
				The application sets this bit to gate the clock (HCLK) to modules other than the AHB Slave and Master and wakeup logic when the USB is suspended or the session is not valid. The application clears this bit when the USB is resumed or a new session starts.
0	STOPPCLK	0	RW	<b>Stop PHY clock</b>
				The application sets this bit to stop the PHY clock when the USB is suspended, the session is not valid, or the device is disconnected. The application clears this bit when the USB is resumed or a new session starts.

## 15.6.69 USB\_FIFO0Dx - Device EP 0/Host Channel 0 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 0 or channel 0, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x3D000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO0D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO0D	0xFFFFFFFF	RW	<b>Device EP 0/Host Channel 0 FIFO</b>																													
	FIFO 0 push/pop region. Used in slave mode.																																

## 15.6.70 USB\_FIFO1Dx - Device EP 1/Host Channel 1 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 1 or channel 1, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																		
0x3E000	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	0xFFFFFFFF																																		
Access	RW																																		
Name	FIFO1D																																		
Bit	Name	Reset	Access	Description																															
31:0	FIFO1D	0xFFFFFFFF	RW	<b>Device EP 1/Host Channel 1 FIFO</b>																															
	FIFO 1 push/pop region. Used in slave mode.																																		

## 15.6.71 USB\_FIFO2Dx - Device EP 2/Host Channel 2 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 2 or channel 2, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x3F000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO2D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO2D	0xFFFFFFFF	RW	Device EP 2/Host Channel 2 FIFO																													
	FIFO 2 push/pop region. Used in slave mode.																																

### 15.6.72 USB\_FIFO3Dx - Device EP 3/Host Channel 3 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 3 or channel 3, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x40000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO3D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO3D	0xFFFFFFFF	RW	Device EP 3/Host Channel 3 FIFO																													
	FIFO 3 push/pop region. Used in slave mode.																																

### 15.6.73 USB\_FIFO4Dx - Device EP 4/Host Channel 4 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 4 or channel 4, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x41000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO4D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO4D	0xFFFFFFFF	RW	Device EP 4/Host Channel 4 FIFO																													
	FIFO 4 push/pop region. Used in slave mode.																																

### 15.6.74 USB\_FIFO5Dx - Device EP 5/Host Channel 5 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 5 or channel 5, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x42000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO5D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO5D	0xFFFFFFFF	RW	Device EP 5/Host Channel 5 FIFO																													
	FIFO 5 push/pop region. Used in slave mode.																																

### 15.6.75 USB\_FIFO6Dx - Device EP 6/Host Channel 6 FIFO

This register, available in both Host and Device modes, is used to read or write the FIFO space for endpoint 6 or channel 6, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x43000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO6D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO6D	0xFFFFFFFF	RW	Device EP 6/Host Channel 6 FIFO																													
	FIFO 6 push/pop region. Used in slave mode.																																

## 15.6.76 USB\_FIFO7Dx - Host Channel 7 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 7, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																
0x44000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFO7D																																
Bit	Name	Reset	Access	Description																													
31:0	FIFO7D	0xFFFFFFFF	RW	Host Channel 7 FIFO																													
	FIFO 7 push/pop region. Used in slave mode.																																

## 15.6.77 USB\_FIFO8Dx - Host Channel 8 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 8, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																															
0x45000	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	0xFFFFFFFF																															
Access	RW																															
Name	FIFO8D																															
Bit	Name	Reset	Access	Description																												
31:0	FIFO8D	0xFFFFFFFF	RW	Host Channel 8 FIFO	FIFO 8 push/pop region. Used in slave mode.																											

## 15.6.78 USB\_FIFO9Dx - Host Channel 9 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 9, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																															
0x46000	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	0xFFFFFFFF																															
Access	RW																															
Name	FIFO9D																															
Bit	Name	Reset	Access	Description																												
31:0	FIFO9D	0xFFFFFFFF	RW	Host Channel 9 FIFO	FIFO 9 push/pop region. Used in slave mode.																											

## 15.6.79 USB\_FIFO10Dx - Host Channel 10 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 10, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																		
0x47000	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																																			
Access																																			
Name																																			FIFO10D
Bit	Name	Reset	Access	Description																															
31:0	FIFO10D	0xFFFFFFFF	RW	<b>Host Channel 10 FIFO</b>																															
	FIFO 10 push/pop region. Used in slave mode.																																		

## 15.6.80 USB\_FIFO11Dx - Host Channel 11 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 11, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																																		
0x48000	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																																		0xFFFFFFFF	
Access																																			
Name																																			FIFO11D
Bit	Name	Reset	Access	Description																															
31:0	FIFO11D	0xFFFFFFFF	RW	<b>Host Channel 11 FIFO</b>																															
	FIFO 11 push/pop region. Used in slave mode.																																		

## 15.6.81 USB\_FIFO12Dx - Host Channel 12 FIFO

This register, available in Host mode, is used to read or write the FIFO space for channel 12, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																															
0x49000	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	0xFFFFFFFF																															
Access	RW																															
Name	FIFO12D																															
Bit	Name	Reset	Access	Description																												
31:0	FIFO12D	0xFFFFFFFF	RW	<b>Host Channel 12 FIFO</b>																												
	FIFO 12 push/pop region. Used in slave mode.																															

## 15.6.82 USB\_FIFO13Dx - Host Channel 13 FIFO

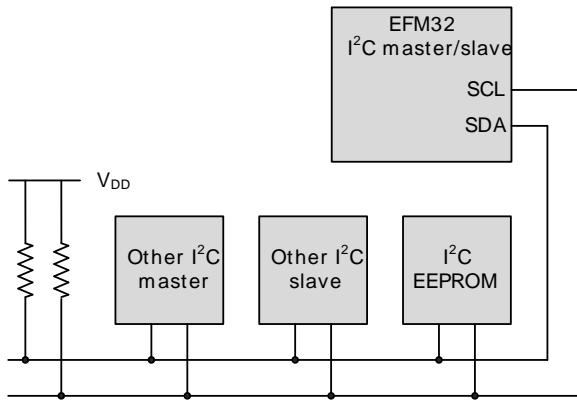
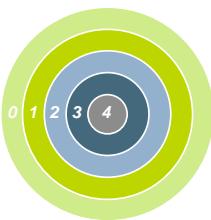
This register, available in Host mode, is used to read or write the FIFO space for channel 13, in a given direction. If a host channel is of type IN, the FIFO can only be read on the channel. Similarly, if a host channel is of type OUT, the FIFO can only be written on the channel.

Offset	Bit Position																															
0x4A000	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	0xFFFFFFFF																															
Access	RW																															
Name	FIFO13D																															
Bit	Name	Reset	Access	Description																												
31:0	FIFO13D	0xFFFFFFFF	RW	<b>Host Channel 13 FIFO</b>																												
	FIFO 13 push/pop region. Used in slave mode.																															

## 15.6.83 USB\_FIFORAMx - Direct Access to Data FIFO RAM for Debugging (2 KB)

Offset	Bit Position																																
0x5C000	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	0xFFFFFFFF																																
Access	RW																																
Name	FIFORAM																																
Bit	Name	Reset	Access	Description																													
31:0	FIFORAM	0xFFFFFFFF	RW	FIFO RAM	Direct Access to Data FIFO RAM for Debugging (2 KB)																												

# 16 I<sup>2</sup>C - Inter-Integrated Circuit Interface



## Quick Facts

### What?

The I<sup>2</sup>C interface allows communication on I<sup>2</sup>C-buses with the lowest energy consumption possible.

### Why?

I<sup>2</sup>C is a popular serial bus that enables communication with a number of external devices using only two I/O pins.

### How?

With the help of DMA, the I<sup>2</sup>C interface allows I<sup>2</sup>C communication with minimal CPU intervention. Address recognition is available in all energy modes (except EM4), allowing the MCU to wait for data on the I<sup>2</sup>C-bus with sub- $\mu$ A current consumption.

## 16.1 Introduction

The I<sup>2</sup>C module provides an interface between the MCU and a serial I<sup>2</sup>C-bus. It is capable of acting as both a master and a slave, and supports multi-master buses. Both standard-mode, fast-mode and fast-mode plus speeds are supported, allowing transmission rates all the way from 10 kbit/s up to 1 Mbit/s. Slave arbitration and timeouts are also provided to allow implementation of an SMBus compliant system. The interface provided to software by the I<sup>2</sup>C module, allows both fine-grained control of the transmission process and close to automatic transfers. Automatic recognition of slave addresses is provided in all energy modes (except EM4).

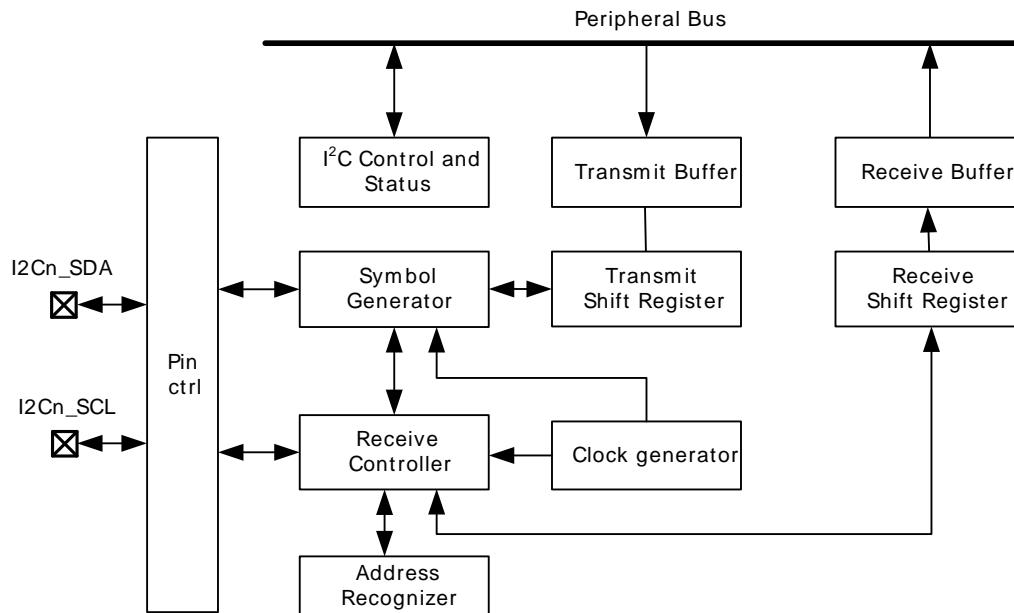
## 16.2 Features

- True multi-master capability
- Support for different bus speeds
  - Standard-mode (Sm) bitrate up to 100 kbit/s
  - Fast-mode (Fm) bitrate up to 400 kbit/s
  - Fast-mode Plus (Fm+) bitrate up to 1 Mbit/s
- Arbitration for both master and slave (Allows SMBus ARP)
- Clock synchronization and clock stretching
- Hardware address recognition
  - 7-bit masked address
  - General call address
  - Active in all energy modes (except EM4)
- 10-bit address support
- Error handling
  - Clock low timeout
  - Clock high timeout
  - Arbitration lost
  - Bus error detection
- Double buffered data
- Full DMA support

## 16.3 Functional Description

An overview of the I<sup>2</sup>C module is shown in Figure 16.1 (p. 414) .

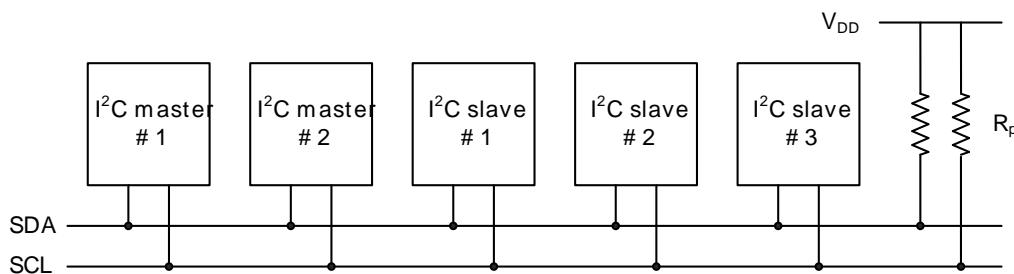
**Figure 16.1. I<sup>2</sup>C Overview**



### 16.3.1 I<sup>2</sup>C-Bus Overview

The I<sup>2</sup>C-bus uses two wires for communication; a serial data line (SDA) and a serial clock line (SCL) as shown in Figure 16.2 (p. 414) . As a true multi-master bus it includes collision detection and arbitration to resolve situations where multiple masters transmit data at the same time without data loss.

**Figure 16.2. I<sup>2</sup>C-Bus Example**



Each device on the bus is addressable by a unique address, and an I<sup>2</sup>C master can address all the devices on the bus, including other masters.

Both the bus lines are open-drain. The maximum value of the pull-up resistor can be calculated as a function of the maximal rise-time  $t_r$  for the given bus speed, and the estimated bus capacitance  $C_b$  as shown in Equation 16.1 (p. 414) .

#### I<sup>2</sup>C Pull-up Resistor Equation

$$R_p(\max) = t_r / (0.8473 \times C_b) \quad (16.1)$$

The maximal rise times for 100 kHz, 400 kHz and 1 MHz I<sup>2</sup>C are 1  $\mu$ s, 300 ns and 120 ns respectively.

#### Note

The GPIO drive strength can be used to control slew rate.

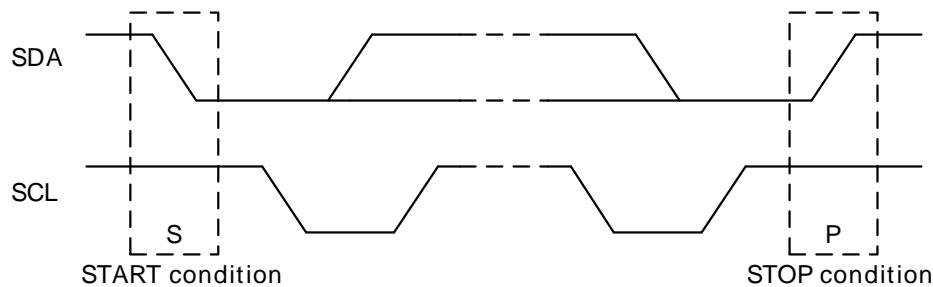
**Note**

If  $V_{dd}$  drops below voltage on SCL and SDA lines, the MCU could become back powered and pull the SCL and SDA lines low.

### 16.3.1.1 START and STOP Conditions

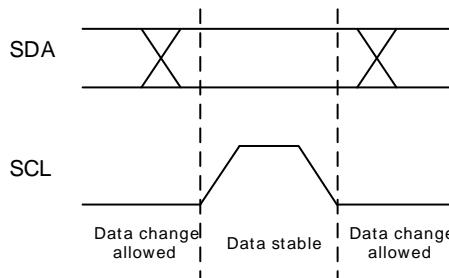
START and STOP conditions are used to initiate and stop transactions on the I<sup>2</sup>C-bus. All transactions on the bus begin with a START condition (S) and end with a STOP condition (P). As shown in Figure 16.3 (p. 415) , a START condition is generated by pulling the SDA line low while SCL is high, and a STOP condition is generated by pulling the SDA line high while SCL is high.

**Figure 16.3. I<sup>2</sup>C START and STOP Conditions**



The START and STOP conditions are easily identifiable bus events as they are the only conditions on the bus where a transition is allowed on SDA while SCL is high. During the actual data transmission, SDA is only allowed to change while SCL is low, and must be stable while SCL is high. One bit is transferred per clock pulse on the I<sup>2</sup>C-bus as shown in Figure 16.2 (p. 414) .

**Figure 16.4. I<sup>2</sup>C Bit Transfer on I<sup>2</sup>C-Bus**



### 16.3.1.2 Bus Transfer

When a master wants to initiate a transfer on the bus, it waits until the bus is idle and transmits a START condition on the bus. The master then transmits the address of the slave it wishes to interact with and a single R/W bit telling whether it wishes to read from the slave (R/W bit set to 1) or write to the slave (R/W bit set to 0).

After the 7-bit address and the R/W bit, the master releases the bus, allowing the slave to acknowledge the request. During the next bit-period, the slave pulls SDA low (ACK) if it acknowledges the request, or keeps it high if it does not acknowledge it (NACK).

Following the address acknowledge, either the slave or master transmits data, depending on the value of the R/W bit. After every 8-bit byte transmitted on the SDA line, the transmitter releases the line to allow the receiver to transmit an ACK or a NACK. Both the data and the address are transmitted with the most significant bit first.

The number of bytes in a bus transfer is unrestricted. The master ends the transmission after a (N)ACK by sending a STOP condition on the bus. After a STOP condition, any master wishing to initiate a transfer on the bus can try to gain control of it. If the current master wishes to make another transfer immediately

after the current, it can start a new transfer directly by transmitting a repeated START condition (Sr) instead of a STOP followed by a START.

Examples of I<sup>2</sup>C transfers are shown in Figure 16.5 (p. 416), Figure 16.6 (p. 416), and Figure 16.7 (p. 416). The identifiers used are:

- ADDR - Address
- DATA - Data
- S - Start bit
- Sr - Repeated start bit
- P - Stop bit
- W/R - Read(1)/Write(0)
- A - ACK
- N - NACK

**Figure 16.5. I<sup>2</sup>C Single Byte Write to Slave**



**Figure 16.6. I<sup>2</sup>C Double Byte Read from Slave**



**Figure 16.7. I<sup>2</sup>C Single Byte Write, then Repeated Start and Single Byte Read**



### 16.3.1.3 Addresses

I<sup>2</sup>C supports both 7-bit and 10-bit addresses. When using 7-bit addresses, the first byte transmitted after the START-condition contains the address of the slave the master wants to contact. In the 7-bit address space, several addresses are reserved. These addresses are summarized in Table 16.1 (p. 416), and include a General Call address which can be used to broadcast a message to all slaves on the I<sup>2</sup>C-bus.

**Table 16.1. I<sup>2</sup>C Reserved I<sup>2</sup>C Addresses**

I <sup>2</sup> C Address	R/W	Description
0000-000	0	General Call address
0000-000	1	START byte
0000-001	X	Reserved for the C-Bus format
0000-010	X	Reserved for a different bus format
0000-011	X	Reserved for future purposes
0000-1XX	X	Reserved for future purposes
1111-1XX	X	Reserved for future purposes
1111-0XX	X	10 Bit slave addressing mode

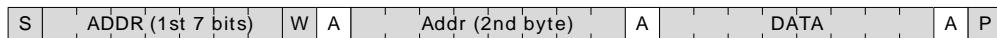
### 16.3.1.4 10-bit Addressing

To address a slave using a 10-bit address, two bytes are required to specify the address instead of one. The seven first bits of the first byte must then be 1111 0XX, where XX are the two most significant bits of the 10-bit address. As with 7-bit addresses, the eighth bit of the first byte determines whether the master wishes to read from or write to the slave. The second byte contains the eight least significant bits of the slave address.

When a slave receives a 10-bit address, it must acknowledge both the address bytes if they match the address of the slave.

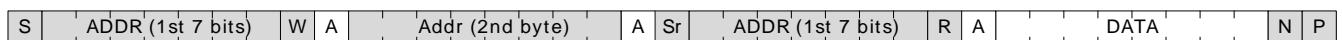
When performing a master transmitter operation, the master transmits the two address bytes and then the remaining data, as shown in Figure 16.8 (p. 417) .

**Figure 16.8. I<sup>2</sup>C Master Transmitter/Slave Receiver with 10-bit Address**



When performing a master receiver operation however, the master first transmits the two address bytes in a master transmitter operation, then sends a repeated START followed by the first address byte and then receives data from the addressed slave. The slave addressed by the 10-bit address in the first two address bytes must remember that it was addressed, and respond with data if the address transmitted after the repeated start matches its own address. An example of this, with one byte transmitted is shown in Figure 16.9 (p. 417) .

**Figure 16.9. I<sup>2</sup>C Master Receiver/Slave Transmitter with 10-bit Address**



### 16.3.1.5 Arbitration, Clock Synchronization, Clock Stretching

Arbitration and clock synchronization are features aimed at allowing multi-master buses. Arbitration occurs when two devices try to drive the bus at the same time. If one device drives it low, while the other drives it high, the one attempting to drive it high will not be able to do so due to the open-drain bus configuration. Both devices sample the bus, and the one that was unable to drive the bus in the desired direction detects the collision and backs off, letting the other device continue communication on the bus undisturbed.

Clock synchronization is a means of synchronizing the clock outputs from several masters driving the bus at once, and is a requirement for effective arbitration.

Slaves on the bus are allowed to force the clock output on the bus low in order to pause the communication on the bus and give themselves time to process data or perform any real-time tasks they might have. This is called clock stretching.

Arbitration is supported by the I<sup>2</sup>C module for both masters and slaves. Clock synchronization and clock stretching is also supported.

### 16.3.2 Enable and Reset

The I<sup>2</sup>C is enabled by setting the EN bit in the I2Cn\_CTRL register. Whenever this bit is cleared, the internal state of the I<sup>2</sup>C is reset, terminating any ongoing transfers.

#### Note

When re-enabling the I<sup>2</sup>C, the ABORT command or the Bus Idle Timeout feature must be applied prior to use even if the BUSY flag is not set.

### 16.3.3 Safely disabling and changing slave configuration

The I<sup>2</sup>C slave is partially asynchronous, and some precautions may be necessary to always ensure a safe slave disable or configuration change. If the user cannot guarantee that an address match will not occur at the exact time of slave disable or slave configuration change while the slave is enabled, these measures should be taken.

Worst case consequences for an address match while disabling slave or changing configuration is that the slave may end up in an undefined state. To reset the slave back to a known state, the EN bit in

I<sup>2</sup>Cn\_CTRL must be reset. This should be done regardless of whether the slave is going to be re-enabled or not.

### 16.3.4 Clock Generation

The SCL clock signal generated by the I<sup>2</sup>C master determines maximum transmission rate on the bus. The clock is generated as a division of the peripheral clock, and is given by Equation 16.2 (p. 418) :

#### *I<sup>2</sup>C Maximum Transmission Rate*

$$f_{SCL} = f_{HFFPERCLK} / (((N_{low} + N_{high}) \times (DIV + 1)) + 4) \quad (16.2)$$

$N_{low}$  and  $N_{high}$  specify the number of prescaled clock cycles in the low and high periods of the clock signal respectively. The worst case low and high periods of the signal are:

#### *I<sup>2</sup>C High and Low Cycles Equations*

$$\begin{aligned} T_{high} &= (N_{high} \times (DIV + 1) + 3) / f_{HFFPERCLK} \\ T_{low} &= (N_{low} \times (DIV + 1) + 3) / f_{HFFPERCLK} \end{aligned} \quad (16.3)$$

The values of  $N_{low}$  and  $N_{high}$  and thus the ratio between the high and low parts of the clock signal is controlled by CLHR in the I<sup>2</sup>Cn\_CTRL register. The available modes are summarized in Table 16.2 (p. 418) along with the highest I<sup>2</sup>C-bus frequencies in the given modes that can be achieved without violating the timing specifications of the I<sup>2</sup>C-bus. The frequencies are calculated taking the maximum allowed rise and fall times of SDA and SCL into account. Higher frequencies may be achieved in practice. The 3 extra cycles are synchronization, and must be taken into consideration when DIV in the I<sup>2</sup>Cn\_CLKDIV register has a low value.

#### Note

DIV must be 1 or higher when slave is enabled.

**Table 16.2. I<sup>2</sup>C Clock Modes**

Mode	CLHR	$N_{low} : N_{high}$	Sm max frequency	Fm max frequency	Fm+ max frequency
STANDARD	0	4:4	93 kHz	313 kHz	806 kHz
ASYMMETRIC	1	6:3	75 kHz	392 kHz	980 kHz
FAST	2	14:9	79 kHz	383 kHz	987 kHz

### 16.3.5 Arbitration

Arbitration is enabled by default, but can be disabled by setting the ARBDIS bit in I<sup>2</sup>Cn\_CTRL. When arbitration is enabled, the value on SDA is sensed after each time the I<sup>2</sup>C module attempts to change its value. If the sensed value is different than the value the I<sup>2</sup>C module tried to output, it is interpreted as a simultaneous transmission by another device, and the I<sup>2</sup>C module has lost arbitration.

Whenever arbitration is lost, the ARBLOST interrupt flag in I<sup>2</sup>Cn\_IF is set, any lines held are released, and the I<sup>2</sup>C device goes idle. If an I<sup>2</sup>C master loses arbitration during the transmission of an address, another master may be trying to address it. The master therefore receives the rest of the address, and if the address matches the slave address of the master, the master goes into either slave transmitter or slave receiver mode.

#### Note

Arbitration can be lost both when operating as a master and when operating as a slave.

## 16.3.6 Buffers

### 16.3.6.1 Transmit Buffer and Shift Register

The I<sup>2</sup>C transmitter is double buffered through the transmit buffer and transmit shift register as shown in Figure 16.1 (p. 414). A byte is loaded into the transmit buffer by writing to I2Cn\_TXDATA. When the transmit shift register is empty and ready for new data, a byte from the transmit buffer is loaded into the shift register if available. The byte is then kept in the shift register until it is transmitted. When a byte has been transmitted, a new byte is loaded into the shift register if available. If the transmit buffer is empty, the shift register remains empty, and the TXC flag in I2Cn\_STATUS and the TXC interrupt flags in I2Cn\_IF are set, signaling that the shift register transmitter is out of data. TXC is cleared when new data becomes available, but the TXC interrupt flag must be cleared by software.

Whenever a byte is loaded from the transmit buffer to the transmit shift register, the TXBL flag in I2Cn\_STATUS and the TXBL interrupt flag in I2Cn\_IF are set, indicating that there is room in the buffer for more data. TXBL is cleared automatically when data is written to the buffer.

If a write is attempted to the transmit buffer while it is not empty, the TXOF interrupt flag in I2Cn\_IF is set, indicating the overflow. The data already in the buffer is in that case preserved, and no data is written.

The transmit buffer, including the transmit shift register can be cleared by setting command bit CLEARTX in I2Cn\_CMD. This will prevent the I<sup>2</sup>C module from transmitting the data in the buffer and shift register, and will make them available for new data. Any byte currently being transmitted will not be aborted. Transmission of this byte will be completed.

### 16.3.6.2 Receive Buffer and Shift Register

Like the transmitter, the I<sup>2</sup>C receiver is double buffered. The receiver uses the receive buffer and receive shift register as shown in Figure 16.1 (p. 414). When a byte has been fully received by the receive shift register, it is loaded into the receive buffer if there is room for it. Else, the byte waits in the shift register until space is available in the buffer.

When a byte becomes available in the receive buffer, the RXDATAV in I2Cn\_STATUS and RXDATAV interrupt flag in I2Cn\_IF are set, and the data can be fetched from the buffer using I2Cn\_RXDATA. Reading from this register will pull a byte out of the buffer, making room for a new byte and clearing RXDATAV in I2Cn\_STATUS and RXDATAV in I2Cn\_IF in the process.

If a read from the receive buffer is attempted through I2Cn\_RXDATA while the buffer is empty, the RXUF interrupt flag in I2Cn\_IF is set, and the data read from the buffer is undefined.

I2Cn\_RXDATAP can be used to read data from the receive buffer without removing it from the buffer. The RXUF interrupt flag in I2Cn\_IF will never be set as a result of reading from I2Cn\_RXDATAP, but the data read through I2Cn\_RXDATAP when the receive buffer is empty is still undefined.

## 16.3.7 Master Operation

A bus transaction is initiated by transmitting a START condition (S) on the bus. This is done by setting the START bit in I2Cn\_CMD. The command schedules a START condition, and makes the I<sup>2</sup>C module generate a start condition whenever the bus becomes free.

The I<sup>2</sup>C-bus is considered busy whenever another device on the bus transmits a START condition. Until a STOP condition is detected, the bus is owned by the master issuing the START condition. The bus is considered free when a STOP condition is transmitted on the bus. After a STOP is detected, all masters that have data to transmit send a START condition and begin transmitting data. Arbitration ensures that collisions are avoided.

When the START condition has been transmitted, the master must transmit a slave address (ADDR) with an R/W bit on the bus. If this address is available in the transmit buffer, the master transmits it immediately, but if the buffer is empty, the master holds the I<sup>2</sup>C-bus while waiting for software to write the address to the transmit buffer.

After the address has been transmitted, a sequence of bytes can be read from or written to the slave, depending on the value of the R/W bit (bit 0 in the address byte). If the bit was cleared, the master has entered a master transmitter role, where it now transmits data to the slave. If the bit was set, it has entered a master receiver role, where it now should receive data from the slave. In either case, an unlimited number of bytes can be transferred in one direction during the transmission.

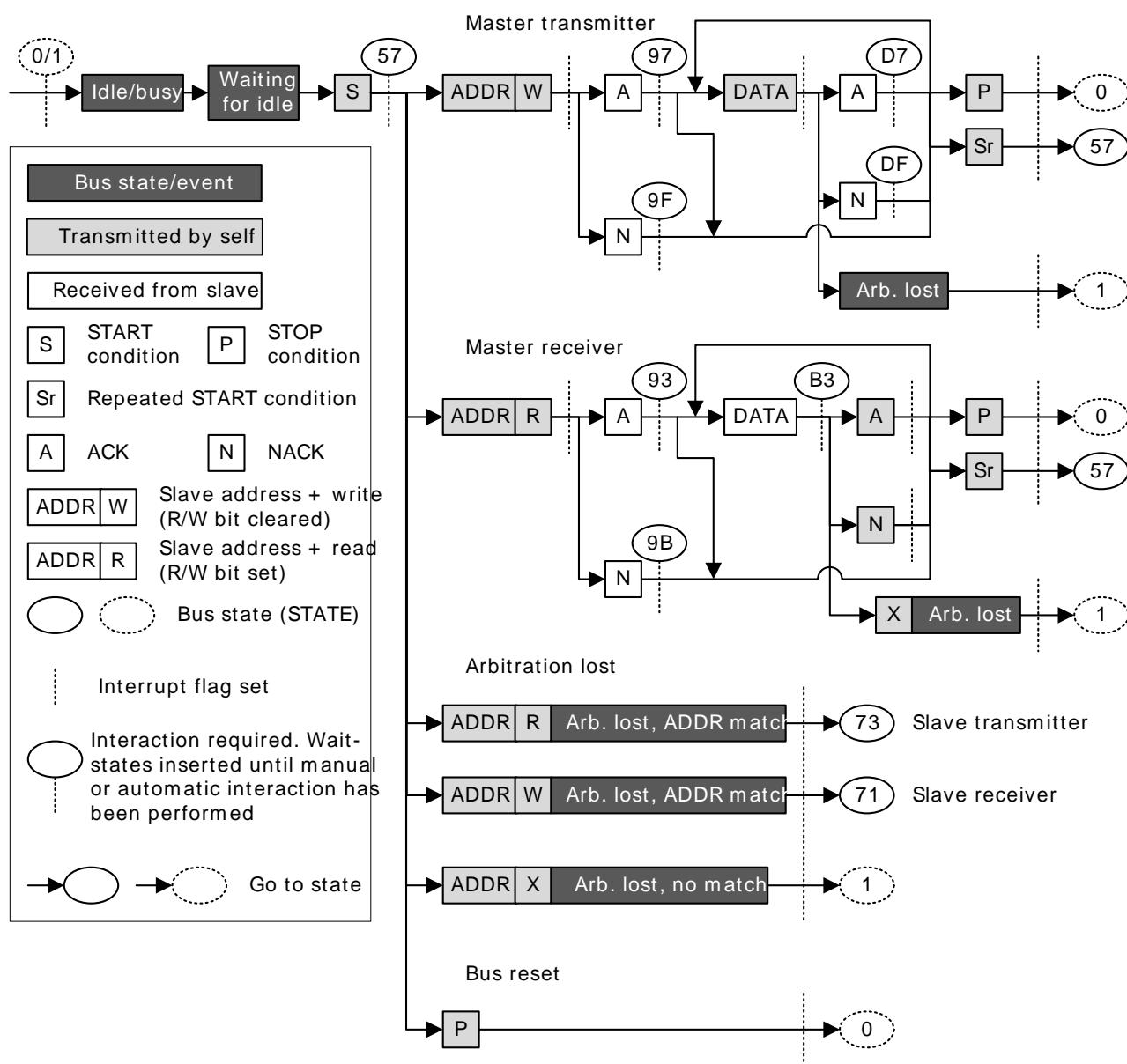
At the end of the transmission, the master either transmits a repeated START condition (Sr) if it wishes to continue with another transfer, or transmits a STOP condition (P) if it wishes to release the bus.

### 16.3.7.1 Master State Machine

The master state machine is shown in Figure 16.10 (p. 420) . A master operation starts in the far left of the state machine, and follows the solid lines through the state machine, ending the operation or continuing with a new operation when arriving at the right side of the state machine.

Branches in the path through the state machine are the results of bus events and choices made by software, either directly or indirectly. The dotted lines show where I<sup>2</sup>C-specific interrupt flags are set along the path and the full-drawn circles show places where interaction may be required by software to let the transmission proceed.

**Figure 16.10. I<sup>2</sup>C Master State Machine**



### 16.3.7.2 Interactions

Whenever the I<sup>2</sup>C module is waiting for interaction from software, it holds the bus clock SCL low, freezing all bus activities, and the BUSHOLD interrupt flag in I2Cn\_IF is set. The action(s) required by software depends on the current state of the I<sup>2</sup>C module. This state can be read from the I2Cn\_STATE register.

As an example, Table 16.4 (p. 423) shows the different states the I<sup>2</sup>C goes through when operating as a Master Transmitter, i.e. a master that transmits data to a slave. As seen in the table, when a start condition has been transmitted, a requirement is that there is an address and an R/W bit in the transmit buffer. If the transmit buffer is empty, then the BUSHOLD interrupt flag is set, and the bus is held until data becomes available in the buffer. While waiting for the address, I2Cn\_STATE has a value 0x57, which can be used to identify exactly what the I<sup>2</sup>C module is waiting for.

**Note**

The bus would never stop at state 0x57 if the address was available in the transmit buffer.

The different interactions used by the I<sup>2</sup>C module are listed in Table 16.3 (p. 421) in prioritized order. If a set of different courses of action are possible from a given state, the course of action using the highest priority interactions, that first has everything it is waiting for is the one that is taken.

**Table 16.3. I<sup>2</sup>C Interactions in Prioritized Order**

Interaction	Priority	Software action	Automatically continues if
STOP*	1	Set the STOP command bit in I2Cn_CMD	PSTOP is set (STOP pending) in I2Cn_STATUS
ABORT	2	Set the ABORT command bit in I2Cn_CMD	Never, the transmission is aborted
CONT*	3	Set the CONT command bit in I2Cn_CMD	PCONT is set in I2Cn_STATUS (CONT pending)
NACK*	4	Set the NACK command bit in I2Cn_CMD	PNACK is set in I2Cn_STATUS (NACK pending)
ACK*	5	Set the ACK command bit in I2Cn_CMD	AUTOACK is set in I2Cn_CTRL or PACK is set in I2Cn_STATUS (ACK pending)
ADDR+W -> TXDATA	6	Write an address to the transmit buffer with the R/W bit set	Address is available in transmit buffer with R/W bit set
ADDR+R -> TXDATA	7	Write an address to the transmit buffer with the R/W bit cleared	Address is available in transmit buffer with R/W bit cleared
START*	8	Set the START command bit in I2Cn_CMD	PSTART is set in I2Cn_STATUS (START pending)
TXDATA	9	Write data to the transmit buffer	Data is available in transmit buffer
RXDATA	10	Read data from receive buffer	Space is available in receive buffer
None	11	No interaction is required	

The commands marked with a \* in Table 16.3 (p. 421) can be issued before an interaction is required. When such a command is issued before it can be used/consumed by the I<sup>2</sup>C module, the command is

set in a pending state, which can be read from the STATUS register. A pending START command can for instance be identified by PSTART having a high value.

Whenever the I<sup>2</sup>C module requires an interaction, it checks the pending commands. If one or a combination of these can fulfill an interaction, they are consumed by the module and the transmission continues without setting the BUSHOLD interrupt flag in I2Cn\_IF to get an interaction from software. The pending status of a command goes low when it is consumed.

When several interactions are possible from a set of pending commands, the interaction with the highest priority, i.e. the interaction closest to the top of Table 16.3 (p. 421) is applied to the bus.

Pending commands can be cleared by setting the CLEARPC command bit in I2Cn\_CMD.

#### 16.3.7.2.1 Automatic ACK Interaction

When receiving addresses and data, an ACK command in I2Cn\_CMD is normally required after each received byte. When AUTOACK is set in I2Cn\_CTRL, an ACK is always pending, and the ACK-pending bit PACK in I2Cn\_STATUS is thus always set, even after an ACK has been consumed. This can be used to reduce the amount of software interaction required during a transfer.

#### 16.3.7.3 Reset State

After a reset, the state of the I<sup>2</sup>C-bus is unknown. To avoid interrupting transfers on the I<sup>2</sup>C-bus after a reset of the I<sup>2</sup>C module or the entire MCU, the I<sup>2</sup>C-bus is assumed to be busy when coming out of a reset, and the BUSY flag in I2Cn\_STATUS is thus set. To be able to carry through master operations on the I<sup>2</sup>C-bus, the bus must be idle.

The bus goes idle when a STOP condition is detected on the bus, but on buses with little activity, the time before the I<sup>2</sup>C module detects that the bus is idle can be significant. There are two ways of assuring that the I<sup>2</sup>C module gets out of the busy state.

- Use the ABORT command in I2Cn\_CMD. When the ABORT command is issued, the I<sup>2</sup>C module is instructed that the bus is idle. The I<sup>2</sup>C module can then initiate master operations.
- Use the Bus Idle Timeout. When SCL has been high for a long period of time, it is very likely that the bus is idle. Set BITO in I2Cn\_CTRL to an appropriate timeout period and set GIBITO in I2Cn\_CTRL. If activity has not been detected on the bus within the timeout period, the bus is then automatically assumed idle, and master operations can be initiated.

##### Note

If operating in slave mode, the above approach is not necessary.

#### 16.3.7.4 Master Transmitter

To transmit data to a slave, the master must operate as a master transmitter. Table 16.4 (p. 423) shows the states the I<sup>2</sup>C module goes through while acting as a master transmitter. Every state where an interaction is required has the possible interactions listed, along with the result of the interactions. The table also shows which interrupt flags are set in the different states. The interrupt flags enclosed in parenthesis may be set. If the BUSHOLD interrupt in I2Cn\_IF is set, the module is waiting for an interaction, and the bus is frozen. The value of I2Cn\_STATE will be equal to the values given in the table when the BUSHOLD interrupt flag is set, and can be used to determine which interaction is required to make the transmission continue.

The interrupt flag START in I2Cn\_IF is set when the I<sup>2</sup>C module transmits the START.

A master operation is started by issuing a START command by setting START in I2Cn\_CMD. ADDR +W, i.e. the address of the slave to address + the R/W bit is then required by the I<sup>2</sup>C module. If this is not available in the transmit buffer, then the bus is held and the BUSHOLD interrupt flag is set. The

value of I2Cn\_STATE will then be 0x57. As seen in the table, the I<sup>2</sup>C module also stops in this state if the address is not available after a repeated start condition.

To continue, write a byte to I2Cn\_TXDATA with the address of the slave in the 7 most significant bits and the least significant bit cleared (ADDR+W). This address will then be transmitted, and the slave will reply with an ACK or a NACK. If no slave replies to the address, the response will also be NACK. If the address was acknowledged, the master now has four choices. If another byte is made available in I2Cn\_TXDATA, this byte is transmitted. The master can also stop the transmission by sending a STOP, it can send a repeated start by sending START, or it can send a STOP and then a START as soon as possible.

If a NACK was received, the master has to issue a CONT command in addition to providing data in order to continue transmission. This is not standard I<sup>2</sup>C, but is provided for flexibility. The rest of the options are similar to when an ACK was received.

If a new byte was transmitted, an ACK or NACK is received after the transmission of the byte, and the master has the same options as for when the address was sent.

The master may lose arbitration at any time during transmission. In this case, the ARBLOST interrupt flag in I2Cn\_IF is set. If the arbitration was lost during the transfer of an address, and SLAVE in I2Cn\_CTRL is set, the master then checks which address was transmitted. If it was the address of the master, then the master goes to slave mode.

After a master has transmitted a START and won any arbitration, it owns the bus until it transmits a STOP. After a STOP, the bus is released, and arbitration decides which bus master gains the bus next. The MSTOP interrupt flag in I2Cn\_IF is set when a STOP condition is transmitted by the master.

**Table 16.4. I<sup>2</sup>C Master Transmitter**

I2Cn_STA	Description	I2Cn_IF	Required interaction	Response
0x57	Start transmitted	START interrupt flag (BUSHOLD interrupt flag)	ADDR +W -> TXDATA	ADDR+W will be sent
			STOP	STOP will be sent and bus released.
			STOP + START	STOP will be sent and bus released. Then a START will be sent when bus becomes idle.
0x57	Repeated start transmitted	START interrupt flag (BUSHOLD interrupt flag)	ADDR +W -> TXDATA	ADDR+W will be sent
			STOP	STOP will be sent and bus released.
			STOP + START	STOP will be sent and bus released. Then a START will be sent when bus becomes idle.
-	ADDR+W transmitted	TXBL interrupt flag (TXC interrupt flag)	None	
0x97	ADDR+W transmitted, ACK received	ACK interrupt flag (BUSHOLD interrupt flag)	TXDATA	DATA will be sent
			STOP	STOP will be sent. Bus will be released
			START	Repeated start condition will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
0x9F	ADDR+W transmitted,NACK received	NACK (BUSHOLD interrupt flag)	CONT + TXDATA	DATA will be sent
			STOP	STOP will be sent. Bus will be released

I2Cn_STAT	Description	I2Cn_IF	Required interaction	Response
			START	Repeated start condition will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
-	Data transmitted	TXBL interrupt flag (TXC interrupt flag)	None	
0xD7	Data transmitted,ACK received	ACK interrupt flag (BUSHOLD interrupt flag)	TXDATA	DATA will be sent
			STOP	STOP will be sent. Bus will be released
			START	Repeated start condition will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
0xDF	Data transmitted,NACK received	NACK(BUSHOLD interrupt flag)	CONT + TXDATA	DATA will be sent
			STOP	STOP will be sent. Bus will be released
			START	Repeated start condition will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
-	Stop transmitted	MSTOP interrupt flag	None	
			START	START will be sent when bus becomes idle
-	Arbitration lost	ARBLOST interrupt flag	None	
			START	START will be sent when bus becomes idle

### 16.3.7.5 Master Receiver

To receive data from a slave, the master must operate as a master receiver, see Table 16.5 (p. 425). This is done by transmitting ADDR+R as the address byte instead of ADDR+W, which is transmitted to become a master transmitter. The address byte loaded into the data register thus has to contain the 7-bit slave address in the 7 most significant bits of the byte, and have the least significant bit set.

When the address has been transmitted, the master receives an ACK or a NACK. If an ACK is received, the ACK interrupt flag in I2Cn\_IF is set, and if space is available in the receive shift register, reception of a byte from the slave begins. If the receive buffer and shift register is full however, the bus is held until data is read from the receive buffer or another interaction is made. Note that the STOP and START interactions have a higher priority than the data-available interaction, so if a STOP or START command is pending, the highest priority interaction will be performed, and data will not be received from the slave.

If a NACK was received, the CONT command in I2Cn\_CMD has to be issued in order to continue receiving data, even if there is space available in the receive buffer and/or shift register.

After a data byte has been received the master must ACK or NACK the received byte. If an ACK is pending or AUTOACK in I2Cn\_CTRL is set, an ACK is sent automatically and reception continues if space is available in the receive buffer.

If a NACK is sent, the CONT command must be used in order to continue transmission. If an ACK or NACK is issued along with a START or STOP or both, then the ACK/NACK is transmitted and the reception is ended. If START in I2Cn\_CMD is set alone, a repeated start condition is transmitted after the ACK/NACK. If STOP in I2Cn\_CMD is set, a stop condition is sent regardless of whether START is set. If START is set in this case, it is set as pending.

As when operating as a master transmitter, arbitration can be lost as a master receiver. When this happens the ARBLOST interrupt flag in I2Cn\_IF is set, and the master has a possibility of being selected as a slave given the correct conditions.

**Table 16.5. I<sup>2</sup>C Master Receiver**

I2Cn_STAT	Description	I2Cn_IF	Required interaction	Response
0x57	START transmitted	START interrupt flag (BUSHOLD interrupt flag)	ADDR +R -> TXDATA	ADDR+R will be sent
			STOP	STOP will be sent and bus released.
			STOP + START	STOP will be sent and bus released. Then a START will be sent when bus becomes idle.
0x57	Repeated START transmitted	START interrupt flag(BUSHOLD interrupt flag)	ADDR +R -> TXDATA	ADDR+R will be sent
			STOP	STOP will be sent and bus released.
			STOP + START	STOP will be sent and bus released. Then a START will be sent when bus becomes idle.
-	ADDR+R transmitted	TXBL interrupt flag (TxC interrupt flag)	None	
0x93	ADDR+R transmitted, ACK received	ACK interrupt flag(BUSHOLD)	RXDATA	Start receiving
			STOP	STOP will be sent and the bus released
			START	Repeated START will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
0x9B	ADDR+R transmitted,NACK received	NACK(BUSHOLD)	CONT + RXDATA	Continue, start receiving
			STOP	STOP will be sent and the bus released
			START	Repeated START will be sent
			STOP + START	STOP will be sent and the bus released. Then a START will be sent when the bus becomes idle
0xB3	Data received	RXDATA interrupt flag(BUSHOLD interrupt flag)	ACK + RXDATA	ACK will be transmitted, reception continues
			NACK + CONT + RXDATA	NACK will be transmitted, reception continues
			ACK/ NACK + STOP	ACK/NACK will be sent and the bus will be released.
			ACK/ NACK + START	ACK/NACK will be sent, and then a repeated start condition.
			ACK/ NACK + STOP + START	ACK/NACK will be sent and the bus will be released. Then a START will be sent when the bus becomes idle
-	Stop received	MSTOP interrupt flag	None	

I2Cn_STATE	Description	I2Cn_IF	Required interaction	Response
			START	START will be sent when bus becomes idle
-	Arbitration lost	ARBLOST interrupt flag	None	
			START	START will be sent when bus becomes idle

### 16.3.8 Bus States

The I2Cn\_STATE register can be used to determine which state the I<sup>2</sup>C module and the I<sup>2</sup>C bus are in at a given time. The register consists of the STATE bit-field, which shows which state the I<sup>2</sup>C module is in any ongoing transmission, and a set of single-bits, which reveal the transmission mode, whether the bus is busy or idle, and whether the bus is held by this I<sup>2</sup>C module waiting for a software response.

The possible values of the STATE field are summarized in Table 16.6 (p. 426) . When this field is cleared, the I<sup>2</sup>C module is not a part of any ongoing transmission. The remaining status bits in the I2Cn\_STATE register are listed in Table 16.7 (p. 426) .

**Table 16.6. I<sup>2</sup>C STATE Values**

Mode	Value	Description
IDLE	0	No transmission is being performed by this module.
WAIT	1	Waiting for idle. Will send a start condition as soon as the bus is idle.
START	2	Start being transmitted
ADDR	3	Address being transmitted or has been received
ADDRACK	4	Address ACK/NACK being transmitted or received
DATA	5	Data being transmitted or received
DATAACK	6	Data ACK/NACK being transmitted or received

**Table 16.7. I<sup>2</sup>C Transmission Status**

Bit	Description
BUSY	Set whenever there is activity on the bus. Whether or not this module is responsible for the activity cannot be determined by this byte.
MASTER	Set when operating as a master. Cleared at all other times.
TRANSMITTER	Set when operating as a transmitter; either a master transmitter or a slave transmitter. Cleared at all other times
BUSHOLD	Set when the bus is held by this I <sup>2</sup> C module because an action is required by software.
NACK	Only valid when bus is held and STATE is ADDRACK or DATAACK. In that case it is set if a NACK was received. In all other cases, the bit is cleared.

#### Note

I2Cn\_STATE reflects the internal state of the I<sup>2</sup>C module, and therefore only held constant as long as the bus is held, i.e. as long as BUSHOLD in I2Cn\_STATUS is set.

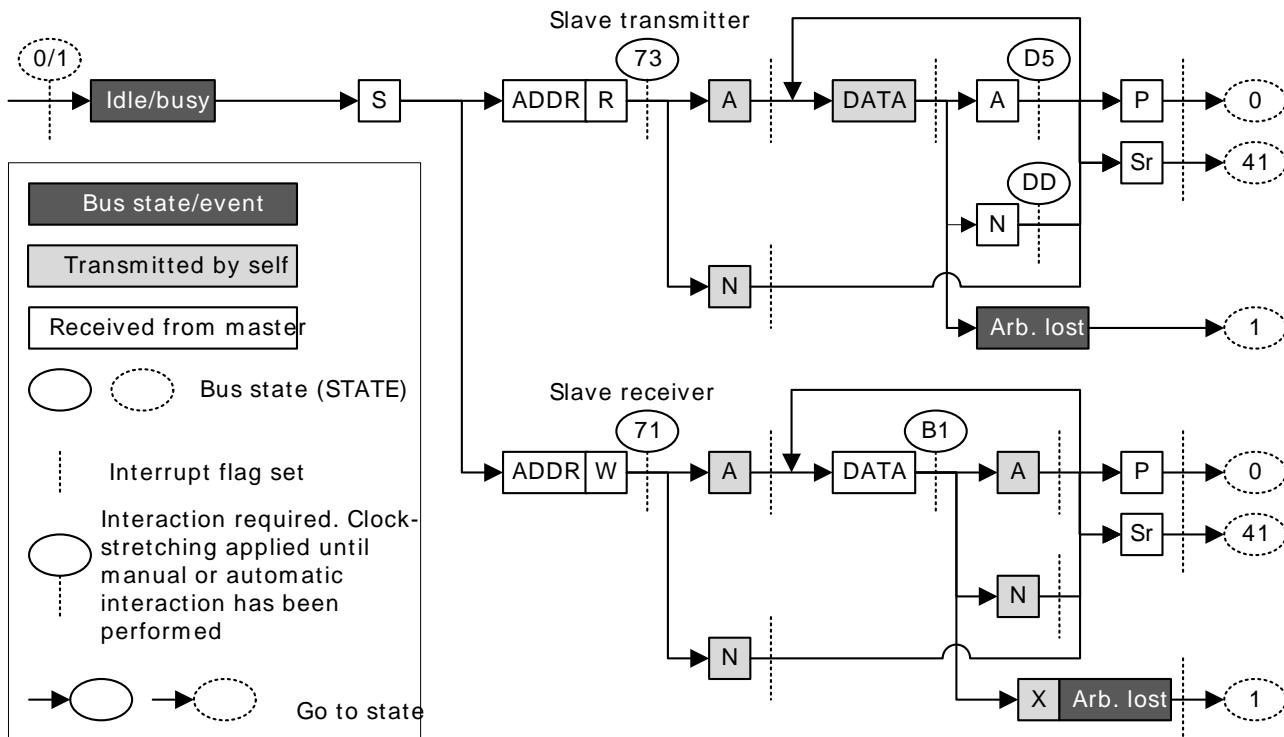
### 16.3.9 Slave Operation

The I<sup>2</sup>C module operates in master mode by default. To enable slave operation, i.e. to allow the device to be addressed as an I<sup>2</sup>C slave, the SLAVE bit in I2Cn\_CTRL must be set. In this case the slave operates in a mixed mode, both capable of starting transmissions as a master, and being addressed as a slave.

### 16.3.9.1 Slave State Machine

The slave state machine is shown in Figure 16.11 (p. 427) . The dotted lines show where I<sup>2</sup>C-specific interrupt flags are set. The full-drawn circles show places where interaction may be required by software to let the transmission proceed.

**Figure 16.11. I<sup>2</sup>C Slave State Machine**



### 16.3.9.2 Address Recognition

The I<sup>2</sup>C module provides automatic address recognition for 7-bit addresses. 10-bit address recognition is not fully automatic, but can be assisted by the 7-bit address comparator as shown in Section 16.3.11 (p. 431) . Address recognition is supported in all energy modes (except EM4).

The slave address, i.e. the address which the I<sup>2</sup>C module should be addressed with, is defined in the I2Cn\_SADDR register. In addition to the address, a mask must be specified, telling the address comparator which bits of an incoming address to compare with the address defined in I2Cn\_SADDR. The mask is defined in I2Cn\_SADDRMASK, and for every zero in the mask, the corresponding bit in the slave address is treated as a don't-care.

An incoming address that fails address recognition is automatically replied to with a NACK. Since only the bits defined by the mask are checked, a mask with a value 0x00 will result in all addresses being accepted. A mask with a value 0x7F will only match the exact address defined in I2Cn\_SADDR, while a mask 0x70 will match all addresses where the three most significant bits in I2Cn\_SADDR and the incoming address are equal.

If GCAMEN in I2Cn\_CTRL is set, the general call address is always accepted regardless of the result of the address recognition. The start-byte, i.e. the general call address with the R/W bit set is ignored unless it is included in the defined slave address.

When an address is accepted by the address comparator, the decision of whether to ACK or NACK the address is passed to software.

### 16.3.9.3 Slave Transmitter

When SLAVE in I2Cn\_CTRL is set, the RSTART interrupt flag in I2Cn\_IF will be set when repeated START conditions are detected. No interaction is required on this event however.

After a START or repeated START condition, the bus master will transmit an address along with an R/W bit. If there is no room in the receive shift register for the address, the bus will be held by the slave until room is available in the shift register. Transmission then continues and the address is loaded into the shift register. If this address does not pass address recognition, it is automatically NACK'ed by the slave, and the slave goes to an idle state. The address byte is in this case discarded, making the shift register ready for a new address. It is not loaded into the receive buffer.

If the address was accepted and the R/W bit was set (R), indicating that the master wishes to read from the slave, the slave now goes into the slave transmitter mode. Software interaction is now required to decide whether the slave wants to acknowledge the request or not. The accepted address byte is loaded into the receive buffer like a regular data byte. If no valid interaction is pending, the bus is held until the slave responds with a command. The slave can reject the request with a single NACK command.

The slave will in that case go to an idle state, and wait for the next start condition. To continue the transmission, the slave must make sure data is loaded into the transmit buffer and send an ACK. The loaded data will then be transmitted to the master, and an ACK or NACK will be received from the master.

Data transmission can also continue after a NACK if a CONT command is issued along with the NACK. This is not standard I<sup>2</sup>C however.

If the master responds with an ACK, it may expect another byte of data, and data should be made available in the transmit buffer. If data is not available, the bus is held until data is available.

If the response is a NACK however, this is an indication of that the master has received enough bytes and wishes to end the transmission. The slave now automatically goes idle, unless CONT in I2Cn\_CMD is set and data is available for transmission. The latter is not standard I<sup>2</sup>C.

The master ends the transmission by sending a STOP or a repeated START. The SSTOP interrupt flag in I2Cn\_IF is set when the master transmits a STOP condition. If the transmission is ended with a repeated START, then the SSTOP interrupt flag is not set.

#### Note

The SSTOP interrupt flag in I2Cn\_IF will be set regardless of whether the slave is participating in the transmission or not, as long as SLAVE in I2Cn\_CTRL is set and a STOP condition is detected

If arbitration is lost at any time during transmission, the ARBLOST interrupt flag in I2Cn\_IF is set, the bus is released and the slave goes idle.

See Table 16.8 (p. 429) for more information.

**Table 16.8. I<sup>2</sup>C Slave Transmitter**

I2Cn_STA	Description	I2Cn_IF	Required interaction	Response
0x41	Repeated START received	RSTART interrupt flag (BUSHOLD interrupt flag)	RXDATA	Receive and compare address
0x73	ADDR + R received	ADDR interrupt flag	ACK + TXDATA	ACK will be sent, then DATA
		RXDATA interrupt flag	NACK	NACK will be sent, slave goes idle
		(BUSHOLD interrupt flag)	NACK + CONT + TXDATA	NACK will be sent, then DATA.
-	Data transmitted	TXBL interrupt flag (TxC interrupt flag)	None	
0xD5	Data transmitted, ACK received	ACK interrupt flag (BUSHOLD interrupt flag)	TXDATA	DATA will be transmitted
0xDD	Data transmitted, NACK received	NACK interrupt flag	None	The slave goes idle
		(BUSHOLD interrupt flag)	CONT + TXDATA	DATA will be transmitted
-	Stop received	SSTOP interrupt flag	None	The slave goes idle
			START	START will be sent when bus becomes idle
-	Arbitration lost	ARBLOST interrupt flag	None	The slave goes idle
			START	START will be sent when the bus becomes idle

#### 16.3.9.4 Slave Receiver

A slave receiver operation is started in the same way as a slave transmitter operation, with the exception that the address transmitted by the master has the R/W bit cleared (W), indicating that the master wishes to write to the slave. The slave then goes into slave receiver mode.

To receive data from the master, the slave should respond to the address with an ACK and make sure space is available in the receive buffer. Transmission will then continue, and the slave will receive a byte from the master.

If a NACK is sent without a CONT, the transmission is ended for the slave, and it goes idle. If the slave issues both the NACK and CONT commands and has space available in the receive buffer, it will be open for continuing reception from the master.

When a byte has been received from the master, the slave must ACK or NACK the byte. The responses here are the same as for the reception of the address byte.

The master ends the transmission by sending a STOP or a repeated START. The SSTOP interrupt flag is set when the master transmits a STOP condition. If the transmission is ended with a repeated START, then the SSTOP interrupt flag in I2Cn\_IF is not set.

##### Note

The SSTOP interrupt flag in I2Cn\_IF will be set regardless of whether the slave is participating in the transmission or not, as long as SLAVE in I2Cn\_CTRL is set and a STOP condition is detected

If arbitration is lost at any time during transmission, the ARBLOST interrupt flag in I2Cn\_IF is set, the bus is released and the slave goes idle.

See Table 16.9 (p. 430) for more information.

**Table 16.9. I<sup>2</sup>C - Slave Receiver**

I2Cn_STA	Description	I2Cn_IF	Required interaction	Response
-	Repeated START received	RSTART interrupt flag (BUSHOLD interrupt flag)	RXDATA	Receive and compare address
0x71	ADDR + W received	ADDR interrupt flag RXDATA interrupt flag (BUSHOLD interrupt flag)	ACK + RXDATA	ACK will be sent and data will be received
			NACK	NACK will be sent, slave goes idle
			NACK + CONT + RXDATA	NACK will be sent and DATA will be received.
0xB1	Data received	RXDATA interrupt flag (BUSHOLD interrupt flag)	ACK + RXDATA	ACK will be sent and data will be received
			NACK	NACK will be sent and slave will go idle
			NACK + CONT + RXDATA	NACK will be sent and data will be received
-	Stop received	SSTOP interrupt flag	None	The slave goes idle
			START	START will be sent when bus becomes idle
-	Arbitration lost	ARBLOST interrupt flag	None	The slave goes idle
			START	START will be sent when the bus becomes idle

## 16.3.10 Transfer Automation

The I<sup>2</sup>C can be set up to complete transfers with a minimal amount of interaction.

### 16.3.10.1 DMA

DMA can be used to automatically load data into the transmit buffer and load data out from the receive buffer. When using DMA, software is thus relieved of moving data to and from memory after each transferred byte.

### 16.3.10.2 Automatic ACK

When AUTOACK in I2Cn\_CTRL is set, an ACK is sent automatically whenever an ACK interaction is possible and no higher priority interactions are pending.

### 16.3.10.3 Automatic STOP

A STOP can be generated automatically on two conditions. These apply only to the master transmitter.

If AUTOSN in I2Cn\_CTRL is set, the I<sup>2</sup>C module ends a transmission by transmitting a STOP condition when operating as a master transmitter and a NACK is received.

If AUTOSE in I2Cn\_CTRL is set, the I<sup>2</sup>C module always ends a transmission when there is no more data in the transmit buffer. If data has been transmitted on the bus, the transmission is ended after the (N)ACK has been received by the slave. If a START is sent when no data is available in the transmit buffer and AUTOSE is set, then the STOP condition is sent immediately following the START. Software must thus make sure data is available in the transmit buffer before the START condition has been fully transmitted if data is to be transferred.

## 16.3.11 Using 10-bit Addresses

When using 10-bit addresses in slave mode, set the I2Cn\_SADDR register to 1111 0XX where XX are the two most significant bits of the 10-bit address, and set I2Cn\_SADDRMASK to 0xFF. Address matches will now be given on all 10-bit addresses where the two most significant bits are correct.

When receiving an address match, the slave must acknowledge the address and receive the first data byte. This byte contains the second part of the 10-bit address. If it matches the address of the slave, the slave should ACK the byte to continue the transmission, and if it does not match, the slave should NACK it.

When the master is operating as a master transmitter, the data bytes will follow after the second address byte. When the master is operating as a master receiver however, a repeated START condition is sent after the second address byte. The address sent after this repeated START is equal to the first of the address bytes transmitted previously, but now with the R/W byte set, and only the slave that found a match on the entire 10-bit address in the previous message should ACK this address. The repeated start should take the master into a master receiver mode, and after the single address byte sent this time around, the slave begins transmission to the master.

## 16.3.12 Error Handling

### 16.3.12.1 ABORT command

Some bus errors may require software intervention to be resolved. The I<sup>2</sup>C module provides an ABORT command, which can be set in I2Cn\_CMD, to help resolve bus errors.

When the bus for some reason is locked up and the I<sup>2</sup>C module is in the middle of a transmission it cannot get out of, or for some other reason the I<sup>2</sup>C wants to abort a transmission, the ABORT command can be used.

Setting the ABORT command will make the I<sup>2</sup>C module discard any data currently being transmitted or received, release the SDA and SCL lines and go to an idle mode. ABORT effectively makes the I<sup>2</sup>C module forget about any ongoing transfers.

### 16.3.12.2 Bus Reset

A bus reset can be performed by setting the START and STOP commands in I2Cn\_CMD while the transmit buffer is empty. A START condition will then be transmitted, immediately followed by a STOP condition. A bus reset can also be performed by transmitting a START command with the transmit buffer empty and AUTOSE set.

### 16.3.12.3 I<sup>2</sup>C-Bus Errors

An I<sup>2</sup>C-bus error occurs when a START or STOP condition is misplaced, which happens when the value on SDA changes while SCL is high during bit-transmission on the I<sup>2</sup>C-bus. If the I<sup>2</sup>C module is part of the current transmission when a bus error occurs, any data currently being transmitted or received is discarded, SDA and SCL are released, the BUSERR interrupt flag in I2Cn\_IF is set to indicate the error, and the module automatically takes a course of action as defined in Table 16.10 (p. 431) .

**Table 16.10. I<sup>2</sup>C Bus Error Response**

	Misplaced START	Misplaced STOP
In a master/slave operation	Treated as START. Receive address.	Go idle. Perform any pending actions.

### 16.3.12.4 Bus Lockup

A lockup occurs when a master or slave on the I<sup>2</sup>C-bus has locked the SDA or SCL at a low value, preventing other devices from putting high values on the bus, and thus making communication on the bus impossible.

Many slave-only devices operating on an I<sup>2</sup>C-bus are not capable of driving SCL low, but in the rare case that SCL is stuck LOW, the advice is to apply a hardware reset signal to the slaves on the bus. If this does not work, cycle the power to the devices in order to make them release SCL.

When SDA is stuck low and SCL is free, a master should send 9 clock pulses on SCL while tristating the SDA. This procedure is performed in the GPIO module after clearing the I2C\_ROUTE register and disabling the I2C module. The device that held the bus low should release it sometime within those 9 clocks. If not, use the same approach as for when SCL is stuck, resetting and possibly cycling power to the slaves.

Lockup of SDA can be detected by keeping count of the number of continuous arbitration losses during address transmission. If arbitration is also lost during the transmission of a general call address, i.e. during the transmission of the STOP condition, which should never happen during normal operation, this is a good indication of SDA lockup.

Detection of SCL lockups can be done using the timeout functionality defined in Section 16.3.12.6 (p. 432)

### 16.3.12.5 Bus Idle Timeout

When SCL has been high for a significant amount of time, this is a good indication of that the bus is idle. On an SMBus system, the bus is only allowed to be in this state for a maximum of 50 µs before the bus is considered idle.

The bus idle timeout BITO in I2Cn\_CTRL can be used to detect situations where the bus goes idle in the middle of a transmission. The timeout can be configured in BITO, and when the bus has been idle for the given amount of time, the BITO interrupt flag in I2Cn\_IF is set. The bus can also be set idle automatically on a bus idle timeout. This is enabled by setting GIBITO in I2Cn\_CTRL.

When the bus idle timer times out, it wraps around and continues counting as long as its condition is true. If the bus is not set idle using GIBITO or the ABORT command in I2Cn\_CMD, this will result in periodic timeouts.

#### Note

This timeout will be generated even if SDA is held low.

The bus idle timeout is active as long as the bus is busy, i.e. BUSY in I2Cn\_STATUS is set. The timeout can be used to get the I<sup>2</sup>C module out of the busy-state it enters when reset, see Section 16.3.7.3 (p. 422) .

### 16.3.12.6 Clock Low Timeout

The clock timeout, which can be configured in CLTO in I2Cn\_CTRL, starts counting whenever SCL goes low, and times out if SCL does not go high within the configured timeout. A clock low timeout results in CLTOIF in I2Cn\_IF being set, allowing software to take action.

When the timer times out, it wraps around and continues counting as long as SCL is low. An SCL lockup will thus result in periodic clock low timeouts as long as SCL is low.

### 16.3.13 DMA Support

The I<sup>2</sup>C module has full DMA support. The DMA controller can write to the transmit buffer using the I2Cn\_TXDATA register, and it can read from the receive buffer using the RXDATA register. A request for the DMA controller to read from the I<sup>2</sup>C receive buffer can come from the following source:

- Data available in the receive buffer

A write request can come from one of the following sources:

- Transmit buffer and shift register empty. No data to send
- Transmit buffer empty

### 16.3.14 Interrupts

The interrupts generated by the I<sup>2</sup>C module are combined into one interrupt vector, I2C\_INT. If I<sup>2</sup>C interrupts are enabled, an interrupt will be made if one or more of the interrupt flags in I2Cn\_IF and their corresponding bits in I2Cn\_IEN are set.

### 16.3.15 Wakeup

The I<sup>2</sup>C receive section can be active all the way down to energy mode EM3, and can wake up the CPU on address interrupt. All address match modes are supported.

## 16.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	I2Cn_CTRL	RW	Control Register
0x004	I2Cn_CMD	W1	Command Register
0x008	I2Cn_STATE	R	State Register
0x00C	I2Cn_STATUS	R	Status Register
0x010	I2Cn_CLKDIV	RW	Clock Division Register
0x014	I2Cn_SADDR	RW	Slave Address Register
0x018	I2Cn_SADDRMASK	RW	Slave Address Mask Register
0x01C	I2Cn_RXDATA	R	Receive Buffer Data Register
0x020	I2Cn_RXDATAP	R	Receive Buffer Data Peek Register
0x024	I2Cn_TXDATA	W	Transmit Buffer Data Register
0x028	I2Cn_IF	R	Interrupt Flag Register
0x02C	I2Cn_IFS	W1	Interrupt Flag Set Register
0x030	I2Cn_IFC	W1	Interrupt Flag Clear Register
0x034	I2Cn_IEN	RW	Interrupt Enable Register
0x038	I2Cn_ROUTE	RW	I/O Routing Register

## 16.5 Register Description

### 16.5.1 I2Cn\_CTRL - Control Register

Offset	Bit Position																							
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset																								
Access																								
Name																								

Bit	Name	Reset	Access	Description
31:19	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
18:16	CLTO	0x0	RW	<b>Clock Low Timeout</b>

Use to generate a timeout when CLK has been low for the given amount of time. Wraps around and continues counting when the timeout is reached.

Value	Mode	Description
0	OFF	Timeout disabled
1	40PCC	Timeout after 40 prescaled clock cycles. In standard mode at 100 kHz, this results in a 50us timeout.
2	80PCC	Timeout after 80 prescaled clock cycles. In standard mode at 100 kHz, this results in a 100us timeout.
3	160PCC	Timeout after 160 prescaled clock cycles. In standard mode at 100 kHz, this results in a 200us timeout.
4	320PPC	Timeout after 320 prescaled clock cycles. In standard mode at 100 kHz, this results in a 400us timeout.
5	1024PPC	Timeout after 1024 prescaled clock cycles. In standard mode at 100 kHz, this results in a 1280us timeout.

15 GIBITO 0 RW Go Idle on Bus Idle Timeout

Bit	Name	Reset	Access	Description															
When set, the bus automatically goes idle on a bus idle timeout, allowing new transfers to be initiated.																			
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>A bus idle timeout has no effect on the bus state.</td> </tr> <tr> <td>1</td> <td>A bus idle timeout tells the I<sup>2</sup>C module that the bus is idle, allowing new transfers to be initiated.</td> </tr> </table>		Value	Description	0	A bus idle timeout has no effect on the bus state.	1	A bus idle timeout tells the I <sup>2</sup> C module that the bus is idle, allowing new transfers to be initiated.												
Value	Description																		
0	A bus idle timeout has no effect on the bus state.																		
1	A bus idle timeout tells the I <sup>2</sup> C module that the bus is idle, allowing new transfers to be initiated.																		
14	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
13:12	BITO	0x0	RW	<b>Bus Idle Timeout</b>															
Use to generate a timeout when SCL has been high for a given amount time between a START and STOP condition. When in a bus transaction, i.e. the BUSY flag is set, a timer is started whenever SCL goes high. When the timer reaches the value defined by BITO, it sets the BITO interrupt flag. The BITO interrupt flag will then be set periodically as long as SCL remains high. The bus idle timeout is active as long as BUSY is set. It is thus stopped automatically on a timeout if GIBITO is set. It is also stopped a STOP condition is detected and when the ABORT command is issued. The timeout is activated whenever the bus goes BUSY, i.e. a START condition is detected.																			
<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>OFF</td> <td>Timeout disabled</td> </tr> <tr> <td>1</td> <td>40PCC</td> <td>Timeout after 40 prescaled clock cycles. In standard mode at 100 kHz, this results in a 50us timeout.</td> </tr> <tr> <td>2</td> <td>80PCC</td> <td>Timeout after 80 prescaled clock cycles. In standard mode at 100 kHz, this results in a 100us timeout.</td> </tr> <tr> <td>3</td> <td>160PCC</td> <td>Timeout after 160 prescaled clock cycles. In standard mode at 100 kHz, this results in a 200us timeout.</td> </tr> </table>		Value	Mode	Description	0	OFF	Timeout disabled	1	40PCC	Timeout after 40 prescaled clock cycles. In standard mode at 100 kHz, this results in a 50us timeout.	2	80PCC	Timeout after 80 prescaled clock cycles. In standard mode at 100 kHz, this results in a 100us timeout.	3	160PCC	Timeout after 160 prescaled clock cycles. In standard mode at 100 kHz, this results in a 200us timeout.			
Value	Mode	Description																	
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2	80PCC	Timeout after 80 prescaled clock cycles. In standard mode at 100 kHz, this results in a 100us timeout.																	
3	160PCC	Timeout after 160 prescaled clock cycles. In standard mode at 100 kHz, this results in a 200us timeout.																	
11:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
9:8	CLHR	0x0	RW	<b>Clock Low High Ratio</b>															
Determines the ratio between the low and high parts of the clock signal generated on SCL as master.																			
<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>STANDARD</td> <td>The ratio is 4:4. Both low and high periods lasts 4 prescaled clock cycles</td> </tr> <tr> <td>1</td> <td>ASYMMETRIC</td> <td>The ratio is 6:3. Low period lasts 6 and high period lasts 4 prescaled clock cycles</td> </tr> <tr> <td>2</td> <td>FAST</td> <td>The ratio is 14:9. Low period lasts 14 and high period lasts 9 prescaled clock cycles</td> </tr> </table>		Value	Mode	Description	0	STANDARD	The ratio is 4:4. Both low and high periods lasts 4 prescaled clock cycles	1	ASYMMETRIC	The ratio is 6:3. Low period lasts 6 and high period lasts 4 prescaled clock cycles	2	FAST	The ratio is 14:9. Low period lasts 14 and high period lasts 9 prescaled clock cycles						
Value	Mode	Description																	
0	STANDARD	The ratio is 4:4. Both low and high periods lasts 4 prescaled clock cycles																	
1	ASYMMETRIC	The ratio is 6:3. Low period lasts 6 and high period lasts 4 prescaled clock cycles																	
2	FAST	The ratio is 14:9. Low period lasts 14 and high period lasts 9 prescaled clock cycles																	
7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
6	GCAMEN	0	RW	<b>General Call Address Match Enable</b>															
Set to enable address match on general call in addition to the programmed slave address.																			
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>General call address will be NACK'ed if it is not included by the slave address and address mask.</td> </tr> <tr> <td>1</td> <td>When a general call address is received, a software response is required.</td> </tr> </table>		Value	Description	0	General call address will be NACK'ed if it is not included by the slave address and address mask.	1	When a general call address is received, a software response is required.												
Value	Description																		
0	General call address will be NACK'ed if it is not included by the slave address and address mask.																		
1	When a general call address is received, a software response is required.																		
5	ARBDIS	0	RW	<b>Arbitration Disable</b>															
A master or slave will not release the bus upon losing arbitration.																			
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>When a device loses arbitration, the ARB interrupt flag is set and the bus is released.</td> </tr> <tr> <td>1</td> <td>When a device loses arbitration, the ARB interrupt flag is set, but communication proceeds.</td> </tr> </table>		Value	Description	0	When a device loses arbitration, the ARB interrupt flag is set and the bus is released.	1	When a device loses arbitration, the ARB interrupt flag is set, but communication proceeds.												
Value	Description																		
0	When a device loses arbitration, the ARB interrupt flag is set and the bus is released.																		
1	When a device loses arbitration, the ARB interrupt flag is set, but communication proceeds.																		
4	AUTOSN	0	RW	<b>Automatic STOP on NACK</b>															
Write to 1 to make a master transmitter send a STOP when a NACK is received from a slave.																			
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>Stop is not automatically sent if a NACK is received from a slave.</td> </tr> <tr> <td>1</td> <td>The master automatically sends a STOP if a NACK is received from a slave.</td> </tr> </table>		Value	Description	0	Stop is not automatically sent if a NACK is received from a slave.	1	The master automatically sends a STOP if a NACK is received from a slave.												
Value	Description																		
0	Stop is not automatically sent if a NACK is received from a slave.																		
1	The master automatically sends a STOP if a NACK is received from a slave.																		
3	AUTOSE	0	RW	<b>Automatic STOP when Empty</b>															
Write to 1 to make a master transmitter send a STOP when no more data is available for transmission.																			
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>A stop must be sent manually when no more data is to be transmitted.</td> </tr> <tr> <td>1</td> <td>The master automatically sends a STOP when no more data is available for transmission.</td> </tr> </table>		Value	Description	0	A stop must be sent manually when no more data is to be transmitted.	1	The master automatically sends a STOP when no more data is available for transmission.												
Value	Description																		
0	A stop must be sent manually when no more data is to be transmitted.																		
1	The master automatically sends a STOP when no more data is available for transmission.																		
2	AUTOACK	0	RW	<b>Automatic Acknowledge</b>															
Set to enable automatic acknowledges.																			

Bit	Name	Reset	Access	Description	
	Value Description				
	0	Software must give one ACK command for each ACK transmitted on the I <sup>2</sup> C bus.			
	1	Addresses that are not automatically NACK'ed, and all data is automatically acknowledged.			
1	SLAVE	0	RW	<b>Addressable as Slave</b>	
	Set this bit to allow the device to be selected as an I <sup>2</sup> C slave.				
	Value Description				
	0	All addresses will be responded to with a NACK			
	1	Addresses matching the programmed slave address or the general call address (if enabled) require a response from software. Other addresses are automatically responded to with a NACK.			
0	EN	0	RW	<b>I<sup>2</sup>C Enable</b>	
	Use this bit to enable or disable the I <sup>2</sup> C module.				
	Value Description				
	0	The I <sup>2</sup> C module is disabled. And its internal state is cleared			
	1	The I <sup>2</sup> C module is enabled.			

## 16.5.2 I2Cn\_CMD - Command Register

Offset	Bit Position																														
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8							
Access																															
Name																															
CLEARPC	W1	0	7	CLEARTX	W1	0	6	ABORT	W1	0	5	CONT	W1	0	4	NACK	W1	0	3	ACK	W1	0	2	STOP	W1	0	1	START	W1	0	0

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	CLEARPC	0	W1	<b>Clear Pending Commands</b> Set to clear pending commands.
6	CLEARTX	0	W1	<b>Clear TX</b> Set to clear transmit buffer and shift register. Will not abort ongoing transfer.
5	ABORT	0	W1	<b>Abort transmission</b> Abort the current transmission making the bus go idle. When used in combination with STOP, a STOP condition is sent as soon as possible before aborting the transmission. The stop condition is subject to clock synchronization.
4	CONT	0	W1	<b>Continue transmission</b> Set to continue transmission after a NACK has been received.
3	NACK	0	W1	<b>Send NACK</b> Set to transmit a NACK the next time an acknowledge is required.
2	ACK	0	W1	<b>Send ACK</b> Set to transmit an ACK the next time an acknowledge is required.
1	STOP	0	W1	<b>Send stop condition</b> Set to send stop condition as soon as possible.
0	START	0	W1	<b>Send start condition</b> Set to send start condition as soon as possible. If a transmission is ongoing and not owned, the start condition will be sent as soon as the bus is idle. If the current transmission is owned by this module, a repeated start condition will be sent. Use in combination with a STOP command to automatically send a STOP, then a START when the bus becomes idle.

### 16.5.3 I2Cn\_STATE - State Register

Offset	Bit Position																										
	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
Reset																									R	0x0	4
Access																									R	0	3
Name																									R	0	1
Bit	Name	Reset	Access	Description																							
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																									
7:5	STATE	0x0	R	Transmission State																							
	The state of any current transmission. Cleared if the I <sup>2</sup> C module is idle.																										
	Value	Mode	Description																								
	0	IDLE	No transmission is being performed.																								
	1	WAIT	Waiting for idle. Will send a start condition as soon as the bus is idle.																								
	2	START	Start transmitted or received																								
	3	ADDR	Address transmitted or received																								
	4	ADDRACK	Address ack/nack transmitted or received																								
	5	DATA	Data transmitted or received																								
	6	DATAACK	Data ack/nack transmitted or received																								
4	BUSHOLD	0	R	Bus Held																							
	Set if the bus is currently being held by this I <sup>2</sup> C module.																										
3	NACKED	0	R	Nack Received																							
	Set if a NACK was received and STATE is ADDRACK or DATAACK.																										
2	TRANSMITTER	0	R	Transmitter																							
	Set when operating as a master transmitter or a slave transmitter. When cleared, the system may be operating as a master receiver, a slave receiver or the current mode is not known.																										
1	MASTER	0	R	Master																							
	Set when operating as an I <sup>2</sup> C master. When cleared, the system may be operating as an I <sup>2</sup> C slave.																										
0	BUSY	1	R	Bus Busy																							
	Set when the bus is busy. Whether the I <sup>2</sup> C module is in control of the bus or not has no effect on the value of this bit. When the MCU comes out of reset, the state of the bus is not known, and thus BUSY is set. Use the ABORT command or a bus idle timeout to force the I <sup>2</sup> C module out of the BUSY state.																										

### 16.5.4 I2Cn\_STATUS - Status Register

Offset	Bit Position																										
	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
Reset																											
Access																											
Name																											
Bit	Name	Reset	Access	Description																							
31:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																									
	RXDATAV	0	R	8																							
	TXBL	1	R	7																							
	TXC	0	R	6																							
	PABORT	0	R	5																							
	PCONT	0	R	4																							
	PNACK	0	R	3																							
	PACK	0	R	2																							
	PSTOP	0	R	1																							
	PSTART	0	R	0																							

Bit	Name	Reset	Access	Description
8	RXDATAV	0	R	<b>RX Data Valid</b> Set when data is available in the receive buffer. Cleared when the receive buffer is empty.
7	TXBL	1	R	<b>TX Buffer Level</b> Indicates the level of the transmit buffer. Set when the transmit buffer is empty, and cleared when it is full.
6	TXC	0	R	<b>TX Complete</b> Set when a transmission has completed and no more data is available in the transmit buffer. Cleared when a new transmission starts.
5	PABORT	0	R	<b>Pending abort</b> An abort is pending and will be transmitted as soon as possible.
4	PCONT	0	R	<b>Pending continue</b> A continue is pending and will be transmitted as soon as possible.
3	PNACK	0	R	<b>Pending NACK</b> A not-acknowledge is pending and will be transmitted as soon as possible.
2	PACK	0	R	<b>Pending ACK</b> An acknowledge is pending and will be transmitted as soon as possible.
1	PSTOP	0	R	<b>Pending STOP</b> A stop condition is pending and will be transmitted as soon as possible.
0	PSTART	0	R	<b>Pending START</b> A start condition is pending and will be transmitted as soon as possible.

### 16.5.5 I2Cn\_CLKDIV - Clock Division Register

Offset	Bit Position																																	
0x010	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																																0x000		
Access																																	RW	
Name																																		DIV

Bit	Name	Reset	Access	Description
31:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8:0	DIV	0x000	RW	<b>Clock Divider</b> Specifies the clock divider for the I <sup>2</sup> C. Note that DIV must be 1 or higher when slave is enabled.

### 16.5.6 I2Cn\_SADDR - Slave Address Register

Offset	Bit Position																																
0x014	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																																0x00	
Access																																RW	
Name																																	ADDR

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:1	ADDR	0x00	RW	<b>Slave address</b> Specifies the slave address of the device.
0	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

### 16.5.7 I2Cn\_SADDRMASK - Slave Address Mask Register

Offset	Bit Position																																		
0x018	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			
<b>Reset</b>																																			
<b>Access</b>																																			
<b>Name</b>																																			

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:1	MASK	0x00	RW	<b>Slave Address Mask</b> Specifies the significant bits of the slave address. Setting the mask to 0x00 will match all addresses, while setting it to 0x7F will only match the exact address specified by ADDR.
0	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

### 16.5.8 I2Cn\_RXDATA - Receive Buffer Data Register

Offset	Bit Position																																		
0x01C	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			
<b>Reset</b>																																			
<b>Access</b>																																			
<b>Name</b>																																			

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	RXDATA	0x00	R	<b>RX Data</b> Use this register to read from the receive buffer. Buffer is emptied on read access.

## 16.5.9 I2Cn\_RXDATAP - Receive Buffer Data Peek Register

Offset	Bit Position																	
0x020	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Reset																		0x00
Access																		R
Name																		RXDATAP

Bit	Name	Reset	Access	Description
31:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7:0	RXDATAP	0x00	R	<b>RX Data Peek</b>  Use this register to read from the receive buffer. Buffer is not emptied on read access.

## 16.5.10 I2Cn\_TXDATA - Transmit Buffer Data Register

Offset	Bit Position																	
0x024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Reset																		0x00
Access																		W
Name																		TXDATA

Bit	Name	Reset	Access	Description
31:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7:0	TXDATA	0x00	W	<b>TX Data</b>  Use this register to write a byte to the transmit buffer.

## 16.5.11 I2Cn\_IF - Interrupt Flag Register

Offset	Bit Position																	
0x028	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17			
Reset																		0x00
Access																		W
Name																		TXDATA

Bit	Name	Reset	Access	Description
31:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
16	SSTOP	0	R	<b>Slave STOP condition Interrupt Flag</b>  Set when a STOP condition has been received. Will be set regardless of the EFM32 being involved in the transaction or not.
15	CLTO	0	R	<b>Clock Low Timeout Interrupt Flag</b>

Bit	Name	Reset	Access	Description
Set on each clock low timeout. The timeout value can be set in CLTO bitfield in the I2Cn_CTRL register.				
14	BITO	0	R	<b>Bus Idle Timeout Interrupt Flag</b>
Set on each bus idle timeout. The timeout value can be set in the BITO bitfield in the I2Cn_CTRL register.				
13	RXUF	0	R	<b>Receive Buffer Underflow Interrupt Flag</b>
Set when data is read from the receive buffer through the I2Cn_RXDATA register while the receive buffer is empty.				
12	TXOF	0	R	<b>Transmit Buffer Overflow Interrupt Flag</b>
Set when data is written to the transmit buffer while the transmit buffer is full.				
11	BUSHOLD	0	R	<b>Bus Held Interrupt Flag</b>
Set when the bus becomes held by the I <sup>2</sup> C module.				
10	BUSERR	0	R	<b>Bus Error Interrupt Flag</b>
Set when a bus error is detected. The bus error is resolved automatically, but the current transfer is aborted.				
9	ARBLOST	0	R	<b>Arbitration Lost Interrupt Flag</b>
Set when arbitration is lost.				
8	MSTOP	0	R	<b>Master STOP Condition Interrupt Flag</b>
Set when a STOP condition has been successfully transmitted. If arbitration is lost during the transmission of the STOP condition, then the MSTOP interrupt flag is not set.				
7	NACK	0	R	<b>Not Acknowledge Received Interrupt Flag</b>
Set when a NACK has been received.				
6	ACK	0	R	<b>Acknowledge Received Interrupt Flag</b>
Set when an ACK has been received.				
5	RXDATAV	0	R	<b>Receive Data Valid Interrupt Flag</b>
Set when data is available in the receive buffer. Cleared automatically when the receive buffer is read.				
4	TXBL	1	R	<b>Transmit Buffer Level Interrupt Flag</b>
Set when the transmit buffer becomes empty. Cleared automatically when new data is written to the transmit buffer.				
3	TXC	0	R	<b>Transfer Completed Interrupt Flag</b>
Set when the transmit shift register becomes empty and there is no more data in the transmit buffer.				
2	ADDR	0	R	<b>Address Interrupt Flag</b>
Set when incoming address is accepted, i.e. own address or general call address is received.				
1	RSTART	0	R	<b>Repeated START condition Interrupt Flag</b>
Set when a repeated start condition is detected.				
0	START	0	R	<b>START condition Interrupt Flag</b>
Set when a start condition is successfully transmitted.				

## 16.5.12 I2Cn\_IFS - Interrupt Flag Set Register

Offset	Bit Position																
0x02C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset	W1	0	W1	0	W1	0	W1	0	W1	0	W1	0	W1	0	W1	0	W1
Access	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK	TXC	ADDR	RSTART	START	W1	W1

Bit	Name	Reset	Access	Description
31:17	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

Bit	Name	Reset	Access	Description
16	SSTOP	0	W1	<b>Set SSTOP Interrupt Flag</b> Write to 1 to set the SSTOP interrupt flag.
15	CLTO	0	W1	<b>Set Clock Low Interrupt Flag</b> Write to 1 to set the CLTO interrupt flag.
14	BITO	0	W1	<b>Set Bus Idle Timeout Interrupt Flag</b> Write to 1 to set the BITO interrupt flag.
13	RXUF	0	W1	<b>Set Receive Buffer Underflow Interrupt Flag</b> Write to 1 to set the RXUF interrupt flag.
12	TXOF	0	W1	<b>Set Transmit Buffer Overflow Interrupt Flag</b> Write to 1 to set the TXOF interrupt flag.
11	BUSHOLD	0	W1	<b>Set Bus Held Interrupt Flag</b> Write to 1 to set the BUSHOLD interrupt flag.
10	BUSERR	0	W1	<b>Set Bus Error Interrupt Flag</b> Write to 1 to set the BUSERR interrupt flag.
9	ARBLOST	0	W1	<b>Set Arbitration Lost Interrupt Flag</b> Write to 1 to set the ARBLOST interrupt flag.
8	MSTOP	0	W1	<b>Set MSTOP Interrupt Flag</b> Write to 1 to set the MSTOP interrupt flag.
7	NACK	0	W1	<b>Set Not Acknowledge Received Interrupt Flag</b> Write to 1 to set the NACK interrupt flag.
6	ACK	0	W1	<b>Set Acknowledge Received Interrupt Flag</b> Write to 1 to set the ACK interrupt flag.
5:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3	TXC	0	W1	<b>Set Transfer Completed Interrupt Flag</b> Write to 1 to set the TXC interrupt flag.
2	ADDR	0	W1	<b>Set Address Interrupt Flag</b> Write to 1 to set the ADDR interrupt flag.
1	RSTART	0	W1	<b>Set Repeated START Interrupt Flag</b> Write to 1 to set the RSTART interrupt flag.
0	START	0	W1	<b>Set START Interrupt Flag</b> Write to 1 to set the START interrupt flag.

### 16.5.13 I2Cn\_IFC - Interrupt Flag Clear Register

Offset	Bit Position															
0x030	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Access	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK	TXC	ADDR	RSTART	START	W1

Bit	Name	Reset	Access	Description
31:17	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
16	SSTOP	0	W1	<b>Clear SSTOP Interrupt Flag</b>

Bit	Name	Reset	Access	Description
Write to 1 to clear the SSTOP interrupt flag.				
15	CLTO	0	W1	<b>Clear Clock Low Interrupt Flag</b>
Write to 1 to clear the CLTO interrupt flag.				
14	BITO	0	W1	<b>Clear Bus Idle Timeout Interrupt Flag</b>
Write to 1 to clear the BITO interrupt flag.				
13	RXUF	0	W1	<b>Clear Receive Buffer Underflow Interrupt Flag</b>
Write to 1 to clear the RXUF interrupt flag.				
12	TXOF	0	W1	<b>Clear Transmit Buffer Overflow Interrupt Flag</b>
Write to 1 to clear the TXOF interrupt flag.				
11	BUSHOLD	0	W1	<b>Clear Bus Held Interrupt Flag</b>
Write to 1 to clear the BUSHOLD interrupt flag.				
10	BUSERR	0	W1	<b>Clear Bus Error Interrupt Flag</b>
Write to 1 to clear the BUSERR interrupt flag.				
9	ARBLOST	0	W1	<b>Clear Arbitration Lost Interrupt Flag</b>
Write to 1 to clear the ARBLOST interrupt flag.				
8	MSTOP	0	W1	<b>Clear MSTOP Interrupt Flag</b>
Write to 1 to clear the MSTOP interrupt flag.				
7	NACK	0	W1	<b>Clear Not Acknowledge Received Interrupt Flag</b>
Write to 1 to clear the NACK interrupt flag.				
6	ACK	0	W1	<b>Clear Acknowledge Received Interrupt Flag</b>
Write to 1 to clear the ACK interrupt flag.				
5:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3	TXC	0	W1	<b>Clear Transfer Completed Interrupt Flag</b>
Write to 1 to clear the TXC interrupt flag.				
2	ADDR	0	W1	<b>Clear Address Interrupt Flag</b>
Write to 1 to clear the ADDR interrupt flag.				
1	RSTART	0	W1	<b>Clear Repeated START Interrupt Flag</b>
Write to 1 to clear the RSTART interrupt flag.				
0	START	0	W1	<b>Clear START Interrupt Flag</b>
Write to 1 to clear the START interrupt flag.				

## 16.5.14 I2Cn\_IEN - Interrupt Enable Register

Offset	Bit Position															
0x034	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	SSTOP
Reset																CLTO
Access																BITO
Name																RXUF
																TXOF
																BUSHOLD
																BUSERR
																ARBLOST
																MSTOP
																NACK
																ACK
																RXDATAV
																TXBL
																ADDR
																RSTART
																START

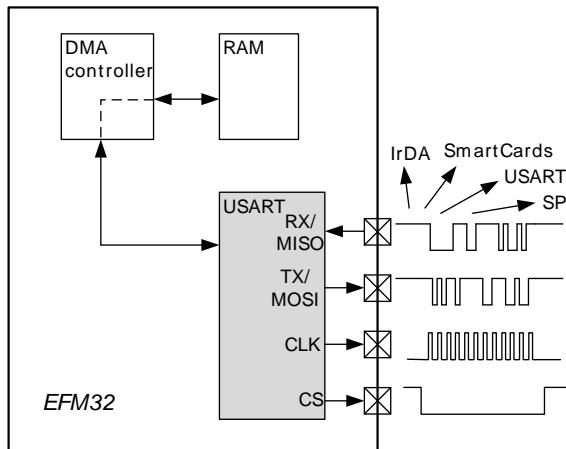
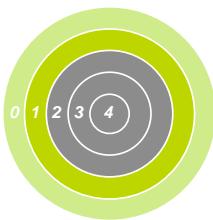
Bit	Name	Reset	Access	Description
31:17 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
16	SSTOP	0	RW	<b>SSTOP Interrupt Enable</b>
Enable interrupt on SSTOP.				

Bit	Name	Reset	Access	Description
15	CLTO	0	RW	<b>Clock Low Interrupt Enable</b> Enable interrupt on clock low timeout.
14	BITO	0	RW	<b>Bus Idle Timeout Interrupt Enable</b> Enable interrupt on bus idle timeout.
13	RXUF	0	RW	<b>Receive Buffer Underflow Interrupt Enable</b> Enable interrupt on receive buffer underflow.
12	TXOF	0	RW	<b>Transmit Buffer Overflow Interrupt Enable</b> Enable interrupt on transmit buffer overflow.
11	BUSHOLD	0	RW	<b>Bus Held Interrupt Enable</b> Enable interrupt on bus-held.
10	BUSERR	0	RW	<b>Bus Error Interrupt Enable</b> Enable interrupt on bus error.
9	ARBLOST	0	RW	<b>Arbitration Lost Interrupt Enable</b> Enable interrupt on loss of arbitration.
8	MSTOP	0	RW	<b>MSTOP Interrupt Enable</b> Enable interrupt on MSTOP.
7	NACK	0	RW	<b>Not Acknowledge Received Interrupt Enable</b> Enable interrupt when not-acknowledge is received.
6	ACK	0	RW	<b>Acknowledge Received Interrupt Enable</b> Enable interrupt on acknowledge received.
5	RXDATAV	0	RW	<b>Receive Data Valid Interrupt Enable</b> Enable interrupt on receive buffer full.
4	TXBL	0	RW	<b>Transmit Buffer level Interrupt Enable</b> Enable interrupt on transmit buffer level.
3	TXC	0	RW	<b>Transfer Completed Interrupt Enable</b> Enable interrupt on transfer completed.
2	ADDR	0	RW	<b>Address Interrupt Enable</b> Enable interrupt on recognized address.
1	RSTART	0	RW	<b>Repeated START condition Interrupt Enable</b> Enable interrupt on transmitted or received repeated START condition.
0	START	0	RW	<b>START Condition Interrupt Enable</b> Enable interrupt on transmitted or received START condition.

## 16.5.15 I2Cn\_ROUTE - I/O Routing Register

Bit	Name	Reset	Access	Description																								
10:8	LOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the I <sup>2</sup> C I/O pins.																								
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr><td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr><td>2</td><td>LOC2</td><td>Location 2</td></tr> <tr><td>3</td><td>LOC3</td><td>Location 3</td></tr> <tr><td>4</td><td>LOC4</td><td>Location 4</td></tr> <tr><td>5</td><td>LOC5</td><td>Location 5</td></tr> <tr><td>6</td><td>LOC6</td><td>Location 6</td></tr> </tbody> </table>					Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2	3	LOC3	Location 3	4	LOC4	Location 4	5	LOC5	Location 5	6	LOC6	Location 6
Value	Mode	Description																										
0	LOC0	Location 0																										
1	LOC1	Location 1																										
2	LOC2	Location 2																										
3	LOC3	Location 3																										
4	LOC4	Location 4																										
5	LOC5	Location 5																										
6	LOC6	Location 6																										
7:2	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																										
1	SCLPEN	0	RW	<b>SCL Pin Enable</b> When set, the SCL pin of the I <sup>2</sup> C is enabled.																								
0	SDAPEN	0	RW	<b>SDA Pin Enable</b> When set, the SDA pin of the I <sup>2</sup> C is enabled.																								

# 17 USART - Universal Synchronous Asynchronous Receiver/Transmitter



## Quick Facts

### What?

The USART handles high-speed UART, SPI-bus, SmartCards, and IrDA communication.

### Why?

Serial communication is frequently used in embedded systems and the USART allows efficient communication with a wide range of external devices.

### How?

The USART has a wide selection of operating modes, frame formats and baud rates. The multi-processor mode allows the USART to remain idle when not addressed. Triple buffering and DMA support makes high data-rates possible with minimal CPU intervention and it is possible to transmit and receive large frames while the MCU remains in EM1.

## 17.1 Introduction

The Universal Synchronous Asynchronous serial Receiver and Transmitter (USART) is a very flexible serial I/O module. It supports full duplex asynchronous UART communication as well as RS-485, SPI, MicroWire and 3-wire. It can also interface with ISO7816 SmartCards, and IrDA devices.

## 17.2 Features

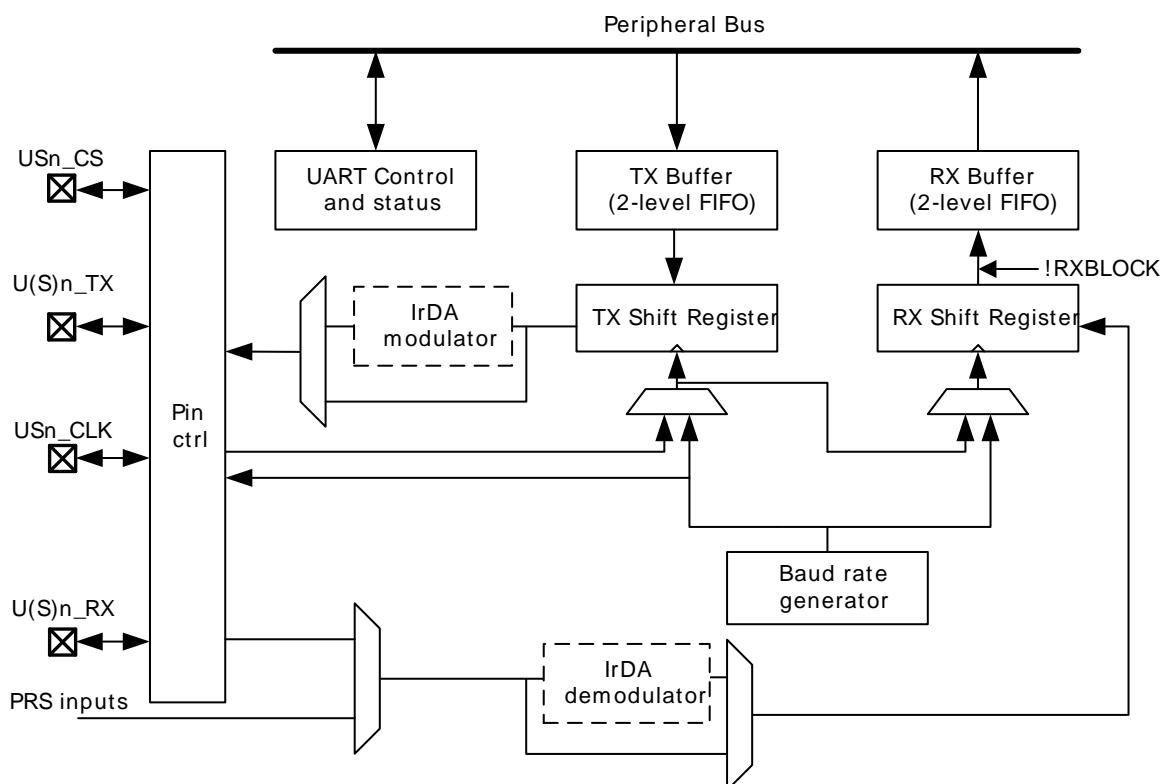
- Asynchronous and synchronous (SPI) communication
- Full duplex and half duplex
- Separate TX/RX enable
- Separate receive / transmit 2-level buffers, with additional separate shift registers
- Programmable baud rate, generated as an fractional division from the peripheral clock ( $HPPERCLK_{USARTn}$ )
- Max bit-rate
  - SPI master mode, peripheral clock rate/2
  - SPI slave mode, peripheral clock rate/8
  - UART mode, peripheral clock rate/16, 8, 6, or 4
- Asynchronous mode supports
  - Majority vote baud-reception
  - False start-bit detection
  - Break generation/detection
  - Multi-processor mode
- Synchronous mode supports
  - All 4 SPI clock polarity/phase configurations
  - Master and slave mode
- Data can be transmitted LSB first or MSB first

- Configurable number of data bits, 4-16 (plus the parity bit, if enabled)
  - HW parity bit generation and check
- Configurable number of stop bits in asynchronous mode: 0.5, 1, 1.5, 2
- HW collision detection
- Multi-processor mode
- IrDA modulator on USART0
- SmartCard (ISO7816) mode
- I2S mode
- Separate interrupt vectors for receive and transmit interrupts
- Loopback mode
  - Half duplex communication
  - Communication debugging
- PRS RX input

## 17.3 Functional Description

An overview of the USART module is shown in Figure 17.1 (p. 447) .

**Figure 17.1. USART Overview**



### 17.3.1 Modes of Operation

The USART operates in either asynchronous or synchronous mode.

In synchronous mode, a separate clock signal is transmitted with the data. This clock signal is generated by the bus master, and both the master and slave sample and transmit data according to this clock. Both master and slave modes are supported by the USART. The synchronous communication mode is compatible with the Serial Peripheral Interface Bus (SPI) standard.

In asynchronous mode, no separate clock signal is transmitted with the data on the bus. The USART receiver thus has to determine where to sample the data on the bus from the actual data. To make this

possible, additional synchronization bits are added to the data when operating in asynchronous mode, resulting in a slight overhead.

Asynchronous or synchronous mode can be selected by configuring SYNC in USARTn\_CTRL. The options are listed with supported protocols in Table 17.1 (p. 448) . Full duplex and half duplex communication is supported in both asynchronous and synchronous mode.

**Table 17.1. USART Asynchronous vs. Synchronous Mode**

SYNC	Communication Mode	Supported Protocols
0	Asynchronous	RS-232, RS-485 (w/external driver), IrDA, ISO 7816
1	Synchronous	SPI, MicroWire, 3-wire

Table 17.2 (p. 448) explains the functionality of the different USART pins when the USART operates in different modes. Pin functionality enclosed in square brackets is optional, and depends on additional configuration parameters. LOOPBK and MASTER are discussed in Section 17.3.2.5 (p. 456) and Section 17.3.3.3 (p. 463) respectively.

**Table 17.2. USART Pin Usage**

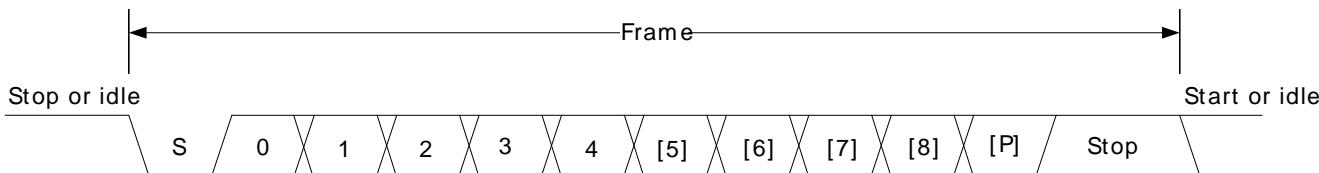
SYNC	LOOPBK	MASTER	Pin functionality			
			U(S)n_TX (MOSI)	U(S)n_RX (MISO)	USn_CLK	USn_CS
0	0	x	Data out	Data in	-	[Driver enable]
1	1	x	Data out/in	-	-	[Driver enable]
1	0	0	Data in	Data out	Clock in	Slave select
1	0	1	Data out	Data in	Clock out	[Auto slave select]
1	1	0	Data out/in	-	Clock in	Slave select
1	1	1	Data out/in	-	Clock out	[Auto slave select]

## 17.3.2 Asynchronous Operation

### 17.3.2.1 Frame Format

The frame format used in asynchronous mode consists of a set of data bits in addition to bits for synchronization and optionally a parity bit for error checking. A frame starts with one start-bit (S), where the line is driven low for one bit-period. This signals the start of a frame, and is used for synchronization. Following the start bit are 4 to 16 data bits and an optional parity bit. Finally, a number of stop-bits, where the line is driven high, end the frame. An example frame is shown in Figure 17.2 (p. 448) .

**Figure 17.2. USART Asynchronous Frame Format**



The number of data bits in a frame is set by DATABITS in USARTn\_FRAME, see Table 17.3 (p. 449) , and the number of stop-bits is set by STOPBITS in USARTn\_FRAME, see Table 17.4 (p. 449) . Whether or not a parity bit should be included, and whether it should be even or odd is defined by PARITY, also in USARTn\_FRAME. For communication to be possible, all parties of an asynchronous transfer must agree on the frame format being used.

**Table 17.3. USART Data Bits**

DATA BITS [3:0]	Number of Data bits
0001	4
0010	5
0011	6
0100	7
0101	8 (Default)
0110	9
0111	10
1000	11
1001	12
1010	13
1011	14
1100	15
1101	16

**Table 17.4. USART Stop Bits**

STOP BITS [1:0]	Number of Stop bits
00	0.5
01	1 (Default)
10	1.5
11	2

The order in which the data bits are transmitted and received is defined by MSBF in USARTn\_CTRL. When MSBF is cleared, data in a frame is sent and received with the least significant bit first. When it is set, the most significant bit comes first.

The frame format used by the transmitter can be inverted by setting TXINV in USARTn\_CTRL, and the format expected by the receiver can be inverted by setting RXINV in USARTn\_CTRL. These bits affect the entire frame, not only the data bits. An inverted frame has a low idle state, a high start-bit, inverted data and parity bits, and low stop-bits.

### 17.3.2.1.1 Parity bit Calculation and Handling

When parity bits are enabled, hardware automatically calculates and inserts any parity bits into outgoing frames, and verifies the received parity bits in incoming frames. This is true for both asynchronous and synchronous modes, even though it is mostly used in asynchronous communication. The possible parity modes are defined in Table 17.5 (p. 450). When even parity is chosen, a parity bit is inserted to make the number of high bits (data + parity) even. If odd parity is chosen, the parity bit makes the total number of high bits odd.

**Table 17.5. USART Parity Bits**

STOP BITS [1:0]	Description
00	No parity bit (Default)
01	Reserved
10	Even parity
11	Odd parity

### 17.3.2.2 Clock Generation

The USART clock defines the transmission and reception data rate. When operating in asynchronous mode, the baud rate (bit-rate) is given by Equation 17.1 (p. 450)

#### USART Baud Rate

$$br = f_{HFPERCLK}/(\text{oversample} \times (1 + \text{USARTn\_CLKDIV}/256)) \quad (17.1)$$

where  $f_{HFPERCLK}$  is the peripheral clock ( $HFPERCLK_{USARTn}$ ) frequency and oversample is the oversampling rate as defined by OVS in  $\text{USARTn\_CTRL}$ , see Table 17.6 (p. 450).

**Table 17.6. USART Oversampling**

OVS [1:0]	oversample
00	16
01	8
10	6
11	4

The USART has a fractional clock divider to allow the USART clock to be controlled more accurately than what is possible with a standard integral divider.

The clock divider used in the USART is a 15-bit value, with a 13-bit integral part and a 2-bit fractional part. The fractional part is configured in the two LSBs of DIV in  $\text{USART\_CLKDIV}$ . The lowest achievable baud rate at 32 MHz is about 244 bauds/sec.

Fractional clock division is implemented by distributing the selected fraction over four baud periods. The fractional part of the divider tells how many of these periods should be extended by one peripheral clock cycle.

Given a desired baud rate  $br_{desired}$ , the clock divider  $\text{USARTn\_CLKDIV}$  can be calculated by using Equation 17.2 (p. 450) :

#### USART Desired Baud Rate

$$\text{USARTn\_CLKDIV} = 256 \times (f_{HFPERCLK}/(\text{oversample} \times br_{desired}) - 1) \quad (17.2)$$

Table 17.7 (p. 451) shows a set of desired baud rates and how accurately the USART is able to generate these baud rates when running at a 4 MHz peripheral clock, using 16x or 8x oversampling.

**Table 17.7. USART Baud Rates @ 4MHz Peripheral Clock**

Desired baud rate [baud/s]	USARTn_OVS =00			USARTn_OVS =01		
	USARTn_CLKDIV/256	Actual baud rate [baud/s]	Error %	USARTn_CLKDIV/256	Actual baud rate [baud/s]	Error %
600	415,75	599,88	-0,02	832,25	600,06	0,01
1200	207,25	1200,48	0,04	415,75	1199,76	-0,02
2400	103,25	2398,082	-0,08	207,25	2400,96	0,04
4800	51	4807,692	0,16	103,25	4796,163	-0,08
9600	25	9615,385	0,16	51	9615,385	0,16
14400	16,25	14492,75	0,64	33,75	14388,49	-0,08
19200	12	19230,77	0,16	25	19230,77	0,16
28800	7,75	28571,43	-0,79	16,25	28985,51	0,64
38400	5,5	38461,54	0,16	12	38461,54	0,16
57600	3,25	58823,53	2,12	7,75	57142,86	-0,79
76800	2,25	76923,08	0,16	5,5	76923,08	0,16
115200	1,25	111111,1	-3,55	3,25	117647,1	2,12
230400	0	250000	8,51	1,25	222222,2	-3,55

### 17.3.2.3 Data Transmission

Asynchronous data transmission is initiated by writing data to the transmit buffer using one of the methods described in Section 17.3.2.3.1 (p. 451). When the transmission shift register is empty and ready for new data, a frame from the transmit buffer is loaded into the shift register, and if the transmitter is enabled, transmission begins. When the frame has been transmitted, a new frame is loaded into the shift register if available, and transmission continues. If the transmit buffer is empty, the transmitter goes to an idle state, waiting for a new frame to become available.

Transmission is enabled through the command register USARTn\_CMD by setting TXEN, and disabled by setting TXDIS in the same command register. When the transmitter is disabled using TXDIS, any ongoing transmission is aborted, and any frame currently being transmitted is discarded. When disabled, the TX output goes to an idle state, which by default is a high value. Whether or not the transmitter is enabled at a given time can be read from TXENS in USARTn\_STATUS.

When the USART transmitter is enabled and there is no data in the transmit shift register or transmit buffer, the TXC flag in USARTn\_STATUS and the TXC interrupt flag in USARTn\_IF are set, signaling that the transmitter is idle. The TXC status flag is cleared when a new frame becomes available for transmission, but the TXC interrupt flag must be cleared by software.

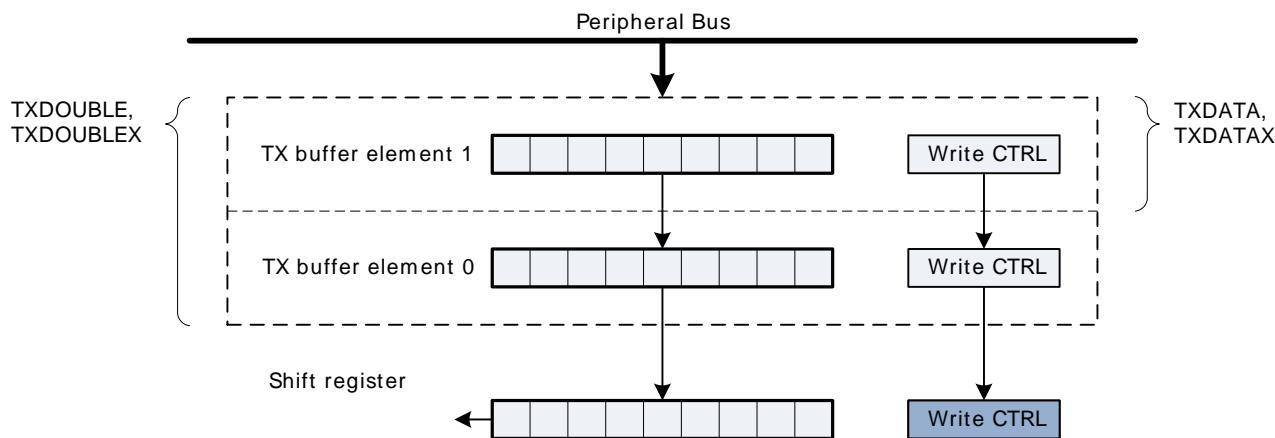
#### 17.3.2.3.1 Transmit Buffer Operation

The transmit-buffer is a 2-level FIFO buffer. A frame can be loaded into the buffer by writing to USARTn\_TXDATA, USARTn\_TXDATAX, USARTn\_RXDOUBLE or USARTn\_RXDOUBLEX. Using USARTn\_TXDATA allows 8 bits to be written to the buffer, while using USARTn\_RXDOUBLE will write 2 frames of 8 bits to the buffer. If 9-bit frames are used, the 9th bit of the frames will in these cases be set to the value of BIT8DV in USARTn\_CTRL.

To set the 9th bit directly and/or use transmission control, USARTn\_TXDATAX and USARTn\_RXDOUBLEX must be used. USARTn\_TXDATAX allows 9 data bits to be written, as well as a set of control bits regarding the transmission of the written frame. Every frame in the buffer is stored with 9 data bits and additional transmission control bits. USARTn\_RXDOUBLEX allows two

frames, complete with control bits to be written at once. When data is written to the transmit buffer using USARTn\_TXDATA and USARTn\_TXDOUBLE, the 9th bit(s) written to these registers override the value in BIT8DV in USARTn\_CTRL, and alone define the 9th bits that are transmitted if 9-bit frames are used. Figure 17.3 (p. 452) shows the basics of the transmit buffer when DATABITS in USARTn\_FRAME is configured to less than 10 bits.

**Figure 17.3. USART Transmit Buffer Operation**



When writing more frames to the transmit buffer than there is free space for, the TXOF interrupt flag in USARTn\_IF will be set, indicating the overflow. The data already in the transmit buffer is preserved in this case, and no data is written.

In addition to the interrupt flag TXC in USARTn\_IF and status flag TXC in USARTn\_STATUS which are set when the transmitter is idle, TXBL in USARTn\_STATUS and the TXBL interrupt flag in USARTn\_IF are used to indicate the level of the transmit buffer. TXBIL in USARTn\_CTRL controls the level at which these bits are set. If TXBIL is cleared, they are set whenever the transmit buffer becomes empty, and if TXBIL is set, they are set whenever the transmit buffer goes from full to half-full or empty. Both the TXBL status flag and the TXBL interrupt flag are cleared automatically when their condition becomes false.

The transmit buffer, including the transmit shift register can be cleared by setting CLEARTX in USARTn\_CMD. This will prevent the USART from transmitting the data in the buffer and shift register, and will make them available for new data. Any frame currently being transmitted will not be aborted. Transmission of this frame will be completed.

### 17.3.2.3.2 Frame Transmission Control

The transmission control bits, which can be written using USARTn\_TXDATA and USARTn\_TXDOUBLE, affect the transmission of the written frame. The following options are available:

- Generate break: By setting TXBREAK, the output will be held low during the stop-bit period to generate a framing error. A receiver that supports break detection detects this state, allowing it to be used e.g. for framing of larger data packets. The line is driven high before the next frame is transmitted so the next start condition can be identified correctly by the recipient. Continuous breaks lasting longer than a USART frame are thus not supported by the USART. GPIO can be used for this.
- Disable transmitter after transmission: If TXDISAT is set, the transmitter is disabled after the frame has been fully transmitted.
- Enable receiver after transmission: If RXENAT is set, the receiver is enabled after the frame has been fully transmitted. It is enabled in time to detect a start-bit directly after the last stop-bit has been transmitted.
- Unblock receiver after transmission: If UBRXAT is set, the receiver is unblocked and RXBLOCK is cleared after the frame has been fully transmitted.
- Tristate transmitter after transmission: If TXTRIAT is set, TXTRI is set after the frame has been fully transmitted, tristating the transmitter output. Tristating of the output can also be performed automatically by setting AUTOTRI. If AUTOTRI is set TXTRI is always read as 0.

**Note**

When in SmartCard mode with repeat enabled, none of the actions, except generate break, will be performed until the frame is transmitted without failure. Generation of a break in SmartCard mode with repeat enabled will cause the USART to detect a NACK on every frame.

### 17.3.2.4 Data Reception

Data reception is enabled by setting RXEN in USARTn\_CMD. When the receiver is enabled, it actively samples the input looking for a transition from high to low indicating the start baud of a new frame. When a start baud is found, reception of the new frame begins if the receive shift register is empty and ready for new data. When the frame has been received, it is pushed into the receive buffer, making the shift register ready for another frame of data, and the receiver starts looking for another start baud. If the receive buffer is full, the received frame remains in the shift register until more space in the receive buffer is available. If an incoming frame is detected while both the receive buffer and the receive shift register are full, the data in the shift register is overwritten, and the RXOF interrupt flag in USARTn\_IF is set to indicate the buffer overflow.

The receiver can be disabled by setting the command bit RXDIS in USARTn\_CMD. Any frame currently being received when the receiver is disabled is discarded. Whether or not the receiver is enabled at a given time can be read out from RXENS in USARTn\_STATUS.

#### 17.3.2.4.1 Receive Buffer Operation

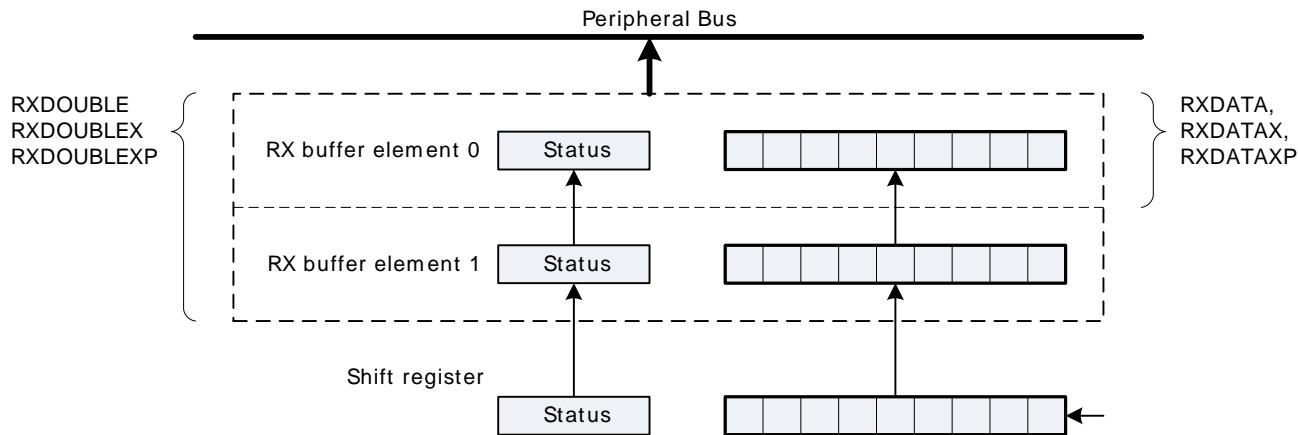
When data becomes available in the receive buffer, the RXDATAV flag in USARTn\_STATUS, and the RXDATAV interrupt flag in USARTn\_IF are set, and when the buffer becomes full, RXFULL in USARTn\_STATUS and the RXFULL interrupt flag in USARTn\_IF are set. The status flags RXDATAV and RXFULL are automatically cleared by hardware when their condition is no longer true. This also goes for the RXDATAV interrupt flag, but the RXFULL interrupt flag must be cleared by software. When the RXFULL flag is set, notifying that the buffer is full, space is still available in the receive shift register for one more frame.

Data can be read from the receive buffer in a number of ways. USARTn\_RXDATA gives access to the 8 least significant bits of the received frame, and USARTn\_RXDOUBLE makes it possible to read the 8 least significant bits of two frames at once, pulling two frames from the buffer. To get access to the 9th, most significant bit, USARTn\_RXDATABX must be used. This register also contains status information regarding the frame. USARTn\_RXDOUBLEX can be used to get two frames complete with the 9th bits and status bits.

When a frame is read from the receive buffer using USARTn\_RXDATA or USARTn\_RXDATABX, the frame is pulled out of the buffer, making room for a new frame. USARTn\_RXDOUBLE and USARTn\_RXDOUBLEX pull two frames out of the buffer. If an attempt is done to read more frames from the buffer than what is available, the RXUF interrupt flag in USARTn\_IF is set to signal the underflow, and the data read from the buffer is undefined.

Frames can be read from the receive buffer without removing the data by using USARTn\_RXDATABXP and USARTn\_RXDOUBLEXP. USARTn\_RXDATABXP gives access the first frame in the buffer with status bits, while USARTn\_RXDOUBLEXP gives access to both frames with status bits. The data read from these registers when the receive buffer is empty is undefined. If the receive buffer contains one valid frame, the first frame in USARTn\_RXDOUBLEXP will be valid. No underflow interrupt is generated by a read using these registers, i.e. RXUF in USARTn\_IF is never set as a result of reading from USARTn\_RXDATABXP or USARTn\_RXDOUBLEXP.

The basic operation of the receive buffer when DATABITS in USARTn\_FRAME is configured to less than 10 bits is shown in Figure 17.4 (p. 454) .

**Figure 17.4. USART Receive Buffer Operation**

The receive buffer, including the receive shift register can be cleared by setting CLEARRX in USARTn\_CMD. Any frame currently being received will not be discarded.

#### 17.3.2.4.2 Blocking Incoming Data

When using hardware frame recognition, as detailed in Section 17.3.2.8 (p. 459) and Section 17.3.2.9 (p. 460), it is necessary to be able to let the receiver sample incoming frames without passing the frames to software by loading them into the receive buffer. This is accomplished by blocking incoming data.

Incoming data is blocked as long as RXBLOCK in USARTn\_STATUS is set. When blocked, frames received by the receiver will not be loaded into the receive buffer, and software is not notified by the RXDATABV flag in USARTn\_STATUS or the RXDATABV interrupt flag in USARTn\_IF at their arrival. For data to be loaded into the receive buffer, RXBLOCK must be cleared in the instant a frame is fully received by the receiver. RXBLOCK is set by setting RXBLOCKEN in USARTn\_CMD and disabled by setting RXBLOCKDIS also in USARTn\_CMD. There is one exception where data is loaded into the receive buffer even when RXBLOCK is set. This is when an address frame is received when operating in multi-processor mode. See Section 17.3.2.8 (p. 459) for more information.

Frames received containing framing or parity errors will not result in the FERR and PERR interrupt flags in USARTn\_IF being set while RXBLOCK in USARTn\_STATUS is set. Hardware recognition is not applied to these erroneous frames, and they are silently discarded.

##### Note

If a frame is received while RXBLOCK in USARTn\_STATUS is cleared, but stays in the receive shift register because the receive buffer is full, the received frame will be loaded into the receive buffer when space becomes available even if RXBLOCK is set at that time.

The overflow interrupt flag RXOF in USARTn\_IF will be set if a frame in the receive shift register, waiting to be loaded into the receive buffer is overwritten by an incoming frame even though RXBLOCK in USARTn\_STATUS is set.

#### 17.3.2.4.3 Clock Recovery and Filtering

The receiver samples the incoming signal at a rate 16, 8, 6 or 4 times higher than the given baud rate, depending on the oversampling mode given by OVS in USARTn\_CTRL. Lower oversampling rates make higher baud rates possible, but give less room for errors.

When a high-to-low transition is registered on the input while the receiver is idle, this is recognized as a start-bit, and the baud rate generator is synchronized with the incoming frame.

For oversampling modes 16, 8 and 6, every bit in the incoming frame is sampled three times to gain a level of noise immunity. These samples are aimed at the middle of the bit-periods, as visualized in Figure 17.5 (p. 455). With OVS=0 in USARTn\_CTRL, the start and data bits are thus sampled at

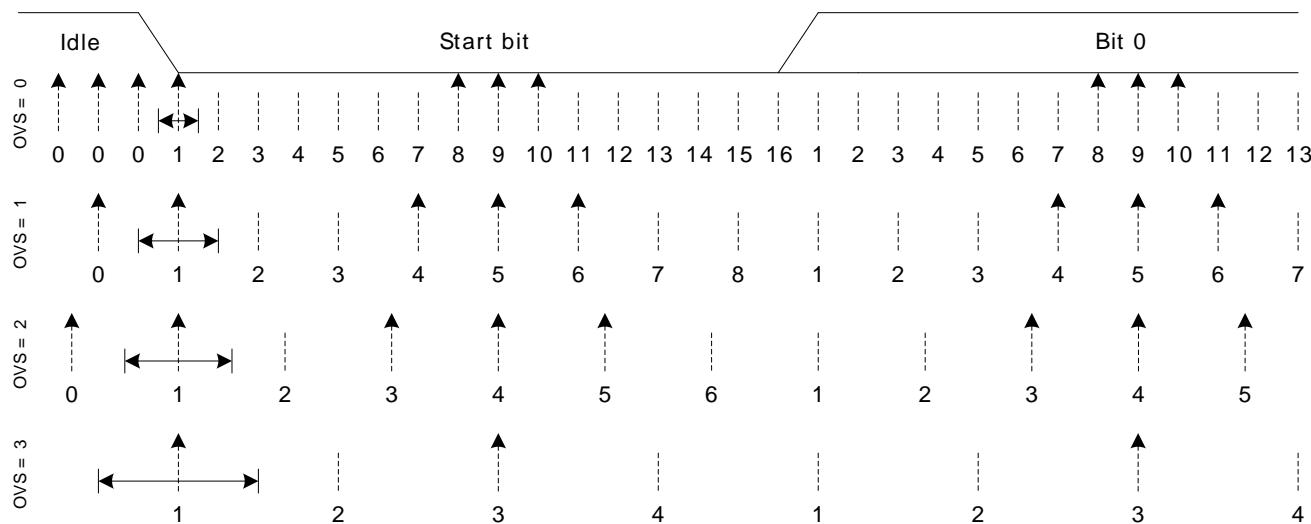
locations 8, 9 and 10 in the figure, locations 4, 5 and 6 for OVS=1 and locations 3, 4, and 5 for OVS=2. The value of a sampled bit is determined by majority vote. If two or more of the three bit-samples are high, the resulting bit value is high. If the majority is low, the resulting bit value is low.

Majority vote is used for all oversampling modes except 4x oversampling. In this mode, a single sample is taken at position 3 as shown in Figure 17.5 (p. 455) .

Majority vote can be disabled by setting MVDIS in USARTn\_CTRL.

If the value of the start bit is found to be high, the reception of the frame is aborted, filtering out false start bits possibly generated by noise on the input.

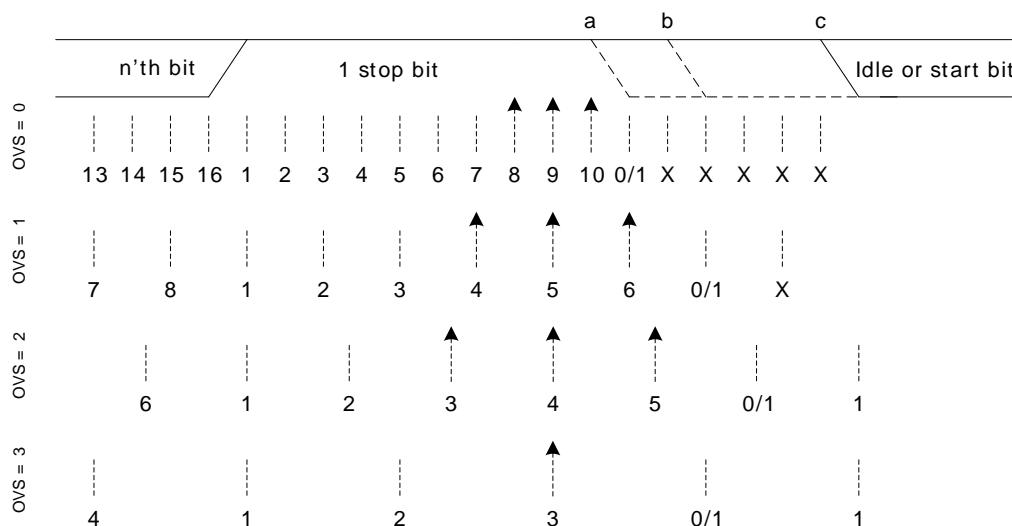
**Figure 17.5. USART Sampling of Start and Data Bits**



If the baud rate of the transmitter and receiver differ, the location each bit is sampled will be shifted towards the previous or next bit in the frame. This is acceptable for small errors in the baud rate, but for larger errors, it will result in transmission errors.

When the number of stop bits is 1 or more, stop bits are sampled like the start and data bits as seen in Figure 17.6 (p. 455) . When a stop bit has been detected by sampling at positions 8, 9 and 10 for normal mode, or 4, 5 and 6 for smart mode, the USART is ready for a new start bit. As seen in Figure 17.6 (p. 455) , a stop-bit of length 1 normally ends at c, but the next frame will be received correctly as long as the start-bit comes after position a for OVS=0 and OVS=3, and b for OVS=1 and OVS=2.

**Figure 17.6. USART Sampling of Stop Bits when Number of Stop Bits are 1 or More**



When working with stop bit lengths of half a baud period, the above sampling scheme no longer suffices. In this case, the stop-bit is not sampled, and no framing error is generated in the receiver if the stop-bit is not generated. The line must still be driven high before the next start bit however for the USART to successfully identify the start bit.

#### 17.3.2.4.4 Parity Error

When parity bits are enabled, a parity check is automatically performed on incoming frames. When a parity error is detected in an incoming frame, the data parity error bit PERR in the frame is set, as well as the interrupt flag PERR in USARTn\_IF. Frames with parity errors are loaded into the receive buffer like regular frames.

PERR can be accessed by reading the frame from the receive buffer using the USARTn\_RXDATAx, USARTn\_RXDATAxP, USARTn\_RXDOUBLEx or USARTn\_RXDOUBLExP registers.

If ERRSTX in USARTn\_CTRL is set, the transmitter is disabled on received parity and framing errors. If ERRSRX in USARTn\_CTRL is set, the receiver is disabled on parity and framing errors.

#### 17.3.2.4.5 Framing Error and Break Detection

A framing error is the result of an asynchronous frame where the stop bit was sampled to a value of 0. This can be the result of noise and baud rate errors, but can also be the result of a break generated by the transmitter on purpose.

When a framing error is detected in an incoming frame, the framing error bit FERR in the frame is set. The interrupt flag FERR in USARTn\_IF is also set. Frames with framing errors are loaded into the receive buffer like regular frames.

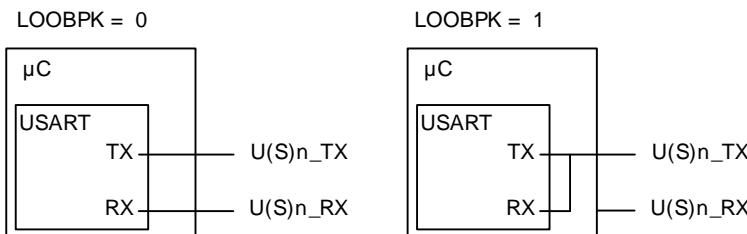
FERR can be accessed by reading the frame from the receive buffer using the USARTn\_RXDATAx, USARTn\_RXDATAxP, USARTn\_RXDOUBLEx or USARTn\_RXDOUBLExP registers.

If ERRSTX in USARTn\_CTRL is set, the transmitter is disabled on parity and framing errors. If ERRSRX in USARTn\_CTRL is set, the receiver is disabled on parity and framing errors.

#### 17.3.2.5 Local Loopback

The USART receiver samples U(S)n\_RX by default, and the transmitter drives U(S)n\_TX by default. This is not the only option however. When LOOPBK in USARTn\_CTRL is set, the receiver is connected to the U(S)n\_TX pin as shown in Figure 17.7 (p. 456) . This is useful for debugging, as the USART can receive the data it transmits, but it is also used to allow the USART to read and write to the same pin, which is required for some half duplex communication modes. In this mode, the U(S)n\_TX pin must be enabled as an output in the GPIO.

**Figure 17.7. USART Local Loopback**



#### 17.3.2.6 Asynchronous Half Duplex Communication

When doing full duplex communication, two data links are provided, making it possible for data to be sent and received at the same time. In half duplex mode, data is only sent in one direction at a time. There are several possible half duplex setups, as described in the following sections.

### 17.3.2.6.1 Single Data-link

In this setup, the USART both receives and transmits data on the same pin. This is enabled by setting LOOPBK in USARTn\_CTRL, which connects the receiver to the transmitter output. Because they are both connected to the same line, it is important that the USART transmitter does not drive the line when receiving data, as this would corrupt the data on the line.

When communicating over a single data-link, the transmitter must thus be tristated whenever not transmitting data. This is done by setting the command bit TXTRIEN in USARTn\_CMD, which tristates the transmitter. Before transmitting data, the command bit TXTRIDIS, also in USARTn\_CMD, must be set to enable transmitter output again. Whether or not the output is tristated at a given time can be read from TXTRI in USARTn\_STATUS. If TXTRI is set when transmitting data, the data is shifted out of the shift register, but is not put out on U(S)n\_TX.

When operating a half duplex data bus, it is common to have a bus master, which first transmits a request to one of the bus slaves, then receives a reply. In this case, the frame transmission control bits, which can be set by writing to USARTn\_TXDATALX, can be used to make the USART automatically disable transmission, tristate the transmitter and enable reception when the request has been transmitted, making it ready to receive a response from the slave.

Tristating the transmitter can also be performed automatically by the USART by using AUTOTRI in USARTn\_CTRL. When AUTOTRI is set, the USART automatically tristates U(S)n\_TX whenever the transmitter is idle, and enables transmitter output when the transmitter goes active. If AUTOTRI is set TXTRI is always read as 0.

#### Note

Another way to tristate the transmitter is to enable wired-and or wired-or mode in GPIO. For wired-and mode, outputting a 1 will be the same as tristating the output, and for wired-or mode, outputting a 0 will be the same as tristating the output. This can only be done on buses with a pull-up or pull-down resistor respectively.

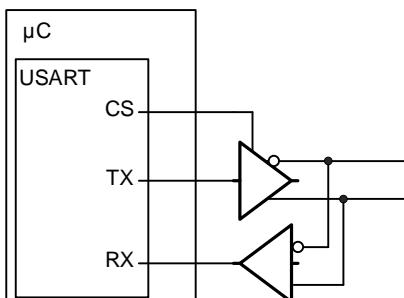
### 17.3.2.6.2 Single Data-link with External Driver

Some communication schemes, such as RS-485 rely on an external driver. Here, the driver has an extra input which enables it, and instead of tristating the transmitter when receiving data, the external driver must be disabled.

This can be done manually by assigning a GPIO to turn the driver on or off, or it can be handled automatically by the USART. If AUTOCS in USARTn\_CTRL is set, the USn\_CS output is automatically activated one baud period before the transmitter starts transmitting data, and deactivated when the last bit has been transmitted and there is no more data in the transmit buffer to transmit, or the transmitter becomes disabled. This feature can be used to turn the external driver on when transmitting data, and turn it off when the data has been transmitted.

Figure 17.8 (p. 457) shows an example configuration where USn\_CS is used to automatically enable and disable an external driver.

**Figure 17.8. USART Half Duplex Communication with External Driver**



The USn\_CS output is active low by default, but its polarity can be changed with CSINV in USARTn\_CTRL. AUTOCS works regardless of which mode the USART is in, so this functionality can also be used for automatic chip/slave select when in synchronous mode (e.g. SPI).

### 17.3.2.6.3 Two Data-links

Some limited devices only support half duplex communication even though two data links are available. In this case software is responsible for making sure data is not transmitted when incoming data is expected.

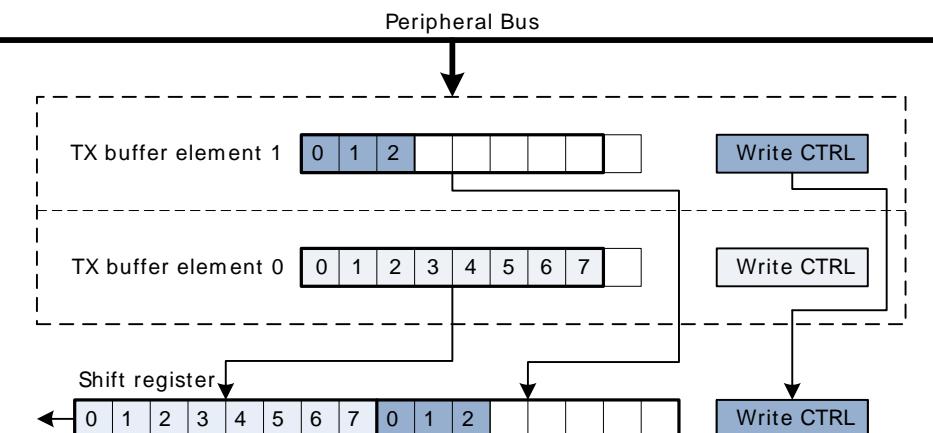
### 17.3.2.7 Large Frames

As each frame in the transmit and receive buffers holds a maximum of 9 bits, both the elements in the buffers are combined when working with USART-frames of 10 or more data bits.

To transmit such a frame, at least two elements must be available in the transmit buffer. If only one element is available, the USART will wait for the second element before transmitting the combined frame. Both the elements making up the frame are consumed when transmitting such a frame.

When using large frames, the 9th bits in the buffers are unused. For an 11 bit frame, the 8 least significant bits are thus taken from the first element in the buffer, and the 3 remaining bits are taken from the second element as shown in Figure 17.9 (p. 458) . The first element in the transmit buffer, i.e. element 0 in Figure 17.9 (p. 458) is the first element written to the FIFO, or the least significant byte when writing two bytes at a time using USARTn\_TXDOUBLE.

**Figure 17.9. USART Transmission of Large Frames**



As shown in Figure 17.9 (p. 458) , frame transmission control bits are taken from the second element in FIFO.

The two buffer elements can be written at the same time using the USARTn\_TXDOUBLE or USARTn\_TXDOUBLEX register. The TXDATA0 bitfield then refers to buffer element 0, and TXDATA1 refers to buffer element 1.

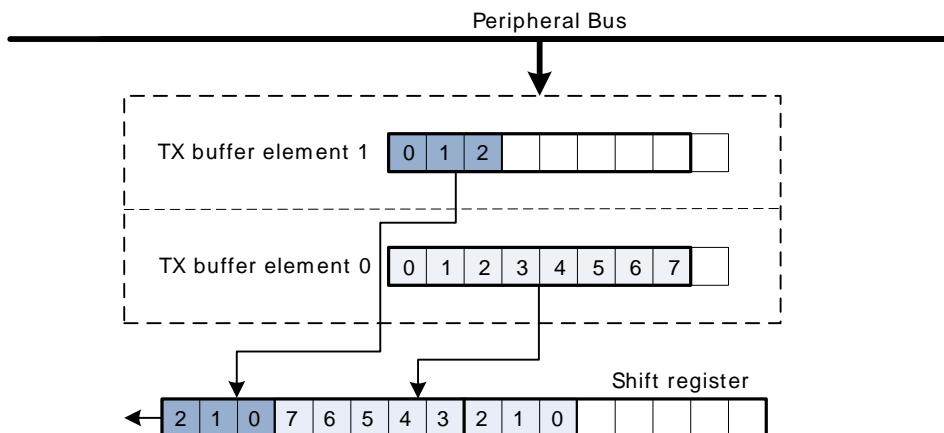
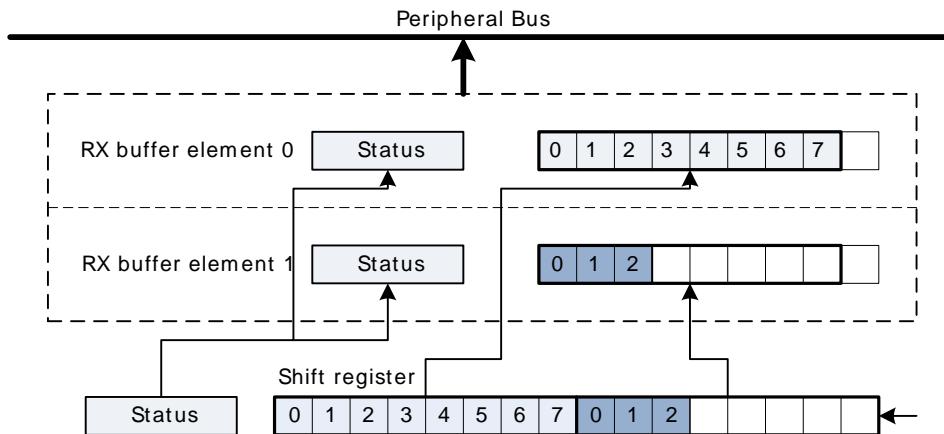
**Figure 17.10. USART Transmission of Large Frames, MSBF**

Figure 17.10 (p. 459) illustrates the order of the transmitted bits when an 11 bit frame is transmitted with MSBF set. If MSBF is set and the frame is smaller than 10 bits, only the contents of transmit buffer 0 will be transmitted.

When receiving a large frame, BYTESWAP in USARTn\_CTRL determines the order the way the large frame is split into the two buffer elements. If BYTESWAP is cleared, the least significant 8 bits of the received frame are loaded into the first element of the receive buffer, and the remaining bits are loaded into the second element, as shown in Figure 17.11 (p. 459). The first byte read from the buffer thus contains the 8 least significant bits. Set BYTESWAP to reverse the order.

The status bits are loaded into both elements of the receive buffer. The frame is not moved from the receive shift register before there are two free spaces in the receive buffer.

**Figure 17.11. USART Reception of Large Frames**

The two buffer elements can be read at the same time using the USARTn\_RXDOUBLE or USARTn\_RXDOUBLEX register. RXDATA0 then refers to buffer element 0 and RXDATA1 refers to buffer element 1.

Large frames can be used in both asynchronous and synchronous modes.

### 17.3.2.8 Multi-Processor Mode

To simplify communication between multiple processors, the USART supports a special multi-processor mode. In this mode the 9th data bit in each frame is used to indicate whether the content of the remaining 8 bits is data or an address.

When multi-processor mode is enabled, an incoming 9-bit frame with the 9th bit equal to the value of MPAB in USARTn\_CTRL is identified as an address frame. When an address frame is detected, the

MPAF interrupt flag in USARTn\_IF is set, and the address frame is loaded into the receive register. This happens regardless of the value of RXBLOCK in USARTn\_STATUS.

Multi-processor mode is enabled by setting MPM in USARTn\_CTRL, and the value of the 9th bit in address frames can be set in MPAB. Note that the receiver must be enabled for address frames to be detected. The receiver can be blocked however, preventing data from being loaded into the receive buffer while looking for address frames.

Example 17.1 (p. 460) explains basic usage of the multi-processor mode:

#### **Example 17.1. USART Multi-processor Mode Example**

1. All slaves enable multi-processor mode and, enable and block the receiver. They will now not receive data unless it is an address frame. MPAB in USARTn\_CTRL is set to identify frames with the 9th bit high as address frames.
2. The master sends a frame containing the address of a slave and with the 9th bit set
3. All slaves receive the address frame and get an interrupt. They can read the address from the receive buffer. The selected slave unblocks the receiver to start receiving data from the master.
4. The master sends data with the 9th bit cleared
5. Only the slave with RX enabled receives the data. When transmission is complete, the slave blocks the receiver and waits for a new address frame.

When a slave has received an address frame and wants to receive the following data, it must make sure the receiver is unblocked before the next frame has been completely received in order to prevent data loss.

BIT8DV in USARTn\_CTRL can be used to specify the value of the 9th bit without writing to the transmit buffer with USARTn\_TXDATAx or USARTn\_TXDOUBLEx, giving higher efficiency in multi-processor mode, as the 9th bit is only set when writing address frames, and 8-bit writes to the USART can be used when writing the data frames.

#### **17.3.2.9 Collision Detection**

The USART supports a basic form of collision detection. When the receiver is connected to the output of the transmitter, either by using the LOOPBK bit in USARTn\_CTRL or through an external connection, this feature can be used to detect whether data transmitted on the bus by the USART did get corrupted by a simultaneous transmission by another device on the bus.

For collision detection to be enabled, CCEN in USARTn\_CTRL must be set, and the receiver enabled. The data sampled by the receiver is then continuously compared with the data output by the transmitter. If they differ, the CCF interrupt flag in USARTn\_IF is set. The collision check includes all bits of the transmitted frames. The CCF interrupt flag is set once for each bit sampled by the receiver that differs from the bit output by the transmitter. When the transmitter output is disabled, i.e. the transmitter is tristated, collisions are not registered.

#### **17.3.2.10 SmartCard Mode**

In SmartCard mode, the USART supports the ISO 7816 I/O line T0 mode. With exception of the stop-bits (guard time), the 7816 data frame is equal to the regular asynchronous frame. In this mode, the receiver pulls the line low for one baud, half a baud into the guard time to indicate a parity error. This NAK can for instance be used by the transmitter to re-transmit the frame. SmartCard mode is a half duplex asynchronous mode, so the transmitter must be tristated whenever not transmitting data.

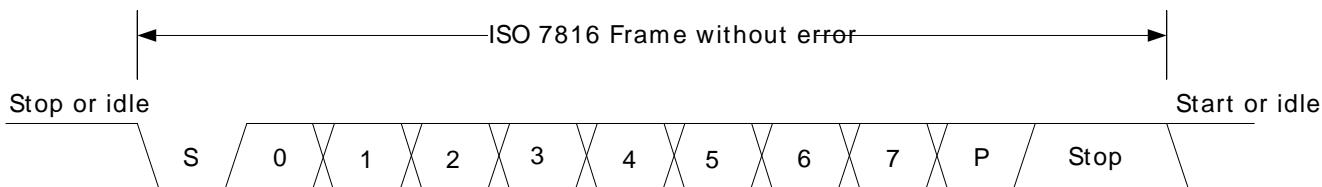
To enable SmartCard mode, set SCMODE in USARTn\_CTRL, set the number of databits in a frame to 8, and configure the number of stopbits to 1.5 by writing to STOPBITS in USARTn\_FRAME.

The SmartCard mode relies on half duplex communication on a single line, so for it to work, both the receiver and transmitter must work on the same line. This can be achieved by setting LOOPBK in

USARTn\_CTRL or through an external connection. The TX output should be configured as open-drain in the GPIO module.

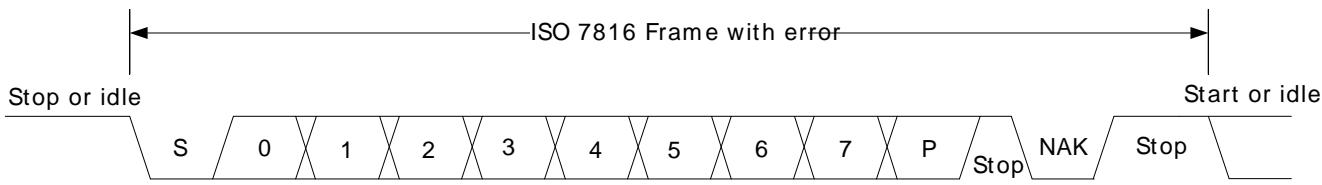
When no parity error is identified by the receiver, the data frame is as shown in Figure 17.12 (p. 461) . The frame consists of 8 data bits, a parity bit, and 2 stop bits. The transmitter does not drive the output line during the guard time.

**Figure 17.12. USART ISO 7816 Data Frame Without Error**



If a parity error is detected by the receiver, it pulls the line I/O line low after half a stop bit, see Figure 17.13 (p. 461) . It holds the line low for one bit-period before it releases the line. In this case, the guard time is extended by one bit period before a new transmission can start, resulting in a total of 3 stop bits.

**Figure 17.13. USART ISO 7816 Data Frame With Error**

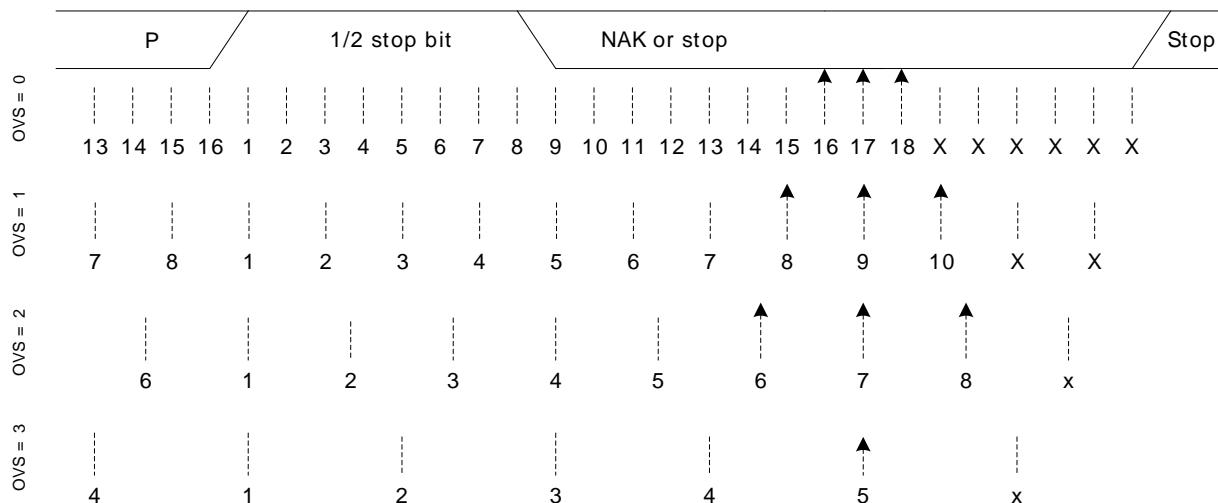


On a parity error, the NAK is generated by hardware. The NAK generated by the receiver is sampled as the stop-bit of the frame. Because of this, parity errors when in SmartCard mode are reported with both a parity error and a framing error.

When transmitting a T0 frame, the USART receiver on the transmitting side samples position 16, 17 and 18 in the stop-bit to detect the error signal when in 16x oversampling mode as shown in Figure 17.14 (p. 462) . Sampling at this location places the stop-bit sample in the middle of the bit-period used for the error signal (NAK).

If a NAK is transmitted by the receiver, it will thus appear as a framing error at the transmitter, and the FERR interrupt flag in USARTn\_IF will be set. If SCRETRANS USARTn\_CTRL is set, the transmitter will automatically retransmit a NACK'ed frame. The transmitter will retransmit the frame until it is ACK'ed by the receiver. This only works when the number of databits in a frame is configured to 8.

Set SKIPERRF in USARTn\_CTRL to make the receiver discard frames with parity errors. The PERR interrupt flag in USARTn\_IF is set when a frame is discarded because of a parity error.

**Figure 17.14. USART SmartCard Stop Bit Sampling**

For communication with a SmartCard, a clock signal needs to be generated for the card. This clock output can be generated using one of the timers. See the ISO 7816 specification for more info on this clock signal.

SmartCard T1 mode is also supported. The T1 frame format used is the same as the asynchronous frame format with parity bit enabled and one stop bit. The USART must then be configured to operate in asynchronous half duplex mode.

### 17.3.3 Synchronous Operation

Most of the features in asynchronous mode are available in synchronous mode. Multi-processor mode can be enabled for 9-bit frames, loopback is available and collision detection can be performed.

#### 17.3.3.1 Frame Format

The frames used in synchronous mode need no start and stop bits since a single clock is available to all parts participating in the communication. Parity bits cannot be used in synchronous mode.

The USART supports frame lengths of 4 to 16 bits per frame. Larger frames can be simulated by transmitting multiple smaller frames, i.e. a 22 bit frame can be sent using two 11-bit frames, and a 21 bit frame can be generated by transmitting three 7-bit frames. The number of bits in a frame is set using DATABITS in USARTn\_FRAME.

The frames in synchronous mode are by default transmitted with the least significant bit first like in asynchronous mode. The bit-order can be reversed by setting MSBF in USARTn\_CTRL.

The frame format used by the transmitter can be inverted by setting TXINV in USARTn\_CTRL, and the format expected by the receiver can be inverted by setting RXINV, also in USARTn\_CTRL.

#### 17.3.3.2 Clock Generation

The bit-rate in synchronous mode is given by Equation 17.3 (p. 462). As in the case of asynchronous operation, the clock division factor have a 13-bit integral part and a 2-bit fractional part.

##### USART Synchronous Mode Bit Rate

$$br = f_{HFPERCLK} / (2 \times (1 + USARTn\_CLKDIV/256)) \quad (17.3)$$

Given a desired baud rate  $br_{desired}$ , the clock divider USARTn\_CLKDIV can be calculated using Equation 17.4 (p. 462)

##### USART Synchronous Mode Clock Division Factor

$$\text{USARTn\_CLKDIV} = 256 \times (\text{f}_{\text{HFPERCLK}}/(2 \times \text{brdesired}) - 1)$$

(17.4)

When the USART operates in master mode, the highest possible bit rate is half the peripheral clock rate. When operating in slave mode however, the highest bit rate is an eighth of the peripheral clock:

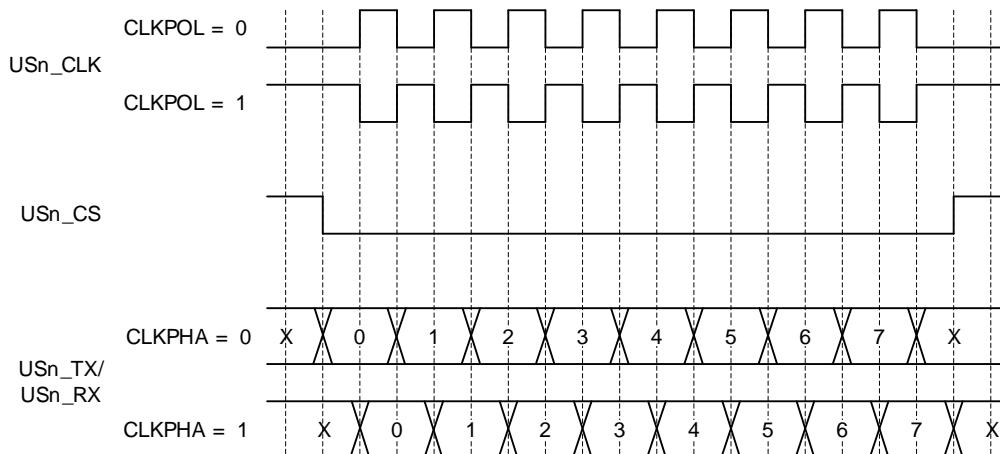
- Master mode:  $\text{br}_{\text{max}} = \text{f}_{\text{HFPERCLK}}/2$
- Slave mode:  $\text{br}_{\text{max}} = \text{f}_{\text{HFPERCLK}}/8$

On every clock edge data on the data lines, MOSI and MISO, is either set up or sampled. When CLKPHA in USARTn\_CTRL is cleared, data is sampled on the leading clock edge and set-up is done on the trailing edge. If CLKPHA is set however, data is set-up on the leading clock edge, and sampled on the trailing edge. In addition to this, the polarity of the clock signal can be changed by setting CLKPOL in USARTn\_CTRL, which also defines the idle state of the clock. This results in four different modes which are summarized in Table 17.8 (p. 463). Figure 17.15 (p. 463) shows the resulting timing of data set-up and sampling relative to the bus clock.

**Table 17.8. USART SPI Modes**

SPI mode	CLKPOL	CLKPHA	Leading edge	Trailing edge
0	0	0	Rising, sample	Falling, set-up
1	0	1	Rising, set-up	Falling, sample
2	1	0	Falling, sample	Rising, set-up
3	1	1	Falling, set-up	Rising, sample

**Figure 17.15. USART SPI Timing**



If CPHA=1, the TX underflow flag, TXUF, will be set on the first setup clock edge of a frame in slave mode if TX data is not available. If CPHA=0, TXUF is set if data is not available in the transmit buffer three HFPERCLK cycles prior to the first sample clock edge. The RXDATAV flag is updated on the last sample clock edge of a transfer, while the RX overflow interrupt flag, RXOF, is set on the first sample clock edge if the receive buffer overflows. When a transfer has been performed, interrupt flags TXBL and TXC are updated on the first setup clock edge of the succeeding frame, or when CS is deasserted.

### 17.3.3.3 Master Mode

When in master mode, the USART is in full control of the data flow on the synchronous bus. When operating in full duplex mode, the slave cannot transmit data to the master without the master transmitting to the slave. The master outputs the bus clock on USn\_CLK.

Communication starts whenever there is data in the transmit buffer and the transmitter is enabled. The USART clock then starts, and the master shifts bits out from the transmit shift register using the internal clock.

When there are no more frames in the transmit buffer and the transmit shift register is empty, the clock stops, and communication ends. When the receiver is enabled, it samples data using the internal clock when the transmitter transmits data. Operation of the RX and TX buffers is as in asynchronous mode.

### 17.3.3.3.1 Operation of USn\_CS Pin

When operating in master mode, the USn\_CS pin can have one of two functions, or it can be disabled.

If USn\_CS is configured as an output, it can be used to automatically generate a chip select for a slave by setting AUTOCS in USARTn\_CTRL. If AUTOCS is set, USn\_CS is activated when a transmission begins, and deactivated directly after the last bit has been transmitted and there is no more data in the transmit buffer. By default, USn\_CS is active low, but its polarity can be inverted by setting CSINV in USARTn\_CTRL.

When USn\_CS is configured as an input, it can be used by another master that wants control of the bus to make the USART release it. When USn\_CS is driven low, or high if CSINV is set, the interrupt flag SSM in USARTn\_IF is set, and if CSMA in USARTn\_CTRL is set, the USART goes to slave mode.

### 17.3.3.3.2 AUTOTX

A synchronous master is required to transmit data to a slave in order to receive data from the slave. In some cases, only a few words are transmitted and a lot of data is then received from the slave. In that case, one solution is to keep feeding the TX with data to transmit, but that consumes system bandwidth. Instead AUTOTX can be used.

When AUTOTX in USARTn\_CTRL is set, the USART transmits data as long as there is available space in the RX shift register for the chosen frame size. This happens even though there is no data in the TX buffer. The TX underflow interrupt flag TXUF in USARTn\_IF is set on the first word that is transmitted which does not contain valid data.

During AUTOTX the USART will always send the previous sent bit, thus reducing the number of transitions on the TX output. So if the last bit sent was a 0, 0's will be sent during AUTOTX and if the last bit sent was a 1, 1's will be sent during AUTOTX.

### 17.3.3.4 Slave Mode

When the USART is in slave mode, data transmission is not controlled by the USART, but by an external master. The USART is therefore not able to initiate a transmission, and has no control over the number of bytes written to the master.

The output and input to the USART are also swapped when in slave mode, making the receiver take its input from USn\_TX (MOSI) and the transmitter drive USn\_RX (MISO).

To transmit data when in slave mode, the slave must load data into the transmit buffer and enable the transmitter. The data will remain in the USART until the master starts a transmission by pulling the USn\_CS input of the slave low and transmitting data. For every frame the master transmits to the slave, a frame is transferred from the slave to the master. After a transmission, MISO remains in the same state as the last bit transmitted. This also applies if the master transmits to the slave and the slave TX buffer is empty.

If the transmitter is enabled in synchronous slave mode and the master starts transmission of a frame, the underflow interrupt flag TXUF in USARTn\_IF will be set if no data is available for transmission to the master.

If the slave needs to control its own chip select signal, this can be achieved by clearing CSPEN in the ROUTE register. The internal chip select signal can then be controlled through CSINV in the CTRL register. The chip select signal will be CSINV inverted, i.e. if CSINV is cleared, the chip select is active and vice versa.

### 17.3.3.5 Synchronous Half Duplex Communication

Half duplex communication in synchronous mode is very similar to half duplex communication in asynchronous mode as detailed in Section 17.3.2.6 (p. 456). The main difference is that in this mode, the master must generate the bus clock even when it is not transmitting data, i.e. it must provide the slave with a clock to receive data. To generate the bus clock, the master should transmit data with the transmitter tristated, i.e. TXTRI in USARTn\_STATUS set, when receiving data. If 2 bytes are expected from the slave, then transmit 2 bytes with the transmitter tristated, and the slave uses the generated bus clock to transmit data to the master. TXTRI can be set by setting the TXTRIEN command bit in USARTn\_CMD.

**Note**

When operating as SPI slave in half duplex mode, TX has to be tristated (not disabled) during data reception if the slave is to transmit data in the current transfer.

### 17.3.3.6 I2S

I2S is a synchronous format for transmission of audio data. The frame format is 32-bit, but since data is always transmitted with MSB first, an I2S device operating with 16-bit audio may choose to only process the 16 msb of the frame, and only transmit data in the 16 msb of the frame.

In addition to the bit clock used for regular synchronous transfers, I2S mode uses a separate word clock. When operating in mono mode, with only one channel of data, the word clock pulses once at the start of each new word. In stereo mode, the word clock toggles at the start of new words, and also gives away whether the transmitted word is for the left or right audio channel; A word transmitted while the word clock is low is for the left channel, and a word transmitted while the word clock is high is for the right.

When operating in I2S mode, the CS pin is used as the word clock. In master mode, this is automatically driven by the USART, and in slave mode, the word clock is expected from an external master.

#### 17.3.3.6.1 Word Format

The general I2S word format is 32 bits wide, but the USART also supports 16-bit and 8-bit words. In addition to this, it can be specified how many bits of the word should actually be used by the USART. These parameters are given by FORMAT in USARTn\_I2SCTRL.

As an example, configuring FORMAT to using a 32-bit word with 16-bit data will make each word on the I2S bus 32-bits wide, but when receiving data through the USART, only the 16 most significant bits of each word can be read out of the USART. Similarly, only the 16 most significant bits have to be written to the USART when transmitting. The rest of the bits will be transmitted as zeroes.

#### 17.3.3.6.2 Major Modes

The USART supports a set of different I2S formats as shown in Table 17.9 (p. 465), but it is not limited to these modes. MONO, JUSTIFY and DELAY in USARTn\_I2SCTRL can be mixed and matched to create an appropriate format. MONO enables mono mode, i.e. one data stream instead of two which is the default. JUSTIFY aligns data within a word on the I2S bus, either left or right which can be seen in figures Figure 17.18 (p. 466) and Figure 17.19 (p. 467). Finally, DELAY specifies whether a new I2S word should be started directly on the edge of the word-select signal, or one bit-period after the edge.

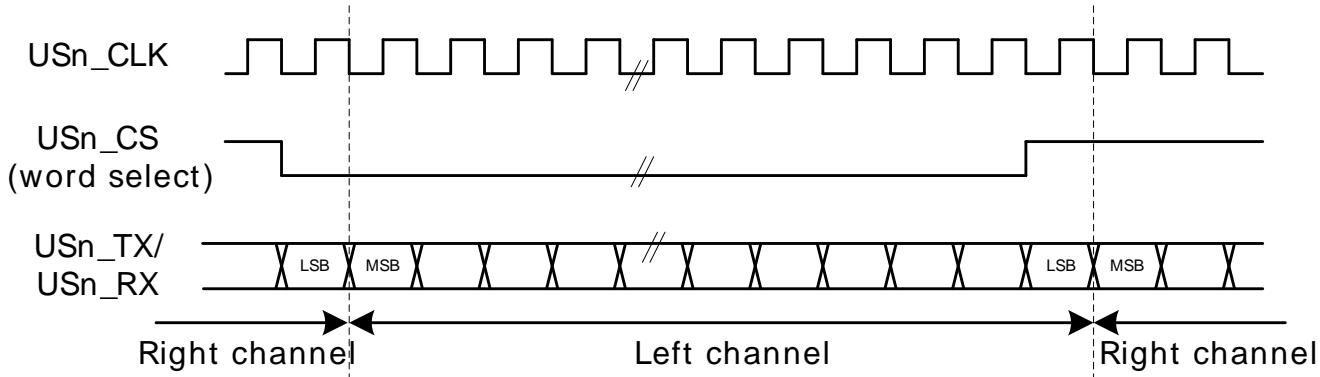
**Table 17.9. USART I2S Modes**

Mode	MONO	JUSTIFY	DELAY	CLKPOL
Regular I2S	0	0	1	0
Left-Justified	0	0	0	1
Right-Justified	0	1	0	1
Mono	1	0	0	0

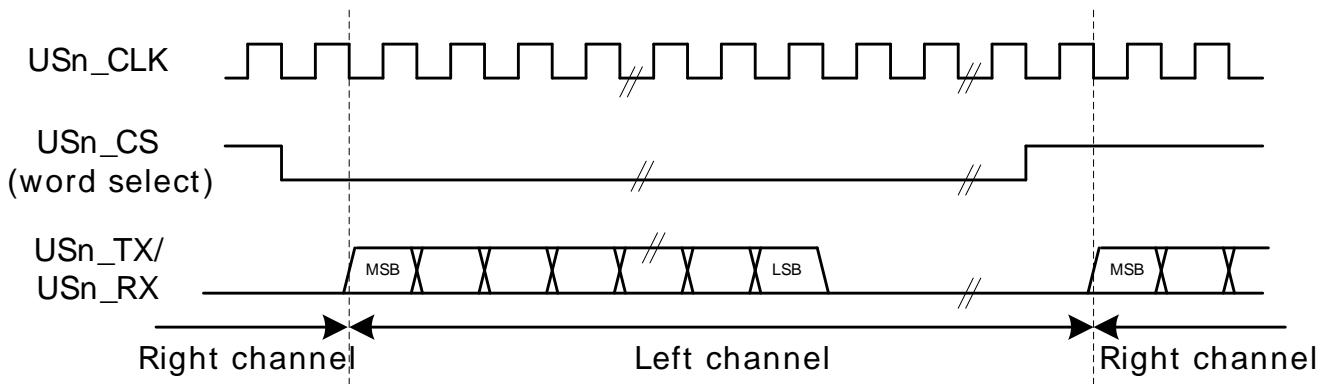
The regular I2S waveform is shown in Figure 17.16 (p. 466) and Figure 17.17 (p. 466). The first figure shows a waveform transmitted with full accuracy. The wordlength can be configured to 32-bit, 16-bit or 8-bit using FORMAT in USARTn\_I2SCTRL. In the second figure, I2S data is transmitted with reduced accuracy, i.e. the data transmitted has less bits than what is possible in the bus format.

Note that the msb of a word transmitted in regular I2S mode is delayed by one cycle with respect to word select

**Figure 17.16. USART Standard I2S waveform**

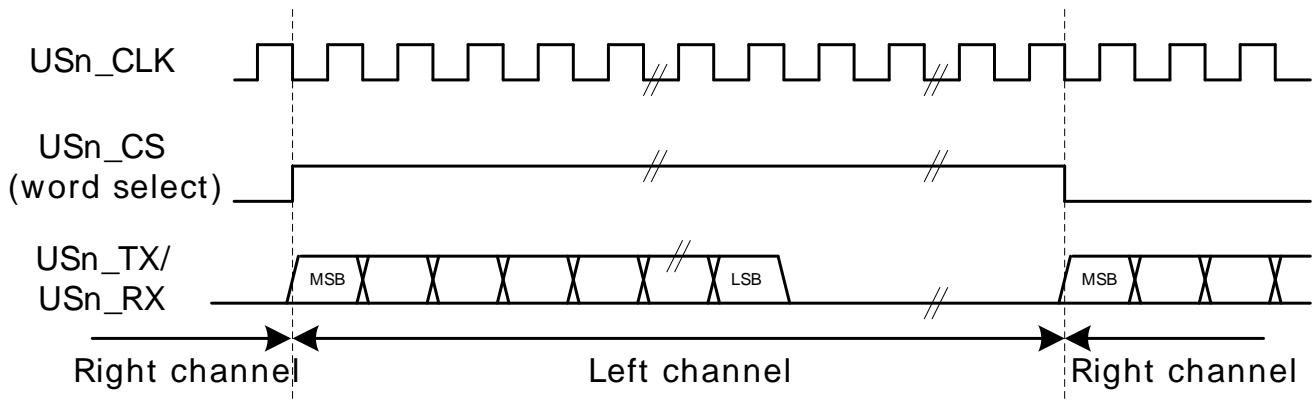


**Figure 17.17. USART Standard I2S waveform (reduced accuracy)**



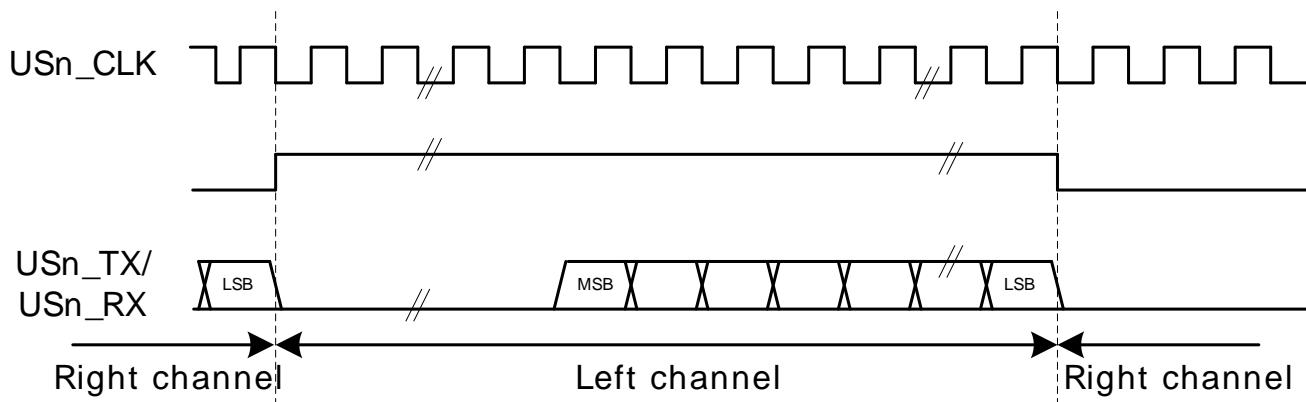
A left-justified stream is shown in Figure 17.18 (p. 466). Note that the MSB comes directly after the edge on the word-select signal in contradiction to the regular I2S waveform where it comes one bit-period after.

**Figure 17.18. USART Left-justified I2S waveform**



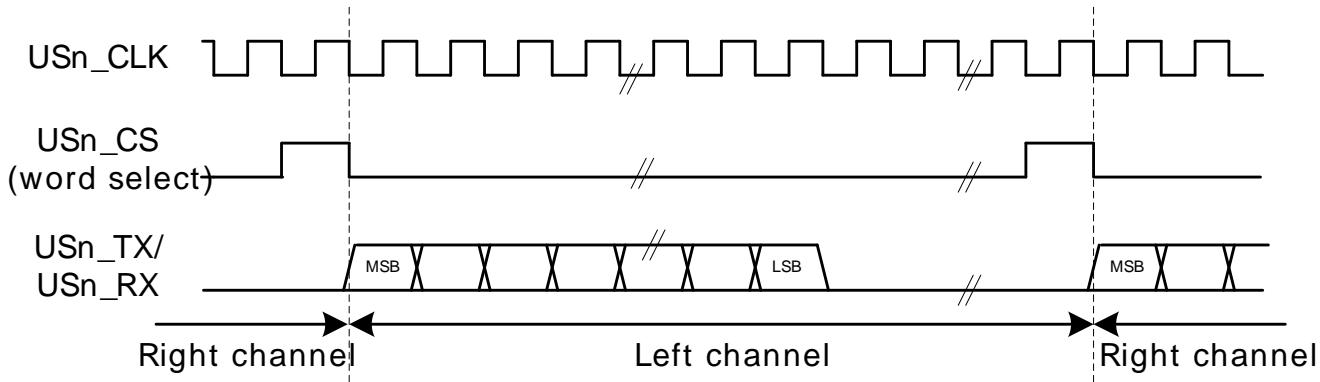
A right-justified stream is shown in Figure 17.19 (p. 467). The left and right justified streams are equal when the data-size is equal to the word-width.

**Figure 17.19. USART Right-justified I2S waveform**



In mono-mode, the word-select signal pulses at the beginning of each word instead of toggling for each word. Mono I2S waveform is shown in Figure 17.20 (p. 467) .

**Figure 17.20. USART Mono I2S waveform**



### **17.3.3.6.3 Using I2S Mode**

When using the USART in I2S mode, DATABITS in USARTn\_FRAME must be set to 8 or 16 data-bits. 8 databits can be used in all modes, and 16 can be used in the modes where the number of bytes in the I2S word is even. In addition to this, MSBF in USARTn\_CTRL should be set, and CLKPOL and CLKPHA in USARTn\_CTRL should be cleared.

The USART does not have separate TX and RX buffers for left and right data, so when using I2S in stereo mode, the application must keep track of whether the buffers contain left or right data. This can be done by observing TXBLRIGHT, RXDATAVRIGHT and RXFULLRIGHT in USARTn\_STATUS. TXBLRIGHT tells whether TX is expecting data for the left or right channel. It will be set with TXBL if right data is expected. The receiver will set RXDATAVRIGHT if there is at least one right element in the buffer, and RXFULLRIGHT if the buffer is full of right elements.

When using I2S with DMA, separate DMA requests can be used for left and right data by setting DMASPLIT in USARTn\_I2SCTRL.

In both master and slave mode the USART always starts transmitting on the LEFT channel after being enabled. In master mode, the transmission will stop if TX becomes empty. In that case, TXC is set. Continuing the transmission in this case will make the data-stream continue where it left off. To make the USART start on the LEFT channel after going empty, disable and re-enable TX.

#### 17.3.4 PRS-triggered Transmissions

If a transmission must be started on an event with very little delay, the PRS system can be used to trigger the transmission. The PRS channel to use as a trigger can be selected using TSEL in USARTn TRIGCTRL. When a positive edge is detected on this signal, the receiver is enabled if RXTEN

in USARTn\_TRIGCTRL is set, and the transmitter is enabled if TXTEN in USARTn\_TRIGCTRL is set. Only one signal input is supported by the USART.

The AUTOTX feature can also be enabled via PRS. If an external SPI device sets a pin high when there is data to be read from the device, this signal can be routed to the USART through the PRS system and be used to make the USART clock data out of the external device. If AUTOTXTEN in USARTn\_TRIGCTRL is set, the USART will transmit data whenever the PRS signal selected by TSEL is high given that there is enough room in the RX buffer for the chosen frame size. Note that if there is no data in the TX buffer when using AUTOTX, the TX underflow interrupt will be set.

AUTOTXTEN can also be combined with TXTEN to make the USART transmit a command to the external device prior to clocking out data. To do this, disable TX using the TXDIS command, load the TX buffer with the command and enable AUTOTXTEN and TXTEN. When the selected PRS input goes high, the USART will now transmit the loaded command, and then continue clocking out while both the PRS input is high and there is room in the RX buffer

### 17.3.5 PRS RX Input

The USART can be configured to receive data directly from a PRS channel by setting RXPRS in USARTn\_INPUT. The PRS channel used is selected using RXPRSEL in USARTn\_INPUT. This way, for example, a differential RX signal can be input to the ACMP and the output routed via PRS to the USART.

### 17.3.6 DMA Support

The USART has full DMA support. The DMA controller can write to the transmit buffer using the registers USARTn\_TXDATA, USARTn\_TXDATAX, USARTn\_TXDOUBLE and USARTn\_TXDOUBLEX, and it can read from the receive buffer using the registers USARTn\_RXDATA, USARTn\_RXDATAX, USARTn\_RXDOUBLE and USARTn\_RXDOUBLEX. This enables single byte transfers, 9 bit data + control/status bits, double byte and double byte + control/status transfers both to and from the USART.

A request for the DMA controller to read from the USART receive buffer can come from the following source:

- Data available in the receive buffer
- Data available in the receive buffer and data is for the RIGHT I2S channel. Only used in I2S mode.

A write request can come from one of the following sources:

- Transmit buffer and shift register empty. No data to send.
- Transmit buffer has room for more data
- Transmit buffer has room for RIGHT I2S data. Only used in I2S mode

Even though there are two sources for write requests to the DMA, only one should be used at a time, since the requests from both sources are cleared even though only one of the requests are used.

In some cases, it may be sensible to temporarily stop DMA access to the USART when an error such as a framing error has occurred. This is enabled by setting ERRSDMA in USARTn\_CTRL.

### 17.3.7 Transmission Delay

By configuring TXDELAY in USARTn\_CTRL, the transmitter can be forced to wait a number of bit-periods from it is ready to transmit data, to it actually transmits the data. This delay is only applied to the first frame transmitted after the transmitter has been idle. When transmitting frames back-to-back the delay is not introduced between the transmitted frames.

This is useful on half duplex buses, because the receiver always returns received frames to software during the first stop-bit. The bus may still be driven for up to 3 baud periods, depending on the current frame format. Using the transmission delay, a transmission can be started when a frame is received,

and it is possible to make sure that the transmitter does not begin driving the output before the frame on the bus is completely transmitted.

TXDELAY in USARTn\_CTRL only applies to asynchronous transmission.

### 17.3.8 Interrupts

The interrupts generated by the USART are combined into two interrupt vectors. Interrupts related to reception are assigned to one interrupt vector, and interrupts related to transmission are assigned to the other. Separating the interrupts in this way allows different priorities to be set for transmission and reception interrupts.

The transmission interrupt vector groups the transmission-related interrupts generated by the following interrupt flags:

- TXC
- TXBL
- TXOF
- CCF

The reception interrupt on the other hand groups the reception-related interrupts, triggered by the following interrupt flags:

- RXDATAV
- RXFULL
- RXOF
- RXUF
- PERR
- FERR
- MPAF
- SSM

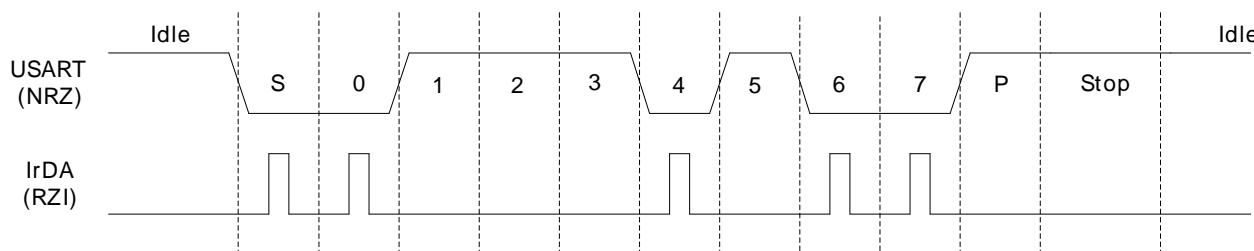
If USART interrupts are enabled, an interrupt will be made if one or more of the interrupt flags in USART\_IF and their corresponding bits in USART\_IEN are set.

### 17.3.9 IrDA Modulator/ Demodulator

The IrDA modulator on USART0 implements the physical layer of the IrDA specification, which is necessary for communication over IrDA. The modulator takes the signal output from the USART module, and modulates it before it leaves USART0. In the same way, the input signal is demodulated before it enters the actual USART module. The modulator is only available on USART0, and implements the original Rev. 1.0 physical layer and one high speed extension which supports speeds from 2.4 kbps to 1.152 Mbps.

The data from and to the USART is represented in a NRZ (Non Return to Zero) format, where the signal value is at the same level through the entire bit period. For IrDA, the required format is RZI (Return to Zero Inverted), a format where a “1” is signalled by holding the line low, and a “0” is signalled by a short high pulse. An example is given in Figure 17.21 (p. 469).

**Figure 17.21. USART Example RZI Signal for a given Asynchronous USART Frame**



The IrDA module is enabled by setting IREN. The USART transmitter output and receiver input is then routed through the IrDA modulator.

The width of the pulses generated by the IrDA modulator is set by configuring IRPW in USARTn\_IRCTRL. Four pulse widths are available, each defined relative to the configured bit period as listed in Table 17.10 (p. 470) .

**Table 17.10. USART IrDA Pulse Widths**

IRPW	Pulse width OVS=0	Pulse width OVS=1	Pulse width OVS=2	Pulse width OVS=3
00	1/16	1/8	1/6	1/4
01	2/16	2/8	2/6	N/A
10	3/16	3/8	N/A	N/A
11	4/16	N/A	N/A	N/A

By default, no filter is enabled in the IrDA demodulator. A filter can be enabled by setting IRFILT in USARTn\_IRCTRL. When the filter is enabled, an incoming pulse has to last for 4 consecutive clock cycles to be detected by the IrDA demodulator.

Note that by default, the idle value of the USART data signal is high. This means that the IrDA modulator generates negative pulses, and the IrDA demodulator expects negative pulses. To make the IrDA module use RZI signalling, both TXINV and RXINV in USARTn\_CTRL must be set.

The IrDA module can also modulate a signal from the PRS system, and transmit a modulated signal to the PRS system. To use a PRS channel as transmitter source instead of the USART, set IRPRSEN in USARTn\_IRCTRL high. The channel is selected by configuring IRPRSSEL in USARTn\_IRCTRL.

## 17.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	USARTn_CTRL	RW	Control Register
0x004	USARTn_FRAME	RW	USART Frame Format Register
0x008	USARTn_TRIGCTRL	RW	USART Trigger Control register
0x00C	USARTn_CMD	W1	Command Register
0x010	USARTn_STATUS	R	USART Status Register
0x014	USARTn_CLKDIV	RW	Clock Control Register
0x018	USARTn_RXDATAX	R	RX Buffer Data Extended Register
0x01C	USARTn_RXDATA	R	RX Buffer Data Register
0x020	USARTn_RXDOUBLEX	R	RX Buffer Double Data Extended Register
0x024	USARTn_RXDOUBLE	R	RX FIFO Double Data Register
0x028	USARTn_RXDATAXP	R	RX Buffer Data Extended Peek Register
0x02C	USARTn_RXDOUBLEXP	R	RX Buffer Double Data Extended Peek Register
0x030	USARTn_TXDATAX	W	TX Buffer Data Extended Register
0x034	USARTn_TXDATA	W	TX Buffer Data Register
0x038	USARTn_TXDOUBLEX	W	TX Buffer Double Data Extended Register
0x03C	USARTn_TXDOUBLE	W	TX Buffer Double Data Register
0x040	USARTn_IF	R	Interrupt Flag Register
0x044	USARTn_IFS	W1	Interrupt Flag Set Register
0x048	USARTn_IFC	W1	Interrupt Flag Clear Register
0x04C	USARTn_IEN	RW	Interrupt Enable Register
0x050	USARTn_IRCTRL	RW	IrDA Control Register
0x054	USARTn_ROUTE	RW	I/O Routing Register
0x058	USARTn_INPUT	RW	USART Input Register
0x05C	USARTn_I2SCTRL	RW	I2S Control Register

## 17.5 Register Description

## 17.5.1 USARTn\_CTRL - Control Register

Offset	Bit Position									
Reset	0x000	31	ERRSRX	RW	0	24	ERRSRX	RW	0	23
Access	AUTOTX	0	ERRSDMA	RW	0	22	BIT8DV	RW	0	21
Name	BYTESWAP	0	SKIPPERRF	RW	0	20	SCRETRANS	RW	0	19
	TXDELAY	0x0	SCMODE	RW	0	18	AUTOTRI	RW	0	17
Bit	Name	Reset	Access	Description						
31	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)								
30	MVDIS	0	RW	<b>Majority Vote Disable</b>						
	Disable majority vote for 16x, 8x and 6x oversampling modes.									
29	AUTOTX	0	RW	<b>Always Transmit When RX Not Full</b>						
	Set this bit to enable transmission when the receive buffer is empty. This is useful for applications where the receiver needs to be active at all times.									
28	OVS	0x0	RW	0	6	MPAB	RW	0	5	
	Selects the oversampling mode. The value is multiplied by the current oversampling mode to determine the final oversampling factor.									
27	MPM	0	RW	0	4	MSBF	RW	0	3	
	Selects the most significant bit first mode. If set, the most significant bit is transmitted first. Otherwise, the least significant bit is transmitted first.									
26	CCEN	0	RW	0	2	CLKPHA	RW	0	1	
	Enables the clock phase selection feature. Set this bit to enable the CLKPHAL and CLKPOL bits.									
25	LOOPBK	0	RW	0	0	SYNC	RW	0	0	

Bit	Name	Reset	Access	Description															
Transmits as long as RX is not full. If TX is empty, underflows are generated.																			
28	BYTE_SWAP	0	RW	<b>Byteswap In Double Accesses</b>															
Set to switch the order of the bytes in double accesses.																			
<table border="1"> <tr> <td>Value</td><td colspan="2">Description</td></tr> <tr> <td>0</td><td colspan="2">Normal byte order</td></tr> <tr> <td>1</td><td colspan="2">Byte order swapped</td></tr> </table>					Value	Description		0	Normal byte order		1	Byte order swapped							
Value	Description																		
0	Normal byte order																		
1	Byte order swapped																		
27:26	TXDELAY	0x0	RW	<b>TX Delay Transmission</b>															
Configurable delay before new transfers. Frames sent back-to-back are not delayed.																			
<table border="1"> <tr> <td>Value</td><td>Mode</td><td>Description</td></tr> <tr> <td>0</td><td>NONE</td><td>Frames are transmitted immediately</td></tr> <tr> <td>1</td><td>SINGLE</td><td>Transmission of new frames are delayed by a single baud period</td></tr> <tr> <td>2</td><td>DOUBLE</td><td>Transmission of new frames are delayed by two baud periods</td></tr> <tr> <td>3</td><td>TRIPLE</td><td>Transmission of new frames are delayed by three baud periods</td></tr> </table>					Value	Mode	Description	0	NONE	Frames are transmitted immediately	1	SINGLE	Transmission of new frames are delayed by a single baud period	2	DOUBLE	Transmission of new frames are delayed by two baud periods	3	TRIPLE	Transmission of new frames are delayed by three baud periods
Value	Mode	Description																	
0	NONE	Frames are transmitted immediately																	
1	SINGLE	Transmission of new frames are delayed by a single baud period																	
2	DOUBLE	Transmission of new frames are delayed by two baud periods																	
3	TRIPLE	Transmission of new frames are delayed by three baud periods																	
25	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																	
24	ERRSTX	0	RW	<b>Disable TX On Error</b>															
When set, the transmitter is disabled on framing and parity errors (asynchronous mode only) in the receiver.																			
<table border="1"> <tr> <td>Value</td><td colspan="2">Description</td></tr> <tr> <td>0</td><td colspan="2">Received framing and parity errors have no effect on transmitter</td></tr> <tr> <td>1</td><td colspan="2">Received framing and parity errors disable the transmitter</td></tr> </table>					Value	Description		0	Received framing and parity errors have no effect on transmitter		1	Received framing and parity errors disable the transmitter							
Value	Description																		
0	Received framing and parity errors have no effect on transmitter																		
1	Received framing and parity errors disable the transmitter																		
23	ERRSRX	0	RW	<b>Disable RX On Error</b>															
When set, the receiver is disabled on framing and parity errors (asynchronous mode only).																			
<table border="1"> <tr> <td>Value</td><td colspan="2">Description</td></tr> <tr> <td>0</td><td colspan="2">Framing and parity errors have no effect on receiver</td></tr> <tr> <td>1</td><td colspan="2">Framing and parity errors disable the receiver</td></tr> </table>					Value	Description		0	Framing and parity errors have no effect on receiver		1	Framing and parity errors disable the receiver							
Value	Description																		
0	Framing and parity errors have no effect on receiver																		
1	Framing and parity errors disable the receiver																		
22	ERRSDMA	0	RW	<b>Halt DMA On Error</b>															
When set, DMA requests will be cleared on framing and parity errors (asynchronous mode only).																			
<table border="1"> <tr> <td>Value</td><td colspan="2">Description</td></tr> <tr> <td>0</td><td colspan="2">Framing and parity errors have no effect on DMA requests from the USART</td></tr> <tr> <td>1</td><td colspan="2">DMA requests from the USART are blocked while the PERR or FERR interrupt flags are set</td></tr> </table>					Value	Description		0	Framing and parity errors have no effect on DMA requests from the USART		1	DMA requests from the USART are blocked while the PERR or FERR interrupt flags are set							
Value	Description																		
0	Framing and parity errors have no effect on DMA requests from the USART																		
1	DMA requests from the USART are blocked while the PERR or FERR interrupt flags are set																		
21	BIT8DV	0	RW	<b>Bit 8 Default Value</b>															
The default value of the 9th bit. If 9-bit frames are used, and an 8-bit write operation is done, leaving the 9th bit unspecified, the 9th bit is set to the value of BIT8DV.																			
20	SKIPERRF	0	RW	<b>Skip Parity Error Frames</b>															
When set, the receiver discards frames with parity errors (asynchronous mode only). The PERR interrupt flag is still set.																			
19	SCRETRANS	0	RW	<b>SmartCard Retransmit</b>															
When in SmartCard mode, a NACK'ed frame will be kept in the shift register and retransmitted if the transmitter is still enabled.																			
18	SCMODE	0	RW	<b>SmartCard Mode</b>															
Use this bit to enable or disable SmartCard mode.																			
17	AUTOTRI	0	RW	<b>Automatic TX Tristate</b>															
When enabled, TXTRI is set by hardware whenever the transmitter is idle, and TXTRI is cleared by hardware when transmission starts.																			
<table border="1"> <tr> <td>Value</td><td colspan="2">Description</td></tr> <tr> <td>0</td><td colspan="2">The output on U(S)n_TX when the transmitter is idle is defined by TXINV</td></tr> <tr> <td>1</td><td colspan="2">U(S)n_TX is tristated whenever the transmitter is idle</td></tr> </table>					Value	Description		0	The output on U(S)n_TX when the transmitter is idle is defined by TXINV		1	U(S)n_TX is tristated whenever the transmitter is idle							
Value	Description																		
0	The output on U(S)n_TX when the transmitter is idle is defined by TXINV																		
1	U(S)n_TX is tristated whenever the transmitter is idle																		
16	AUTOCS	0	RW	<b>Automatic Chip Select</b>															
When enabled, the output on USn_CS will be activated one baud-period before transmission starts, and deactivated when transmission ends.																			
15	CSINV	0	RW	<b>Chip Select Invert</b>															

Bit	Name	Reset	Access	Description
Default value is active low. This affects both the selection of external slaves, as well as the selection of the microcontroller as a slave.				
	Value	Description		
0 Chip select is active low				
1 Chip select is active high				
14	TXINV	0	RW	<b>Transmitter output Invert</b>
The output from the USART transmitter can optionally be inverted by setting this bit.				
	Value	Description		
0 Output from the transmitter is passed unchanged to U(S)n_TX				
1 Output from the transmitter is inverted before it is passed to U(S)n_TX				
13	RXINV	0	RW	<b>Receiver Input Invert</b>
Setting this bit will invert the input to the USART receiver.				
	Value	Description		
0 Input is passed directly to the receiver				
1 Input is inverted before it is passed to the receiver				
12	TXBIL	0	RW	<b>TX Buffer Interrupt Level</b>
Determines the interrupt and status level of the transmit buffer.				
	Value	Mode	Description	
0 EMPTY TXBL and the TXBL interrupt flag are set when the transmit buffer becomes empty. TXBL is cleared when the buffer becomes nonempty.				
1 HALFFULL TXBL and TXBLIF are set when the transmit buffer goes from full to half-full or empty. TXBL is cleared when the buffer becomes full.				
11	CSMA	0	RW	<b>Action On Slave-Select In Master Mode</b>
This register determines the action to be performed when slave-select is configured as an input and driven low while in master mode.				
	Value	Mode	Description	
0 NOACTION No action taken				
1 GOTOSLAVEMODE Go to slave mode				
10	MSBF	0	RW	<b>Most Significant Bit First</b>
Decides whether data is sent with the least significant bit first, or the most significant bit first.				
	Value	Description		
0 Data is sent with the least significant bit first				
1 Data is sent with the most significant bit first				
9	CLKPHA	0	RW	<b>Clock Edge For Setup/Sample</b>
Determines where data is set-up and sampled according to the bus clock when in synchronous mode.				
	Value	Mode	Description	
0 SAMPLELEADING Data is sampled on the leading edge and set-up on the trailing edge of the bus clock in synchronous mode				
1 SAMPLETRAILING Data is set-up on the leading edge and sampled on the trailing edge of the bus clock in synchronous mode				
8	CLKPOL	0	RW	<b>Clock Polarity</b>
Determines the clock polarity of the bus clock used in synchronous mode.				
	Value	Mode	Description	
0 IDLELOW The bus clock used in synchronous mode has a low base value				
1 IDLEHIGH The bus clock used in synchronous mode has a high base value				
7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
6:5	OVS	0x0	RW	<b>Oversampling</b>
Sets the number of clock periods in a UART bit-period. More clock cycles gives better robustness, while less clock cycles gives better performance.				
	Value	Mode	Description	
0 X16 Regular UART mode with 16X oversampling in asynchronous mode				

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	1	X8		Double speed with 8X oversampling in asynchronous mode
	2	X6		6X oversampling in asynchronous mode
	3	X4		Quadruple speed with 4X oversampling in asynchronous mode
4	MPAB	0	RW	<b>Multi-Processor Address-Bit</b>
	Defines the value of the multi-processor address bit. An incoming frame with its 9th bit equal to the value of this bit marks the frame as a multi-processor address frame.			
3	MPM	0	RW	<b>Multi-Processor Mode</b>
	Multi-processor mode uses the 9th bit of the USART frames to tell whether the frame is an address frame or a data frame.			
	Value	Description		
	0	The 9th bit of incoming frames has no special function		
	1	An incoming frame with the 9th bit equal to MPAB will be loaded into the receive buffer regardless of RXBLOCK and will result in the MPAB interrupt flag being set		
2	CCEN	0	RW	<b>Collision Check Enable</b>
	Enables collision checking on data when operating in half duplex modus.			
	Value	Description		
	0	Collision check is disabled		
	1	Collision check is enabled. The receiver must be enabled for the check to be performed		
1	LOOPBK	0	RW	<b>Loopback Enable</b>
	Allows the receiver to be connected directly to the USART transmitter for loopback and half duplex communication.			
	Value	Description		
	0	The receiver is connected to and receives data from U(S)n_RX		
	1	The receiver is connected to and receives data from U(S)n_TX		
0	SYNC	0	RW	<b>USART Synchronous Mode</b>
	Determines whether the USART is operating in asynchronous or synchronous mode.			
	Value	Description		
	0	The USART operates in asynchronous mode		
	1	The USART operates in synchronous mode		

## 17.5.2 USARTn\_FRAME - USART Frame Format Register

Offset	Bit Position																								
0x004	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
<b>Reset</b>																									0x5
<b>Access</b>																									RW
<b>Name</b>																									DATABITS

Bit	Name	Reset	Access	Description
31:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13:12	STOPBITS	0x1	RW	<b>Stop-Bit Mode</b>
	Determines the number of stop-bits used.			
	Value	Mode		Description
	0	HALF		The transmitter generates a half stop bit. Stop-bits are not verified by receiver
	1	ONE		One stop bit is generated and verified
	2	ONEANDAHALF		The transmitter generates one and a half stop bit. The receiver verifies the first stop bit

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	3	TWO	The transmitter generates two stop bits. The receiver checks the first stop-bit only		
11:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
9:8	PARITY	0x0	RW	<b>Parity-Bit Mode</b>	
	Determines whether parity bits are enabled, and whether even or odd parity should be used. Only available in asynchronous mode.				
	Value	Mode	Description		
	0	NONE	Parity bits are not used		
	2	EVEN	Even parity are used. Parity bits are automatically generated and checked by hardware.		
	3	ODD	Odd parity is used. Parity bits are automatically generated and checked by hardware.		
7:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
3:0	DATABITS	0x5	RW	<b>Data-Bit Mode</b>	
	This register sets the number of data bits in a USART frame.				
	Value	Mode	Description		
	1	FOUR	Each frame contains 4 data bits		
	2	FIVE	Each frame contains 5 data bits		
	3	SIX	Each frame contains 6 data bits		
	4	SEVEN	Each frame contains 7 data bits		
	5	EIGHT	Each frame contains 8 data bits		
	6	NINE	Each frame contains 9 data bits		
	7	TEN	Each frame contains 10 data bits		
	8	ELEVEN	Each frame contains 11 data bits		
	9	TWELVE	Each frame contains 12 data bits		
	10	THIRTEEN	Each frame contains 13 data bits		
	11	FOURTEEN	Each frame contains 14 data bits		
	12	FIFTEEN	Each frame contains 15 data bits		
	13	SIXTEEN	Each frame contains 16 data bits		

### 17.5.3 USARTn\_TRIGCTRL - USART Trigger Control register

Offset	Bit Position																								
0x008	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
Reset																									
Access																									
Name																									

Bit	Name	Reset	Access	Description
31:7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
6	AUTOTXTEN	0	RW	<b>AUTOTX Trigger Enable</b>
	When set, AUTOTX is enabled as long as the PRS channel selected by TSEL has a high value			
5	TXTEN	0	RW	<b>Transmit Trigger Enable</b>
	When set, the PRS channel selected by TSEL sets TXEN, enabling the transmitter on positive trigger edges.			
4	RXTEN	0	RW	<b>Receive Trigger Enable</b>
	When set, the PRS channel selected by TSEL sets RXEN, enabling the receiver on positive trigger edges.			
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2:0	TSEL	0x0	RW	<b>Trigger PRS Channel Select</b>

Bit	Name	Reset	Access	Description
Select USART PRS trigger channel. The PRS signal can enable RX and/or TX, depending on the setting of RXTEN and TXTEN.				
	Value	Mode		Description
0	PRSCH0			PRS Channel 0 selected
1	PRSCH1			PRS Channel 1 selected
2	PRSCH2			PRS Channel 2 selected
3	PRSCH3			PRS Channel 3 selected
4	PRSCH4			PRS Channel 4 selected
5	PRSCH5			PRS Channel 5 selected
6	PRSCH6			PRS Channel 6 selected
7	PRSCH7			PRS Channel 7 selected

#### 17.5.4 USARTn\_CMD - Command Register

Bit	Name	Reset	Access	Description
31:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11	CLEARRX	0	W1	<b>Clear RX</b> Set to clear receive buffer and the RX shift register.
10	CLEARTX	0	W1	<b>Clear TX</b> Set to clear transmit buffer and the TX shift register.
9	TXTRIDIS	0	W1	<b>Transmitter Tristate Disable</b> Disables tristating of the transmitter output.
8	TXTRIEN	0	W1	<b>Transmitter Tristate Enable</b> Tristates the transmitter output.
7	RXBLOCKDIS	0	W1	<b>Receiver Block Disable</b> Set to clear RXBLOCK, resulting in all incoming frames being loaded into the receive buffer.
6	RXBLOCKEN	0	W1	<b>Receiver Block Enable</b> Set to set RXBLOCK, resulting in all incoming frames being discarded.
5	MASTERDIS	0	W1	<b>Master Disable</b> Set to disable master mode, clearing the MASTER status bit and putting the USART in slave mode.
4	MASTEREN	0	W1	<b>Master Enable</b> Set to enable master mode, setting the MASTER status bit. Master mode should not be enabled while TXENS is set to 1. To enable both master and TX mode, write MASTEREN before TXEN, or enable them both in the same write operation.
3	TXDIS	0	W1	<b>Transmitter Disable</b> Set to disable transmission.
2	TXEN	0	W1	<b>Transmitter Enable</b> Set to enable data transmission.
1	RXDIS	0	W1	<b>Receiver Disable</b> Set to disable data reception. If a frame is under reception when the receiver is disabled, the incoming frame is discarded.

Bit	Name	Reset	Access	Description
0	RXEN	0	W1	<b>Receiver Enable</b> Set to activate data reception on U(S)n_RX.

## 17.5.5 USARTn\_STATUS - USART Status Register

Offset	Bit Position																								
0x010	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	0	11	R	0	
<b>Reset</b>																									
<b>Access</b>																									
<b>Name</b>																									

Bit	Name	Reset	Access	Description
31:13	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
12	RXFULLRIGHT	0	R	<b>RX Full of Right Data</b> When set, the entire RX buffer contains right data. Only used in I2S mode
11	RXDATAVRIGHT	0	R	<b>RX Data Right</b> When set, reading RXDATA or RXDATAB gives right data. Else left data is read. Only used in I2S mode
10	TXBSRIGHT	0	R	<b>TX Buffer Expects Single Right Data</b> When set, the TX buffer expects at least a single right data. Else it expects left data. Only used in I2S mode
9	TXBDRIGHT	0	R	<b>TX Buffer Expects Double Right Data</b> When set, the TX buffer expects double right data. Else it may expect a single right data or left data. Only used in I2S mode
8	RXFULL	0	R	<b>RX FIFO Full</b> Set when the RXFIFO is full. Cleared when the receive buffer is no longer full. When this bit is set, there is still room for one more frame in the receive shift register.
7	RXDATAV	0	R	<b>RX Data Valid</b> Set when data is available in the receive buffer. Cleared when the receive buffer is empty.
6	TXBL	1	R	<b>TX Buffer Level</b> Indicates the level of the transmit buffer. If TXBIL is cleared, TXBL is set whenever the transmit buffer is empty, and if TXBIL is set, TXBL is set whenever the transmit buffer is half-full or empty.
5	TXC	0	R	<b>TX Complete</b> Set when a transmission has completed and no more data is available in the transmit buffer and shift register. Cleared when data is written to the transmit buffer.
4	TXTRI	0	R	<b>Transmitter Tristated</b> Set when the transmitter is tristated, and cleared when transmitter output is enabled. If AUTOTRI in USARTn_CTRL is set this bit is always read as 0.
3	RXBLOCK	0	R	<b>Block Incoming Data</b> When set, the receiver discards incoming frames. An incoming frame will not be loaded into the receive buffer if this bit is set at the instant the frame has been completely received.
2	MASTER	0	R	<b>SPI Master Mode</b> Set when the USART operates as a master. Set using the MASTEREN command and clear using the MASTERDIS command.
1	TXENS	0	R	<b>Transmitter Enable Status</b> Set when the transmitter is enabled.
0	RXENS	0	R	<b>Receiver Enable Status</b>

Bit	Name	Reset	Access	Description
Set when the receiver is enabled.				

## 17.5.6 USARTn\_CLKDIV - Clock Control Register

Offset	Bit Position																															
0x014	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																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:21	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
20:6	DIV	0x0000	RW	<b>Fractional Clock Divider</b>
		Specifies the fractional clock divider for the USART.		
5:0	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

## 17.5.7 USARTn\_RXDATA - RX Buffer Data Extended Register

Offset	Bit Position																															
0x018	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																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15	FERR	0	R	<b>Data Framing Error</b>
		Set if data in buffer has a framing error. Can be the result of a break condition.		
14	PERR	0	R	<b>Data Parity Error</b>
		Set if data in buffer has a parity error (asynchronous mode only).		
13:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8:0	RXDATA	0x000	R	<b>RX Data</b>
		Use this register to access data read from the USART. Buffer is cleared on read access.		

## 17.5.8 USARTn\_RXDATA - RX Buffer Data Register

Bit	Name	Reset	Access	Description
31:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7:0	RXDATA	0x00	R	<b>RX Data</b>  Use this register to access data read from USART. Buffer is cleared on read access. Only the 8 LSB can be read using this register.

### 17.5.9 USARTn\_RXDOUBLEX - RX Buffer Double Data Extended Register

Offset	Bit Position							
Reset	0x020	0	31	29	28	27	26	25
Access	FERR1	R	0	24	23	22	21	20
Name	PERR1	R	0	19	18	17	16	15
RXDATA1								
Reset	FERR0	R	0	14	13	12	11	10
Access	PERR0	R	0	15	14	13	12	11
Name	FERR0	R	0	9	8	7	6	5
RXDATA0								
Reset	PERR0	R	0	4	3	2	1	0
Access	FERR0	R	0	8	7	6	5	4

Bit	Name	Reset	Access	Description
31	FERR1	0	R	<b>Data Framing Error 1</b>  Set if data in buffer has a framing error. Can be the result of a break condition.
30	PERR1	0	R	<b>Data Parity Error 1</b>  Set if data in buffer has a parity error (asynchronous mode only).
29:25	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
24:16	RXDATA1	0x000	R	<b>RX Data 1</b>  Second frame read from buffer.
15	FERR0	0	R	<b>Data Framing Error 0</b>  Set if data in buffer has a framing error. Can be the result of a break condition.
14	PERR0	0	R	<b>Data Parity Error 0</b>  Set if data in buffer has a parity error (asynchronous mode only).
13:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8:0	RXDATA0	0x000	R	<b>RX Data 0</b>  First frame read from buffer.

## 17.5.10 USARTn\_RXDOUBLE - RX FIFO Double Data Register

Offset	Bit Position															
0x024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset															0x00	
Access															R	
Name															RXDATA1	RXDATA0

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:8	RXDATA1	0x00	R	<b>RX Data 1</b> Second frame read from buffer.
7:0	RXDATA0	0x00	R	<b>RX Data 0</b> First frame read from buffer.

## 17.5.11 USARTn\_RXDATAXP - RX Buffer Data Extended Peek Register

Offset	Bit Position															
0x028	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset															0	
Access															R	
Name															FERRP	PERRP

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15	FERRP	0	R	<b>Data Framing Error Peek</b> Set if data in buffer has a framing error. Can be the result of a break condition.
14	PERRP	0	R	<b>Data Parity Error Peek</b> Set if data in buffer has a parity error (asynchronous mode only).
13:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	RXDATAP	0x000	R	<b>RX Data Peek</b> Use this register to access data read from the USART.

## 17.5.12 USARTn\_RXDOUBLEXP - RX Buffer Double Data Extended Peek Register

Offset	Bit Position																																
0x02C	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Access	R	R										R				R	R							R									
Name	FERRP1	PERRP1										RXDATAP1				FERRP0	PERRP0							RXDATAP0									

Bit	Name	Reset	Access	Description
31	FERRP1	0	R	<b>Data Framing Error 1 Peek</b>
				Set if data in buffer has a framing error. Can be the result of a break condition.
30	PERRP1	0	R	<b>Data Parity Error 1 Peek</b>
				Set if data in buffer has a parity error (asynchronous mode only).
29:25	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
24:16	RXDATAP1	0x000	R	<b>RX Data 1 Peek</b>
				Second frame read from FIFO.
15	FERRP0	0	R	<b>Data Framing Error 0 Peek</b>
				Set if data in buffer has a framing error. Can be the result of a break condition.
14	PERRP0	0	R	<b>Data Parity Error 0 Peek</b>
				Set if data in buffer has a parity error (asynchronous mode only).
13:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	RXDATAP0	0x000	R	<b>RX Data 0 Peek</b>
				First frame read from FIFO.

## 17.5.13 USARTn\_TXDATAX - TX Buffer Data Extended Register

Offset	Bit Position																																
0x030	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Access	W	W														RXENAT	TXDISAT	TXBREAK	TXTRIAT	UBRXAT													
Name																																	

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15	RXENAT	0	W	<b>Enable RX After Transmission</b>
				Set to enable reception after transmission.
14	TXDISAT	0	W	<b>Clear TXEN After Transmission</b>

Bit	Name	Reset	Access	Description
Set to disable transmitter and release data bus directly after transmission.				
13	TXBREAK	0	W	<b>Transmit Data As Break</b>
Set to send data as a break. Recipient will see a framing error or a break condition depending on its configuration and the value of WDATA.				
12	TXTRIAT	0	W	<b>Set TXTRI After Transmission</b>
Set to tristate transmitter by setting TXTRI after transmission.				
11	UBRXAT	0	W	<b>Unblock RX After Transmission</b>
Set clear RXBLOCK after transmission, unblocking the receiver.				
10:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8:0	TXDATAL	0x000	W	<b>TX Data</b>
Use this register to write data to the USART. If TXEN is set, a transfer will be initiated at the first opportunity.				

## 17.5.14 USARTn\_TXDATA - TX Buffer Data Register

Offset	Bit Position																
0x034	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset																	
Access																	
Name																	

Bit	Name	Reset	Access	Description
Set to disable transmitter and release data bus directly after transmission.				
29	TXBREAK1	0	W	<b>Transmit Data As Break</b>
Set to send data as a break. Recipient will see a framing error or a break condition depending on its configuration and the value of USARTn_WDATA.				
28	TXTRIAT1	0	W	<b>Set TXTRI After Transmission</b>
Set to tristate transmitter by setting TXTRI after transmission.				
27	UBRXAT1	0	W	<b>Unblock RX After Transmission</b>
Set clear RXBLOCK after transmission, unblocking the receiver.				
26:25	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
24:16	TXDATA1	0x000	W	<b>TX Data</b>
Second frame to write to FIFO.				
15	RXENAT0	0	W	<b>Enable RX After Transmission</b>
Set to enable reception after transmission.				
14	TXDISAT0	0	W	<b>Clear TXEN After Transmission</b>
Set to disable transmitter and release data bus directly after transmission.				
13	TXBREAK0	0	W	<b>Transmit Data As Break</b>
Set to send data as a break. Recipient will see a framing error or a break condition depending on its configuration and the value of WDATA.				
12	TXTRIAT0	0	W	<b>Set TXTRI After Transmission</b>
Set to tristate transmitter by setting TXTRI after transmission.				
11	UBRXAT0	0	W	<b>Unblock RX After Transmission</b>
Set clear RXBLOCK after transmission, unblocking the receiver.				
10:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8:0	TXDATA0	0x000	W	<b>TX Data</b>
First frame to write to buffer.				

## 17.5.16 USARTn\_TXDOUBLE - TX Buffer Double Data Register

Offset	Bit Position																															
0x03C	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																	0x00				0x00											
Access																	W				W											
Name																	TXDATA1				TXDATA0											

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:8	TXDATA1	0x00	W	<b>TX Data</b>
Second frame to write to buffer.				
7:0	TXDATA0	0x00	W	<b>TX Data</b>
First frame to write to buffer.				

## 17.5.17 USARTn\_IF - Interrupt Flag Register

Offset	Bit Position															
0x040	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13															
Reset																
Access																
Name																
	CCF	R	0	12	SSM	R	0	11	MPAF	R	0	10	FERR	R	0	9
	PERR	R	0	8	TXUF	R	0	7	TXOF	R	0	6	RXUF	R	0	5
	RXOF	R	0	4	RXFULL	R	0	3	RXDATAV	R	0	2	TXBL	R	1	1
	TXC	R	0	0												

Bit	Name	Reset	Access	Description
31:13	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
12	CCF	0	R	<b>Collision Check Fail Interrupt Flag</b>
				Set when a collision check notices an error in the transmitted data.
11	SSM	0	R	<b>Slave-Select In Master Mode Interrupt Flag</b>
				Set when the device is selected as a slave when in master mode.
10	MPAF	0	R	<b>Multi-Processor Address Frame Interrupt Flag</b>
				Set when a multi-processor address frame is detected.
9	FERR	0	R	<b>Framing Error Interrupt Flag</b>
				Set when a frame with a framing error is received while RXBLOCK is cleared.
8	PERR	0	R	<b>Parity Error Interrupt Flag</b>
				Set when a frame with a parity error (asynchronous mode only) is received while RXBLOCK is cleared.
7	TXUF	0	R	<b>TX Underflow Interrupt Flag</b>
				Set when operating as a synchronous slave, no data is available in the transmit buffer when the master starts transmission of a new frame.
6	TXOF	0	R	<b>TX Overflow Interrupt Flag</b>
				Set when a write is done to the transmit buffer while it is full. The data already in the transmit buffer is preserved.
5	RXUF	0	R	<b>RX Underflow Interrupt Flag</b>
				Set when trying to read from the receive buffer when it is empty.
4	RXOF	0	R	<b>RX Overflow Interrupt Flag</b>
				Set when data is incoming while the receive shift register is full. The data previously in the shift register is lost.
3	RXFULL	0	R	<b>RX Buffer Full Interrupt Flag</b>
				Set when the receive buffer becomes full.
2	RXDATAV	0	R	<b>RX Data Valid Interrupt Flag</b>
				Set when data becomes available in the receive buffer.
1	TXBL	1	R	<b>TX Buffer Level Interrupt Flag</b>
				Set when buffer becomes empty if TXBIL is set, or when buffer goes from full to half-full if TXBIL is cleared
0	TXC	0	R	<b>TX Complete Interrupt Flag</b>
				This interrupt is used after a transmission when both the TX buffer and shift register are empty.

### 17.5.18 USARTn\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:13	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
12	CCF	0	W1	<b>Set Collision Check Fail Interrupt Flag</b> Write to 1 to set the CCF interrupt flag.
11	SSM	0	W1	<b>Set Slave-Select in Master mode Interrupt Flag</b> Write to 1 to set the SSM interrupt flag.
10	MPAF	0	W1	<b>Set Multi-Processor Address Frame Interrupt Flag</b> Write to 1 to set the MPAF interrupt flag.
9	FERR	0	W1	<b>Set Framing Error Interrupt Flag</b> Write to 1 to set the FERR interrupt flag.
8	PERR	0	W1	<b>Set Parity Error Interrupt Flag</b> Write to 1 to set the PERR interrupt flag.
7	TXUF	0	W1	<b>Set TX Underflow Interrupt Flag</b> Write to 1 to set the TXUF interrupt flag.
6	TXOF	0	W1	<b>Set TX Overflow Interrupt Flag</b> Write to 1 to set the TXOF interrupt flag.
5	RXUF	0	W1	<b>Set RX Underflow Interrupt Flag</b> Write to 1 to set the RXUF interrupt flag.
4	RXOF	0	W1	<b>Set RX Overflow Interrupt Flag</b> Write to 1 to set the RXOF interrupt flag.
3	RXFULL	0	W1	<b>Set RX Buffer Full Interrupt Flag</b> Write to 1 to set the RXFULL interrupt flag.
2:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	TXC	0	W1	<b>Set TX Complete Interrupt Flag</b> Write to 1 to set the TXC interrupt flag.

## 17.5.19 USARTn\_IFC - Interrupt Flag Clear Register

Bit	Name	Reset	Access	Description
31:13	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
12	CCF	0	W1	<b>Clear Collision Check Fail Interrupt Flag</b>
		Write to 1 to clear the CCF interrupt flag.		
11	SSM	0	W1	<b>Clear Slave-Select In Master Mode Interrupt Flag</b>
		Write to 1 to clear the SSM interrupt flag.		
10	MPAF	0	W1	<b>Clear Multi-Processor Address Frame Interrupt Flag</b>
		Write to 1 to clear the MPAF interrupt flag.		
9	FERR	0	W1	<b>Clear Framing Error Interrupt Flag</b>
		Write to 1 to clear the FERR interrupt flag.		
8	PERR	0	W1	<b>Clear Parity Error Interrupt Flag</b>
		Write to 1 to clear the PERR interrupt flag.		
7	TXUF	0	W1	<b>Clear TX Underflow Interrupt Flag</b>
		Write to 1 to clear the TXUF interrupt flag.		
6	TXOF	0	W1	<b>Clear TX Overflow Interrupt Flag</b>
		Write to 1 to clear the TXOF interrupt flag.		
5	RXUF	0	W1	<b>Clear RX Underflow Interrupt Flag</b>
		Write to 1 to clear the RXUF interrupt flag.		
4	RXOF	0	W1	<b>Clear RX Overflow Interrupt Flag</b>
		Write to 1 to clear the RXOF interrupt flag.		
3	RXFULL	0	W1	<b>Clear RX Buffer Full Interrupt Flag</b>
		Write to 1 to clear the RXFULL interrupt flag.		
2:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	TXC	0	W1	<b>Clear TX Complete Interrupt Flag</b>
		Write to 1 to clear the TXC interrupt flag.		

## 17.5.20 USARTn\_IEN - Interrupt Enable Register

Offset	Bit Position																			
0x04C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	
Reset	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000		
Access	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write	Read/Write			
Name	CCF	RW	0	12	SSM	RW	0	11	MPAF	RW	0	10	FERR	RW	0	9	PERR	RW	0	8
	TXUF	RW	0	7	TXOF	RW	0	6	RXUF	RW	0	5	RXOF	RW	0	4	RXFULL	RW	0	3
	RXDATAV	RW	0	2	TXBL	RW	0	1	TXC	RW	0	0								

Bit	Name	Reset	Access	Description
31:13	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
12	CCF	0	RW	<b>Collision Check Fail Interrupt Enable</b> Enable interrupt on collision check error detected.
11	SSM	0	RW	<b>Slave-Select In Master Mode Interrupt Enable</b> Enable interrupt on slave-select in master mode.
10	MPAF	0	RW	<b>Multi-Processor Address Frame Interrupt Enable</b> Enable interrupt on multi-processor address frame.
9	FERR	0	RW	<b>Framing Error Interrupt Enable</b>

Bit	Name	Reset	Access	Description
Enable interrupt on framing error.				
8	PERR	0	RW	<b>Parity Error Interrupt Enable</b>
Enable interrupt on parity error (asynchronous mode only).				
7	TXUF	0	RW	<b>TX Underflow Interrupt Enable</b>
Enable interrupt on TX underflow.				
6	TXOF	0	RW	<b>TX Overflow Interrupt Enable</b>
Enable interrupt on TX overflow.				
5	RXUF	0	RW	<b>RX Underflow Interrupt Enable</b>
Enable interrupt on RX underflow.				
4	RXOF	0	RW	<b>RX Overflow Interrupt Enable</b>
Enable interrupt on RX overflow.				
3	RXFULL	0	RW	<b>RX Buffer Full Interrupt Enable</b>
Enable interrupt on RX Buffer full.				
2	RXDATAV	0	RW	<b>RX Data Valid Interrupt Enable</b>
Enable interrupt on RX data.				
1	TXBL	0	RW	<b>TX Buffer Level Interrupt Enable</b>
Enable interrupt on TX buffer level.				
0	TXC	0	RW	<b>TX Complete Interrupt Enable</b>
Enable interrupt on TX complete.				

## 17.5.21 USARTn\_IRCTRL - IrDA Control Register

Offset	Bit Position																	
0x050	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Access	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name	IRPRSEN	IRPRSSEL	IRFILT	IRPW	IREN													

Bit	Name	Reset	Access	Description	
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
7	IRPRSEN	0	RW	<b>IrDA PRS Channel Enable</b>	
Enable the PRS channel selected by IRPRSSEL as input to IrDA module instead of TX.					
6:4	IRPRSSEL	0x0	RW	<b>IrDA PRS Channel Select</b>	
A PRS can be used as input to the pulse modulator instead of TX. This value selects the channel to use.					

Value	Mode	Description
0	PRSCH0	PRS Channel 0 selected
1	PRSCH1	PRS Channel 1 selected
2	PRSCH2	PRS Channel 2 selected
3	PRSCH3	PRS Channel 3 selected
4	PRSCH4	PRS Channel 4 selected
5	PRSCH5	PRS Channel 5 selected
6	PRSCH6	PRS Channel 6 selected
7	PRSCH7	PRS Channel 7 selected

3      IRFILT      0      RW      **IrDA RX Filter**

Bit	Name	Reset	Access	Description
Set to enable filter on IrDA demodulator.				
	Value	Description		
	0	No filter enabled		
	1	Filter enabled. IrDA pulse must be high for at least 4 consecutive clock cycles to be detected		
2:1	IRPW	0x0	RW	<b>IrDA TX Pulse Width</b>
Configure the pulse width generated by the IrDA modulator as a fraction of the configured USART bit period.				
	Value	Mode		Description
	0	ONE		IrDA pulse width is 1/16 for OVS=0 and 1/8 for OVS=1
	1	TWO		IrDA pulse width is 2/16 for OVS=0 and 2/8 for OVS=1
	2	THREE		IrDA pulse width is 3/16 for OVS=0 and 3/8 for OVS=1
	3	FOUR		IrDA pulse width is 4/16 for OVS=0 and 4/8 for OVS=1
0	IREN	0	RW	<b>Enable IrDA Module</b>
Enable IrDA module and rout USART signals through it.				

## 17.5.22 USARTn\_ROUTE - I/O Routing Register

Offset	Bit Position																			
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12
Reset																				
Access																				
Name																				
LOCATION	RW	0x0	9	8	7	6	5	4	3	2	1	0	3	2	1	0	3	2	1	0
CLKPEN	RW	0	3	2	1	0	3	2	1	0	3	2	1	0	3	2	1	0	3	2
CSPEN	RW	0	2	1	0	3	2	1	0	3	2	1	0	3	2	1	0	3	2	1
TXPEN	RW	0	1	0	3	2	1	0	3	2	1	0	3	2	1	0	3	2	1	0
RXPEN	RW	0	0	1	0	3	2	1	0	3	2	1	0	3	2	1	0	3	2	1

Bit	Name	Reset	Access	Description																					
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																					
10:8	LOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the USART I/O pins.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr> <td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr> <td>2</td><td>LOC2</td><td>Location 2</td></tr> <tr> <td>3</td><td>LOC3</td><td>Location 3</td></tr> <tr> <td>4</td><td>LOC4</td><td>Location 4</td></tr> <tr> <td>5</td><td>LOC5</td><td>Location 5</td></tr> </tbody> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2	3	LOC3	Location 3	4	LOC4	Location 4	5	LOC5	Location 5
Value	Mode	Description																							
0	LOC0	Location 0																							
1	LOC1	Location 1																							
2	LOC2	Location 2																							
3	LOC3	Location 3																							
4	LOC4	Location 4																							
5	LOC5	Location 5																							
7:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																					
3	CLKPEN	0	RW	<b>CLK Pin Enable</b> When set, the CLK pin of the USART is enabled.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>The USn_CLK pin is disabled</td></tr> <tr> <td>1</td><td>The USn_CLK pin is enabled</td></tr> </tbody> </table>	Value	Description	0	The USn_CLK pin is disabled	1	The USn_CLK pin is enabled															
Value	Description																								
0	The USn_CLK pin is disabled																								
1	The USn_CLK pin is enabled																								
2	CSPEN	0	RW	<b>CS Pin Enable</b> When set, the CS pin of the USART is enabled.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>The USn_CS pin is disabled</td></tr> <tr> <td>1</td><td>The USn_CS pin is enabled</td></tr> </tbody> </table>	Value	Description	0	The USn_CS pin is disabled	1	The USn_CS pin is enabled															
Value	Description																								
0	The USn_CS pin is disabled																								
1	The USn_CS pin is enabled																								

Bit	Name	Reset	Access	Description
1	TXPEN	0	RW	<b>TX Pin Enable</b>
When set, the TX/MOSI pin of the USART is enabled				
Value		Description		
0		The U(S)n_TX (MOSI) pin is disabled		
1		The U(S)n_TX (MOSI) pin is enabled		
0	RXPEN	0	RW	<b>RX Pin Enable</b>
When set, the RX/MISO pin of the USART is enabled.				
Value		Description		
0		The U(S)n_RX (MISO) pin is disabled		
1		The U(S)n_RX (MISO) pin is enabled		

### 17.5.23 USARTn\_INPUT - USART Input Register

Offset	Bit Position																										
0x058	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
Reset																									0		
Access																									RW	RW	
Name																									RXPRS	RXPRSEL	

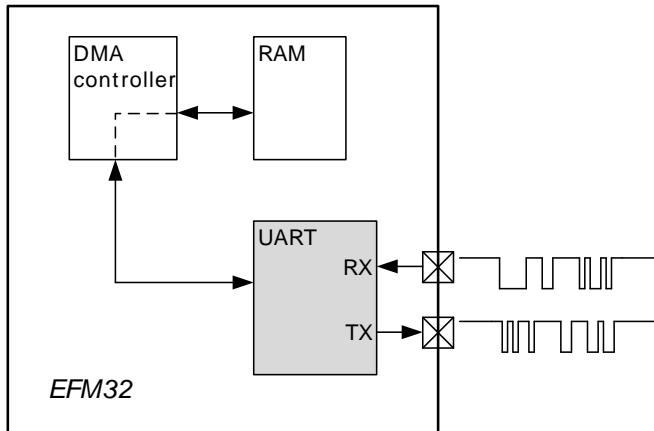
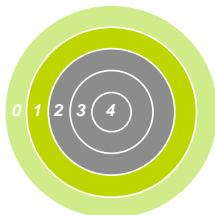
Bit	Name	Reset	Access	Description																					
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
4	RXPRS	0	RW	<b>PRS RX Enable</b>																					
When set, the PRS channel selected as input to RX.																									
3:0	RXPRSEL	0x0	RW	<b>RX PRS Channel Select</b>																					
Select PRS channel as input to RX.																									
Value		Mode		Description																					
0		PRSCH0		PRS Channel 0 selected																					
1		PRSCH1		PRS Channel 1 selected																					
2		PRSCH2		PRS Channel 2 selected																					
3		PRSCH3		PRS Channel 3 selected																					
4		PRSCH4		PRS Channel 4 selected																					
5		PRSCH5		PRS Channel 5 selected																					
6		PRSCH6		PRS Channel 6 selected																					
7		PRSCH7		PRS Channel 7 selected																					
8		PRSCH8		PRS Channel 8 selected																					
9		PRSCH9		PRS Channel 9 selected																					
10		PRSCH10		PRS Channel 10 selected																					
11		PRSCH11		PRS Channel 11 selected																					

## 17.5.24 USARTn\_I2SCTRL - I2S Control Register

Offset	Bit Position																										
	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
Reset																											
Access																											
Name																											
FORMAT																											
DELAY																											
DMASPLIT																											
JUSTIFY																											
MONO																											
EN																											

Bit	Name	Reset	Access	Description
31:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
10:8	FORMAT	0x0	RW	<b>I2S Word Format</b> Configure the data-width used internally for I2S data
		Value	Mode	Description
		0	W32D32	32-bit word, 32-bit data
		1	W32D24M	32-bit word, 32-bit data with 8 lsb masked
		2	W32D24	32-bit word, 24-bit data
		3	W32D16	32-bit word, 16-bit data
		4	W32D8	32-bit word, 8-bit data
		5	W16D16	16-bit word, 16-bit data
		6	W16D8	16-bit word, 8-bit data
		7	W8D8	8-bit word, 8-bit data
7:5	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
4	DELAY	0	RW	<b>Delay on I2S data</b> Set to add a one-cycle delay between a transition on the word-clock and the start of the I2S word. Should be set for standard I2S format
3	DMASPLIT	0	RW	<b>Separate DMA Request For Left/Right Data</b> When set DMA requests for right-channel data are put on the TXBLRIGHT and RXDATAVRIGHT DMA requests.
2	JUSTIFY	0	RW	<b>Justification of I2S Data</b> Determines whether the I2S data is left or right justified
		Value	Mode	Description
		0	LEFT	Data is left-justified
		1	RIGHT	Data is right-justified
1	MONO	0	RW	<b>Stereo or Mono</b> Switch between stereo and mono mode. Set for mono
0	EN	0	RW	<b>Enable I2S Mode</b> Set the U(S)ART in I2S mode.

# 18 UART - Universal Asynchronous Receiver/Transmitter



## Quick Facts

### What?

The UART is capable of high-speed asynchronous serial communication.

### Why?

Serial communication is frequently used in embedded systems and the UART allows efficient communication with a wide range of external devices.

### How?

The UART has a wide selection of operating modes, frame formats and baud rates. The multi-processor mode allows the UART to remain idle when not addressed. Triple buffering and DMA support makes high data-rates possible with minimal CPU intervention and it is possible to transmit and receive large frames while the MCU remains in EM1.

## 18.1 Introduction

The Universal Asynchronous serial Receiver and Transmitter (UART) is a very flexible serial I/O module. It supports full- and half-duplex asynchronous UART communication.

## 18.2 Features

- Full duplex and half duplex
- Separate TX / RX enable
- Separate receive / transmit 2-level buffers, with additional separate shift registers
- Programmable baud rate, generated as an fractional division from the peripheral clock (HFPERCLK)
- Max bit-rate
  - UART standard mode, peripheral clock rate / 16
  - UART FAST mode, peripheral clock rate / 8
- Asynchronous mode supports
  - Majority vote baud-reception
  - False start-bit detection
  - Break generation/detection
  - Multi-processor mode
- Configurable number of data bits, 4-16 (plus the parity bit, if enabled)
  - HW parity bit generation and check
- Configurable number of stop bits in asynchronous mode: 0.5, 1, 1.5, 2
- HW collision detection
- Multi-processor mode
- Separate interrupt vectors for receive and transmit interrupts
- Loopback mode
  - Half duplex communication

- Communication debugging
- PRS can trigger transmissions
- Full DMA support
- PRS RX input

## 18.3 Functional Description

The UART is functionally equivalent to the USART with the exceptions defined in Table 18.1 (p. 492) . The register map and register descriptions are equal to those of the USART. See the USART chapter for detailed information on the operation of the UART.

**Table 18.1. UART Limitations**

Feature	Limitations
Synchronous operation	Not available. SYNC, CSMA, CSINV, CPOL and CPHA in USARTn_CTRL, and MASTEREN in USARTn_STATUS are always 0.
Transmission direction	Always LSB first. MSBF in USARTn_CTRL is always 0.
Chip-select	Not available. AUTOCS in USARTn_CTRL is always 0.
SmartCard mode	Not available. SCMODE in USARTn_CTRL is always 0.
Frame size	Limited to 8-9 databits. Other configurations of DATABITS in USARTn_FRAME are not possible.
IrDA	Not available. IREN in USARTn_IRCTRL is always 0.

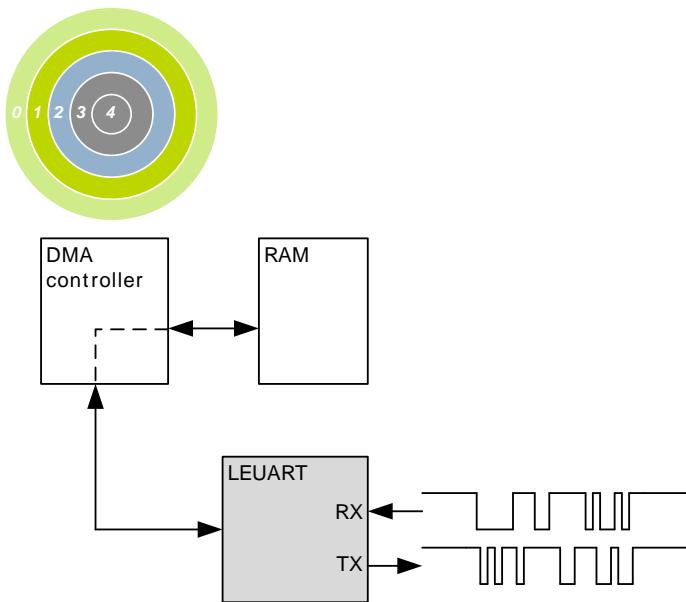
## 18.4 Register Description

The register description of the UART is equivalent to the register description of the USART except the limitations mentioned in Table 18.1 (p. 492) . See the USART chapter for complete information.

## 18.5 Register Map

The register map of the UART is equivalent to the register map of the USART. See the USART chapter for complete information.

# 19 LEUART - Low Energy Universal Asynchronous Receiver/Transmitter



## Quick Facts

### What?

The LEUART provides full UART communication using a low frequency 32.768 kHz clock, and has special features for communication without CPU intervention.

### Why?

It allows UART communication to be performed in low energy modes, using only a few  $\mu$ A during active communication and only 150 nA when waiting for incoming data.

### How?

A low frequency clock signal allows communication with less energy. Using DMA, the LEUART can transmit and receive data with minimal CPU intervention. Special UART-frames can be configured to help control the data flow, further automating data transmission.

## 19.1 Introduction

The unique LEUART<sup>TM</sup>, the Low Energy UART, is a UART that allows two-way UART communication on a strict power budget. Only a 32.768 kHz clock is needed to allow UART communication up to 9600 baud/s.

Even when the EFM is in low energy mode EM2 (with most core functionality turned off), the LEUART can wait for an incoming UART frame while having an extremely low energy consumption. When a UART frame is completely received, the CPU can quickly be woken up. Alternatively, multiple frames can be transferred via the Direct Memory Access (DMA) module into RAM memory before waking up the CPU.

Received data can optionally be blocked until a configurable start frame is detected. A signal frame can be configured to generate an interrupt to indicate e.g. the end of a data transmission. The start frame and signal frame can be used in combination for instance to handle higher level communication protocols.

Similarly, data can be transmitted in EM2 either on a frame-by-frame basis with data from the CPU or through use of the DMA.

The LEUART includes all necessary hardware support to make asynchronous serial communication possible with minimum of software intervention and energy consumption.

## 19.2 Features

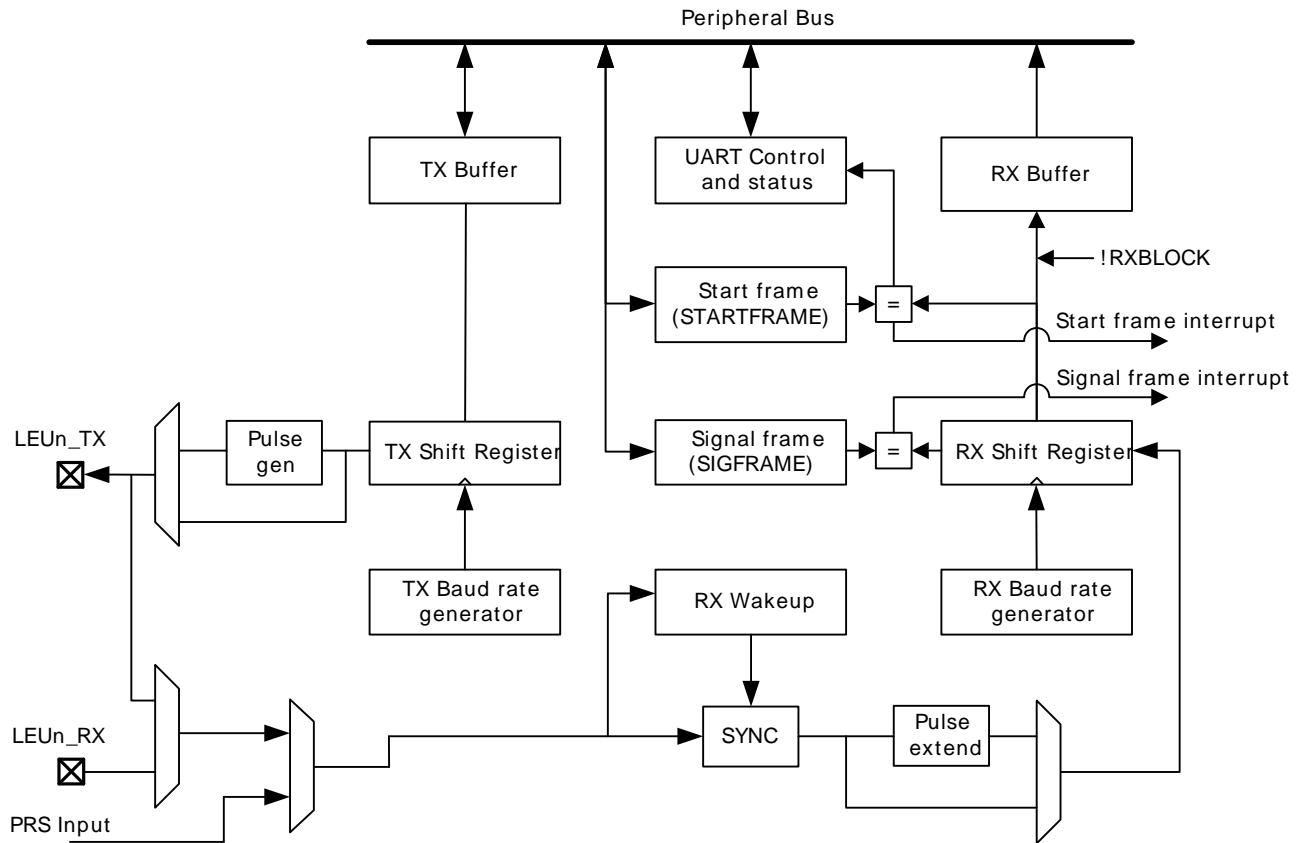
- Low energy asynchronous serial communications
- Full/half duplex communication
- Separate TX / RX enable
- Separate double buffered transmit buffer and receive buffer
- Programmable baud rate, generated as a fractional division of the LFBCLK

- Supports baud rates from 300 baud/s to 9600 baud/s
- Can use a high frequency clock source for even higher baud rates
- Configurable number of data bits: 8 or 9 (plus parity bit, if enabled)
- Configurable parity: off, even or odd
  - HW parity bit generation and check
- Configurable number of stop bits, 1 or 2
- Capable of sleep-mode wakeup on received frame
  - Either wake-up on any received byte or
  - Wake up only on specified start and signal frames
- Supports transmission and reception in EM0, EM1 and EM2 with
  - Full DMA support
  - Specified start-byte can start reception automatically
- IrDA modulator (pulse generator, pulse extender)
- Multi-processor mode
- Loopback mode
  - Half duplex communication
  - Communication debugging
- PRS RX input

## 19.3 Functional Description

An overview of the LEUART module is shown in Figure 19.1 (p. 494) .

**Figure 19.1. LEUART Overview**

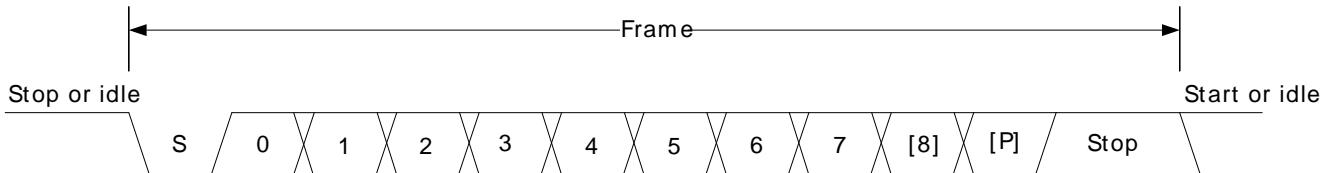


### 19.3.1 Frame Format

The frame format used by the LEUART consists of a set of data bits in addition to bits for synchronization and optionally a parity bit for error checking. A frame starts with one start-bit (S), where the line is driven

low for one bit-period. This signals the start of a frame, and is used for synchronization. Following the start bit are 8 or 9 data bits and an optional parity bit. The data is transmitted with the least significant bit first. Finally, a number of stop-bits, where the line is driven high, end the frame. The frame format is shown in Figure 19.2 (p. 495) .

**Figure 19.2. LEUART Asynchronous Frame Format**



The number of data bits in a frame is set by DATABITS in LEUARTn\_CTRL, and the number of stop-bits is set by STOPBITS in LEUARTn\_CTRL. Whether or not a parity bit should be included, and whether it should be even or odd is defined by PARITY in LEUARTn\_CTRL. For communication to be possible, all parties of an asynchronous transfer must agree on the frame format being used.

The frame format used by the LEUART can be inverted by setting INV in LEUARTn\_CTRL. This affects the entire frame, resulting in a low idle state, a high start-bit, inverted data and parity bits, and low stop-bits. INV should only be changed while the receiver is disabled.

### 19.3.1.1 Parity Bit Calculation and Handling

Hardware automatically inserts parity bits into outgoing frames and checks the parity bits of incoming frames. The possible parity modes are defined in Table 19.1 (p. 495) . When even parity is chosen, a parity bit is inserted to make the number of high bits (data + parity) even. If odd parity is chosen, the parity bit makes the total number of high bits odd. When parity bits are disabled, which is the default configuration, the parity bit is omitted.

**Table 19.1. LEUART Parity Bit**

PARITY [1:0]	Description
00	No parity (default)
01	Reserved
10	Even parity
11	Odd parity

See Section 19.3.5.4 (p. 500) for more information on parity bit handling.

### 19.3.2 Clock Source

The LEUART clock source is selected by the LFB bit field the CMU\_LFCLKSEL register. The clock is prescaled by the LEUARTn bitfield in the CMU\_LFBPRESC0 register and enabled by the LEUARTn bit in the CMU\_LFBCLKEN0.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0, in addition to the module clock.

### 19.3.3 Clock Generation

The LEUART clock defines the transmission and reception data rate. The clock generator employs a fractional clock divider to allow baud rates that are not attainable by integral division of the 32.768 kHz clock that drives the LEUART.

The clock divider used in the LEUART is a 12-bit value, with a 7-bit integral part and a 5-bit fractional part. The baud rate of the LEUART is given by :

#### **LEUART Baud Rate Equation**

$$br = f_{LEUARTn} / (1 + LEUARTn\_CLKDIV/256) \quad (19.1)$$

where  $f_{LEUARTn}$  is the clock frequency supplied to the LEUART. The value of  $LEUARTn\_CLKDIV$  thus defines the baud rate of the LEUART. The integral part of the divider is right-aligned in the upper 24 bits of  $LEUARTn\_CLKDIV$  and the fractional part is left-aligned in the lower 8 bits. The divider is thus a 256th of  $LEUARTn\_CLKDIV$  as seen in the equation.

For a desired baud rate  $br_{DESIRED}$ ,  $LEUARTn\_CLKDIV$  can be calculated by using:

#### **LEUART CLKDIV Equation**

$$LEUARTn\_CLKDIV = 256 \times (f_{LEUARTn}/br_{DESIRED} - 1) \quad (19.2)$$

Table 19.2 (p. 496) lists a set of desired baud rates and the closest baud rates reachable by the LEUART with a 32.768 kHz clocksource. It also shows the average baud rate error.

**Table 19.2. LEUART Baud Rates**

Desired baud rate [baud/s]	LEUARTn_CLKDIV	LEUARTn_CLKDIV/256	Actual baud rate [baud/s]	Error [%]
300	27704	108,21875	300,0217	0,01
600	13728	53,625	599,8719	-0,02
1200	6736	26,3125	1199,744	-0,02
2400	3240	12,65625	2399,487	-0,02
4800	1488	5,8125	4809,982	0,21
9600	616	2,40625	9619,963	0,21

### **19.3.4 Data Transmission**

Data transmission is initiated by writing data to the transmit buffer using one of the methods described in Section 19.3.4.1 (p. 496). When the transmission shift register is empty and ready for new data, a frame from the transmit buffer is loaded into the shift register, and if the transmitter is enabled, transmission begins. When the frame has been transmitted, a new frame is loaded into the shift register if available, and transmission continues. If the transmit buffer is empty, the transmitter goes to an idle state, waiting for a new frame to become available. Transmission is enabled through the command register  $LEUARTn\_CMD$  by setting  $TXEN$ , and disabled by setting  $TXDIS$ . When the transmitter is disabled using  $TXDIS$ , any ongoing transmission is aborted, and any frame currently being transmitted is discarded. When disabled, the TX output goes to an idle state, which by default is a high value. Whether or not the transmitter is enabled at a given time can be read from  $TXENS$  in  $LEUARTn\_STATUS$ . After a transmission, when there is no more data in the shift register or transmit buffer, the  $TXC$  flag in  $LEUARTn\_STATUS$  and the  $TXC$  interrupt flag in  $LEUARTn\_IF$  are set, signaling that the transmitter is idle. The  $TXC$  status flag is cleared when a new byte becomes available for transmission, but the  $TXC$  interrupt flag must be cleared by software.

#### **19.3.4.1 Transmit Buffer Operation**

A frame can be loaded into the transmit buffer by writing to  $LEUARTn\_TXDATA$  or  $LEUARTn\_TXDATAX$ . Using  $LEUARTn\_TXDATA$  allows 8 bits to be written to the buffer. If 9 bit frames are used, the 9th bit will in that case be set to the value of  $BIT8DV$  in  $LEUARTn\_CTRL$ . To set the 9th bit directly and/or use transmission control,  $LEUARTn\_TXDATAX$  must be used. When writing data to the transmit buffer

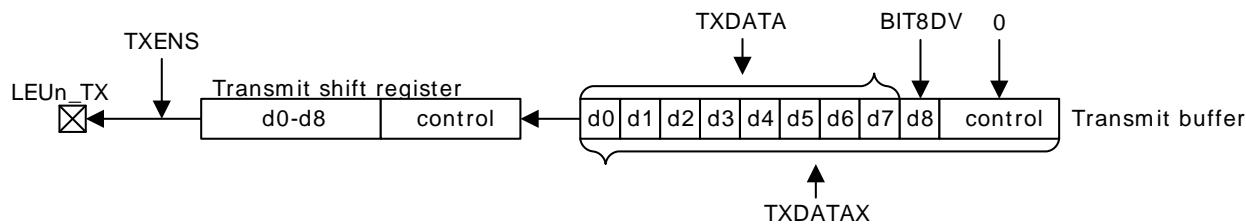
using LEUARTn\_TXDATA, the 9th bit written to LEUARTn\_TXDATA overrides the value in BIT8DV, and alone defines the 9th bit that is transmitted if 9-bit frames are used.

If a write is attempted to the transmit buffer when it is not empty, the TXOF interrupt flag in LEUARTn\_IF is set, indicating the overflow. The data already in the buffer is in that case preserved, and no data is written.

In addition to the interrupt flag TXC in LEUARTn\_IF and the status flag TXC in LEUARTn\_STATUS which are set when the transmitter becomes idle, TXBL in LEUARTn\_STATUS and the TXBL interrupt flag in LEUARTn\_IF are used to indicate the level of the transmit buffer. Whenever the transmit buffer becomes empty, these flags are set high. Both the TXBL status flag and the TXBL interrupt flag are cleared automatically when data is written to the transmit buffer.

The transmit buffer, including the TX shift register can be cleared by setting command bit CLEARTX in LEUARTn\_CMD. This will prevent the LEUART from transmitting the data in the buffer and shift register, and will make them available for new data. Any frame currently being transmitted will not be aborted. Transmission of this frame will be completed. An overview of the operation of the transmitter is shown in Figure 19.3 (p. 497) .

**Figure 19.3. LEUART Transmitter Overview**



#### 19.3.4.2 Frame Transmission Control

The transmission control bits, which can be written using LEUARTn\_TXDATA, affect the transmission of the written frame. The following options are available:

- Generate break: By setting WBREAK, the output will be held low during the first stop-bit period to generate a framing error. A receiver that supports break detection detects this state, allowing it to be used e.g. for framing of larger data packets. The line is driven high for one baud period before the next frame is transmitted so the next start condition can be identified correctly by the recipient. Continuous breaks lasting longer than an UART frame are thus not supported by the LEUART. GPIO can be used for this. Note that when AUTOTRI in LEUARTn\_CTRL is used, the transmitter is not tristated before the high-bit after the break has been transmitted.
- Disable transmitter after transmission: If TXDISAT is set, the transmitter is disabled after the frame has been fully transmitted.
- Enable receiver after transmission: If RXENAT is set, the receiver is enabled after the frame has been fully transmitted. It is enabled in time to detect a start-bit directly after the last stop-bit has been transmitted.

The transmission control bits in the LEUART cannot tristate the transmitter. This is performed automatically by hardware however, if AUTOTRI in LEUARTn\_CTRL is set. See Section 19.3.7 (p. 502) for more information on half duplex operation.

### 19.3.4.3 Jitter in Transmitted Data

Internally the LEUART module uses only the positive edges of the 32.768 kHz clock (LFBCLK) for transmission and reception. Transmitted data will thus have jitter equal to the difference between the optimal data set-up location and the closest positive edge on the 32.768 kHz clock. The jitter in on the location data is set up by the transmitter will thus be no more than half a clock period according to the optimal set-up location. The jitter in the period of a single baud output by the transmitter will never be more than one clock period.

### 19.3.5 Data Reception

Data reception is enabled by setting RXEN in LEUARTn\_CMD. When the receiver is enabled, it actively samples the input looking for a transition from high to low indicating the start baud of a new frame. When a start baud is found, reception of the new frame begins if the receive shift register is empty and ready for new data. When the frame has been received, it is pushed into the receive buffer, making the shift register ready for another frame of data, and the receiver starts looking for another start baud. If the receive buffer is full, the received frame remains in the shift register until more space in the receive buffer is available.

If an incoming frame is detected while both the receive buffer and the receive shift register are full, the data in the receive shift register is overwritten, and the RXOF interrupt flag in LEUARTn\_IF is set to indicate the buffer overflow.

The receiver can be disabled by setting the command bit RXDIS in LEUARTn\_CMD. Any frame currently being received when the receiver is disabled is discarded. Whether or not the receiver is enabled at a given time can be read out from RXENS in LEUARTn\_STATUS.

#### 19.3.5.1 Receive Buffer Operation

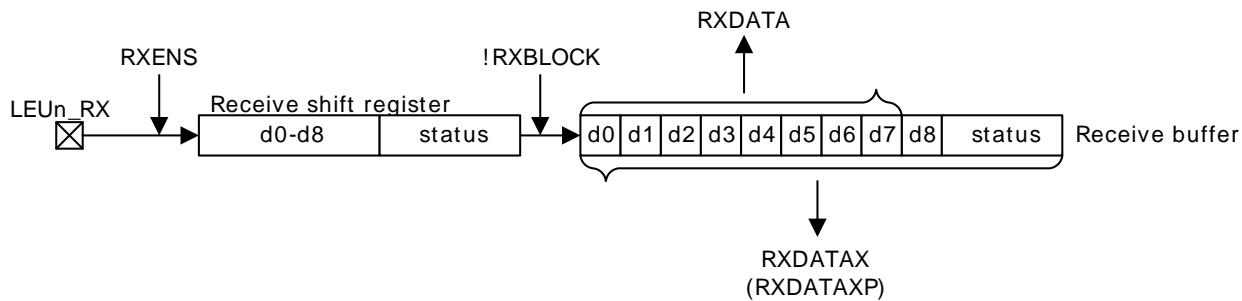
When data becomes available in the receive buffer, the RXDATAV flag in LEUARTn\_STATUS and the RXDATAV interrupt flag in LEUARTn\_IF are set. Both the RXDATAV status flag and the RXDATAV interrupt flag are cleared by hardware when data is no longer available, i.e. when data has been read out of the buffer.

Data can be read from receive buffer using either LEUARTn\_RXDATA or LEUARTn\_RXDATAX. LEUARTn\_RXDATA gives access to the 8 least significant bits of the received frame, while LEUARTn\_RXDATAX must be used to get access to the 9th, most significant bit. The latter register also contains status information regarding the frame.

When a frame is read from the receive buffer using LEUARTn\_RXDATA or LEUARTn\_RXDATAX, the frame is removed from the buffer, making room for a new one. If an attempt is done to read more frames from the buffer than what is available, the RXUF interrupt flag in LEUARTn\_IF is set to signal the underflow, and the data read from the buffer is undefined.

Frames can also be read from the receive buffer without removing the data by using LEUARTn\_RXDATAXP, which gives access to the frame in the buffer including control bits. Data read from this register when the receive buffer is empty is undefined. No underflow interrupt is generated by a read using LEUARTn\_RXDATAXP, i.e. the RXUF interrupt flag is never set as a result of reading from LEUARTn\_RXDATAXP.

An overview of the operation of the receiver is shown in Figure 19.4 (p. 499) .

**Figure 19.4. LEUART Receiver Overview**

### 19.3.5.2 Blocking Incoming Data

When using hardware frame recognition, as detailed in Section 19.3.5.6 (p. 500), Section 19.3.5.7 (p. 501), and Section 19.3.5.8 (p. 501), it is necessary to be able to let the receiver sample incoming frames without passing the frames to software by loading them into the receive buffer. This is accomplished by blocking incoming data.

Incoming data is blocked as long as **RXBLOCK** in **LEUARTn\_STATUS** is set. When blocked, frames received by the receiver will not be loaded into the receive buffer, and software is not notified by the **RXDATAV** bit in **LEUARTn\_STATUS** or the **RXDATAV** interrupt flag in **LEUARTn\_IF** at their arrival. For data to be loaded into the receive buffer, **RXBLOCK** must be cleared in the instant a frame is fully received by the receiver. **RXBLOCK** is set by setting **RXBLOCKEN** in **LEUARTn\_CMD** and disabled by setting **RXBLOCKDIS** also in **LEUARTn\_CMD**. There are two exceptions where data is loaded into the receive buffer even when **RXBLOCK** is set. The first is when an address frame is received when in operating in multi-processor mode as shown in Section 19.3.5.8 (p. 501). The other case is when receiving a start-frame when **SFUBRX** in **LEUARTn\_CTRL** is set; see Section 19.3.5.6 (p. 500).

Frames received containing framing or parity errors will not result in the **FERR** and **PERR** interrupt flags in **LEUARTn\_IF** being set while **RXBLOCK** is set. Hardware recognition is not applied to these erroneous frames, and they are silently discarded.

#### Note

If a frame is received while **RXBLOCK** in **LEUARTn\_STATUS** is cleared, but stays in the receive shift register because the receive buffer is full, the received frame will be loaded into the receive buffer when space becomes available even if **RXBLOCK** is set at that time.

The overflow interrupt flag **RXOF** in **LEUARTn\_IF** will be set if a frame in the receive shift register, waiting to be loaded into the receive buffer is overwritten by an incoming frame even though **RXBLOCK** is set.

### 19.3.5.3 Data Sampling

The receiver samples each incoming baud as close as possible to the middle of the baud-period. Except for the start-bit, only a single sample is taken of each of the incoming bauds.

The length of a baud-period is given by  $1 + \text{LEUARTn_CLKDIV}/256$ , as a number of 32.768 kHz clock periods. Let the clock cycle where a start-bit is first detected be given the index 0. The optimal sampling point for each baud in the UART frame is then given by the following equation:

#### **LEUART Optimal Sampling Point**

$$S_{opt}(n) = n \left( 1 + \text{LEUARTn\_CLKDIV}/256 \right) + \text{CLKDIV}/512 \quad (19.3)$$

where n is the bit-index.

Since samples are only done on the positive edges of the 32.768 kHz clock, the actual samples are performed on the closest positive edge, i.e. the edge given by the following equation:

#### **LEUART Actual Sampling Point**

$$S(n) = \text{floor}(n \times \left( 1 + \text{LEUARTn\_CLKDIV}/256 \right) + \text{LEUARTn\_CLKDIV}/512) \quad (19.4)$$

The sampling location will thus have jitter according to difference between  $S_{opt}$  and S. The start-bit is found at n=0, then follows the data bits, any parity bit, and the stop bits.

If the value of the start-bit is found to be high, then the start-bit is discarded, and the receiver waits for a new start-bit.

#### **19.3.5.4 Parity Error**

When the parity bit is enabled, a parity check is automatically performed on incoming frames. When a parity error is detected in a frame, the data parity error bit PERR in the frame is set, as well as the interrupt flag PERR. Frames with parity errors are loaded into the receive buffer like regular frames.

PERR can be accessed by reading the frame from the receive buffer using the LEUARTn\_RXDATA register.

#### **19.3.5.5 Framing Error and Break Detection**

A framing error is the result of a received frame where the stop bit was sampled to a value of 0. This can be the result of noise and baud rate errors, but can also be the result of a break generated by the transmitter on purpose.

When a framing error is detected, the framing error bit FERR in the received frame is set. The interrupt flag FERR in LEUARTn\_IF is also set. Frames with framing errors are loaded into the receive buffer like regular frames.

FERR can be accessed by reading the frame from the receive buffer using the LEUARTn\_RXDATA or LEUARTn\_RXDATAP registers.

#### **19.3.5.6 Programmable Start Frame**

The LEUART can be configured to start receiving data when a special start frame is detected on the input. This can be useful when operating in low energy modes, allowing other devices to gain the attention of the LEUART by transmitting a given frame.

When SFUBRX in LEUARTn\_CTRL is set, an incoming frame matching the frame defined in LEUARTn\_STARTFRAME will result in RXBLOCK in LEUARTn\_STATUS being cleared. This can be used to enable reception when a specified start frame is detected. If the receiver is enabled and blocked, i.e. RXENS and RXBLOCK in LEUARTn\_STATUS are set, the receiver will receive all incoming frames, but unless an incoming frame is a start frame it will be discarded and not loaded into the receive buffer. When a start frame is detected, the block is cleared, and frames received from that point, including the start frame, are loaded into the receive buffer.

An incoming start frame results in the STARTF interrupt flag in LEUARTn\_IF being set, regardless of the value of SFUBRX in LEUARTn\_CTRL. This allows an interrupt to be made when the start frame is detected.

When 8 data-bit frame formats are used, only the 8 least significant bits of LEUARTn\_STARTFRAME are compared to incoming frames. The full length of LEUARTn\_STARTFRAME is used when operating with frames consisting of 9 data bits.

**Note**

The receiver must be enabled for start frames to be detected. In addition, a start frame with a parity error or framing error is not detected as a start frame.

### 19.3.5.7 Programmable Signal Frame

As well as the configurable start frame, a special signal frame can be specified. When a frame matching the frame defined in LEUARTn\_SIGFRAME is detected by the receiver, the SIGF interrupt flag in LEUARTn\_IF is set. As for start frame detection, the receiver must be enabled for signal frames to be detected.

One use of the programmable signal frame is to signal the end of a multi-frame message transmitted to the LEUART. An interrupt will then be triggered when the packet has been completely received, allowing software to process it. Used in conjunction with the programmable start frame and DMA, this makes it possible for the LEUART to automatically begin the reception of a packet on a specified start frame, load the entire packet into memory, and give an interrupt when reception of a packet has completed. The device can thus wait for data packets in EM2, and only be woken up when a packet has been completely received.

A signal frame with a parity error or framing error is not detected as a signal frame.

### 19.3.5.8 Multi-Processor Mode

To simplify communication between multiple processors and maintain compatibility with the USART, the LEUART supports a multi-processor mode. In this mode the 9th data bit in each frame is used to indicate whether the content of the remaining 8 bits is data or an address.

When multi-processor mode is enabled, an incoming 9-bit frame with the 9th bit equal to the value of MPAB in LEUARTn\_CTRL is identified as an address frame. When an address frame is detected, the MPAF interrupt flag in LEUARTn\_IF is set, and the address frame is loaded into the receive register. This happens regardless of the value of RXBLOCK in LEUARTn\_STATUS.

Multi-processor mode is enabled by setting MPM in LEUARTn\_CTRL. The mode can be used in buses with multiple slaves, allowing the slaves to be addressed using the special address frames. An addressed slave, which was previously blocking reception using RXBLOCK, would then unblock reception, receive a message from the bus master, and then block reception again, waiting for the next message. See the USART for a more detailed example.

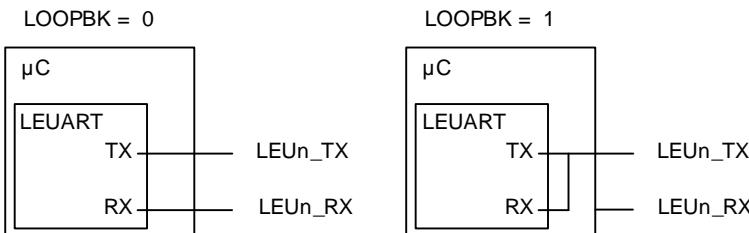
**Note**

The programmable start frame functionality can be used for automatic address matching, enabling reception on a correctly configured incoming frame.

An address frame with a parity error or a framing error is not detected as an address frame.

### 19.3.6 Loopback

The LEUART receiver samples LEUn\_RX by default, and the transmitter drives LEUn\_TX by default. This is not the only configuration however. When LOOPBK in LEUARTn\_CTRL is set, the receiver is connected to the LEUn\_TX pin as shown in Figure 19.5 (p. 502). This is useful for debugging, as the LEUART can receive the data it transmits, but it is also used to allow the LEUART to read and write to the same pin, which is required for some half duplex communication modes. In this mode, the LEUn\_TX pin must be enabled as an output in the GPIO.

**Figure 19.5. LEUART Local Loopback**

## 19.3.7 Half Duplex Communication

When doing full duplex communication, two data links are provided, making it possible for data to be sent and received at the same time. In half duplex mode, data is only sent in one direction at a time. There are several possible half duplex setups, as described in the following sections.

### 19.3.7.1 Single Data-link

In this setup, the LEUART both receives and transmits data on the same pin. This is enabled by setting LOOPBK in LEUARTn\_CTRL, which connects the receiver to the transmitter output. Because they are both connected to the same line, it is important that the LEUART transmitter does not drive the line when receiving data, as this would corrupt the data on the line.

When communicating over a single data-link, the transmitter must thus be tristated whenever not transmitting data. If AUTOTRI in LEUARTn\_CTRL is set, the LEUART automatically tristates LEUn\_TX whenever the transmitter is inactive. It is then the responsibility of the software protocol to make sure the transmitter is not transmitting data whenever incoming data is expected.

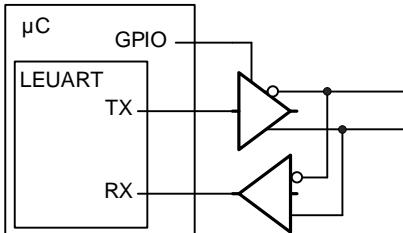
The transmitter can also be tristated from software by configuring the GPIO pin as an input and disabling the LEUART output on LEUn\_TX.

#### Note

Another way to tristate the transmitter is to enable wired-and or wired-or mode in GPIO. For wired-and mode, outputting a 1 will be the same as tristating the output, and for wired-or mode, outputting a 0 will be the same as tristating the output. This can only be done on buses with a pull-up or pull-down resistor respectively.

### 19.3.7.2 Single Data-link with External Driver

Some communication schemes, such as RS-485 rely on an external driver. Here, the driver has an extra input which enables it, and instead of Tristating the transmitter when receiving data, the external driver must be disabled. The USART has hardware support for automatically turning the driver on and off. When using the LEUART in such a setup, the driver must be controlled by a GPIO. Figure 19.6 (p. 502) shows an example configuration using an external driver.

**Figure 19.6. LEUART Half Duplex Communication with External Driver**

### 19.3.7.3 Two Data-links

Some limited devices only support half duplex communication even though two data links are available. In this case software is responsible for making sure data is not transmitted when incoming data is expected.

## 19.3.8 Transmission Delay

By configuring TXDELAY in LEUARTn\_CTRL, the transmitter can be forced to wait a number of bit-periods from it is ready to transmit data, to it actually transmits the data. This delay is only applied to the first frame transmitted after the transmitter has been idle. When transmitting frames back-to-back the delay is not introduced between the transmitted frames.

This is useful on half duplex buses, because the receiver always returns received frames to software during the first stop-bit. The bus may still be driven for up to 3 baud periods, depending on the current frame format. Using the transmission delay, a transmission can be started when a frame is received, and it is possible to make sure that the transmitter does not begin driving the output before the frame on the bus is completely transmitted.

## 19.3.9 PRS RX Input

The LEUART can be configured to receive data directly from the PRS channel by setting RX\_PRS in LEUARTn\_INPUT. The PRS channel used can be selected using RX\_PRS\_SEL in LEUARTn\_INPUT.

## 19.3.10 DMA Support

The LEUART has full DMA support in energy modes EM0 – EM2. The DMA controller can write to the transmit buffer using the registers LEUARTn\_TXDATA and LEUARTn\_TXDATAX, and it can read from receive buffer using the registers LEUARTn\_RXDATA and LEUARTn\_RXDATAX. This enables single byte transfers and 9 bit data + control/status bits transfers both to and from the LEUART. The DMA will start up the HFRCO and run from this when it is waken by the LEUART in EM2. The HFRCO is disabled once the transaction is done.

A request for the DMA controller to read from the receive buffer can come from one of the following sources:

- Receive buffer full

A write request can come from one of the following sources:

- Transmit buffer and shift register empty. No data to send.
- Transmit buffer empty

In some cases, it may be sensible to temporarily stop DMA access to the LEUART when a parity or framing error has occurred. This is enabled by setting ERRSDMA in LEUARTn\_CTRL. When this bit is set, the DMA controller will not get requests from the receive buffer if a framing error or parity error is detected in the received byte. The ERRSDMA bit applies only to the RX DMA.

When operating in EM2, the DMA controller must be powered up in order to perform the transfer. This is automatically performed for read operations if RXDMAWU in LEUARTn\_CTRL is set and for write operations if TXDMAWU in LEUARTn\_CTRL is set. To make sure the DMA controller still transfers bits to and from the LEUART in low energy modes, these bits must thus be configured accordingly.

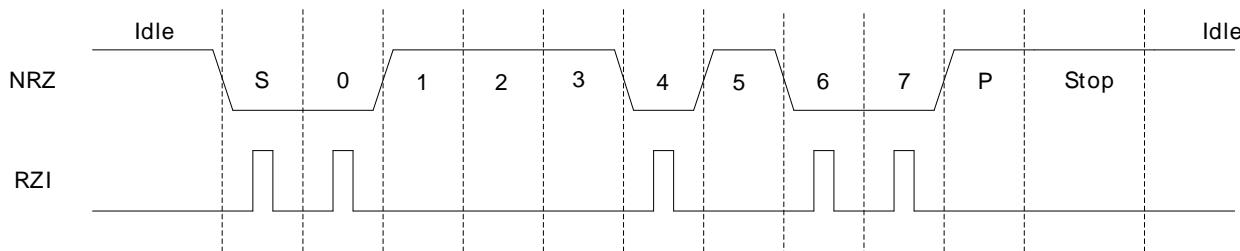
### Note

When RXDMAWU or TXDMAWU is set, the system will not be able to go to EM2/EM3 before all related LEUART DMA requests have been processed. This means that if RXDMAWU is set and the LEUART receives a frame, the system will not be able to go to EM2/EM3 before the frame has been read from the LEUART. In order for the system to go to EM2 during the last byte transmission, LEUART\_CTRL\_TXDMAWU must be cleared in the DMA interrupt service routine. This is because TXBL will be high during that last byte transfer.

### 19.3.11 Pulse Generator/ Pulse Extender

The LEUART has an optional pulse generator for the transmitter output, and a pulse extender on the receiver input. These are enabled by setting PULSEEN in LEUARTn\_PULSECTRL, and with INV in LEUARTn\_CTRL set, they will change the output/intput format of the LEUART from NRZ to RZI as shown in Figure 19.7 (p. 504) .

**Figure 19.7. LEUART - NRZ vs. RZI**



If PULSEEN in LEUARTn\_PULSECTRL is set while INV in LEUARTn\_CTRL is cleared, the output waveform will like RZI shown in Figure 19.7 (p. 504) , only inverted.

The width of the pulses from the pulse generator can be configured using PULSEW in LEUARTn\_PULSECTRL. The generated pulse width is PULSEW + 1 cycles of the 32.768 kHz clock, which makes pulse width from 31.25 $\mu$ s to 500 $\mu$ s possible.

Since the incoming signal is only sampled on positive clock edges, the width of the incoming pulses must be at least two 32.768 kHz clock periods wide for reliable detection by the LEUART receiver. They must also be shorter than half a UART baud period.

At 2400 baud/s or lower, the pulse generator is able to generate RZI pulses compatible with the IrDA physical layer specification. The external IrDA device must generate pulses of sufficient length for successful two-way communication.

#### 19.3.11.1 Interrupts

The interrupts generated by the LEUART are combined into one interrupt vector. If LEUART interrupts are enabled, an interrupt will be made if one or more of the interrupt flags in LEUARTn\_IF and their corresponding bits in LEUART\_IEN are set.

### 19.3.12 Register access

Since this module is a Low Energy Peripheral, and runs off a clock which is asynchronous to the HFCORECLK, special considerations must be taken when accessing registers. Please refer to Section 5.3 (p. 20) for a description on how to perform register accesses to Low Energy Peripherals.

## 19.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	LEUARTn_CTRL	RW	Control Register
0x004	LEUARTn_CMD	W1	Command Register
0x008	LEUARTn_STATUS	R	Status Register
0x00C	LEUARTn_CLKDIV	RW	Clock Control Register
0x010	LEUARTn_STARTFRAME	RW	Start Frame Register
0x014	LEUARTn_SIGFRAME	RW	Signal Frame Register
0x018	LEUARTn_RXDATA	R	Receive Buffer Data Extended Register
0x01C	LEUARTn_RXDATA	R	Receive Buffer Data Register
0x020	LEUARTn_RXDATAXP	R	Receive Buffer Data Extended Peek Register
0x024	LEUARTn_TXDATA	W	Transmit Buffer Data Extended Register
0x028	LEUARTn_TXDATA	W	Transmit Buffer Data Register
0x02C	LEUARTn_IF	R	Interrupt Flag Register
0x030	LEUARTnIFS	W1	Interrupt Flag Set Register
0x034	LEUARTnIFC	W1	Interrupt Flag Clear Register
0x038	LEUARTnIEN	RW	Interrupt Enable Register
0x03C	LEUARTnPULSECTRL	RW	Pulse Control Register
0x040	LEUARTnFREEZE	RW	Freeze Register
0x044	LEUARTnSYNCBUSY	R	Synchronization Busy Register
0x054	LEUARTnROUTE	RW	I/O Routing Register
0x0AC	LEUARTnINPUT	RW	LEUART Input Register

## 19.5 Register Description

### 19.5.1 LEUARTn\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position															
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
0x000	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0	0x0
<b>Reset</b>																
<b>Access</b>																
<b>Name</b>																
Bit	Name	Reset	Access	Description												
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
15:14	TXDELAY	0x0	RW	<b>TX Delay Transmission</b>												
	Configurable delay before new transfers. Frames sent back-to-back are not delayed.															

Value	Mode	Description
0	NONE	Frames are transmitted immediately
1	SINGLE	Transmission of new frames are delayed by a single baud period
2	DOUBLE	Transmission of new frames are delayed by two baud periods

Bit	Name	Reset	Access	Description
	Value	Mode	Description	
	3	TRIPLE	Transmission of new frames are delayed by three baud periods	
13	TXDMAWU	0	RW	<b>TX DMA Wakeup</b>
	Set to wake the DMA controller up when in EM2 and space is available in the transmit buffer.			
	Value	Description		
	0	While in EM2, the DMA controller will not get requests about space being available in the transmit buffer		
	1	DMA is available in EM2 for the request about space available in the transmit buffer		
12	RXDMAWU	0	RW	<b>RX DMA Wakeup</b>
	Set to wake the DMA controller up when in EM2 and data is available in the receive buffer.			
	Value	Description		
	0	While in EM2, the DMA controller will not get requests about data being available in the receive buffer		
	1	DMA is available in EM2 for the request about data in the receive buffer		
11	BIT8DV	0	RW	<b>Bit 8 Default Value</b>
	When 9-bit frames are transmitted, the default value of the 9th bit is given by BIT8DV. If TXDATA is used to write a frame, then the value of BIT8DV is assigned to the 9th bit of the outgoing frame. If a frame is written with TXDATAX however, the default value is overridden by the written value.			
10	MPAB	0	RW	<b>Multi-Processor Address-Bit</b>
	Defines the value of the multi-processor address bit. An incoming frame with its 9th bit equal to the value of this bit marks the frame as a multi-processor address frame.			
9	MPM	0	RW	<b>Multi-Processor Mode</b>
	Set to enable multi-processor mode.			
	Value	Description		
	0	The 9th bit of incoming frames have no special function		
	1	An incoming frame with the 9th bit equal to MPAB will be loaded into the receive buffer regardless of RXBLOCK and will result in the MPAB interrupt flag being set		
8	SFUBRX	0	RW	<b>Start-Frame UnBlock RX</b>
	Clears RXBLOCK when the start-frame is found in the incoming data. The start-frame is loaded into the receive buffer.			
	Value	Description		
	0	Detected start-frames have no effect on RXBLOCK		
	1	When a start-frame is detected, RXBLOCK is cleared and the start-frame is loaded into the receive buffer		
7	LOOPBK	0	RW	<b>Loopback Enable</b>
	Set to connect receiver to LEUn_TX instead of LEUn_RX.			
	Value	Description		
	0	The receiver is connected to and receives data from LEUn_RX		
	1	The receiver is connected to and receives data from LEUn_TX		
6	ERRSDMA	0	RW	<b>Clear RX DMA On Error</b>
	When set,RX DMA requests will be cleared on framing and parity errors.			
	Value	Description		
	0	Framing and parity errors have no effect on DMA requests from the LEUART		
	1	RX DMA requests from the LEUART are disabled if a framing error or parity error occurs.		
5	INV	0	RW	<b>Invert Input And Output</b>
	Set to invert the output on LEUn_TX and input on LEUn_RX.			
	Value	Description		
	0	A high value on the input/output is 1, and a low value is 0.		
	1	A low value on the input/output is 0, and a high value is 1.		
4	STOPBITS	0	RW	<b>Stop-Bit Mode</b>
	Determines the number of stop-bits used. Only used when transmitting data. The receiver only verifies that one stop bit is present.			

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	ONE		One stop-bit is transmitted with every frame
	1	TWO		Two stop-bits are transmitted with every frame
3:2	PARITY	0x0	RW	<b>Parity-Bit Mode</b>
	Determines whether parity bits are enabled, and whether even or odd parity should be used.			
	Value	Mode		Description
	0	NONE		Parity bits are not used
	2	EVEN		Even parity are used. Parity bits are automatically generated and checked by hardware.
	3	ODD		Odd parity is used. Parity bits are automatically generated and checked by hardware.
1	DATABITS	0	RW	<b>Data-Bit Mode</b>
	This register sets the number of data bits.			
	Value	Mode		Description
	0	EIGHT		Each frame contains 8 data bits
	1	NINE		Each frame contains 9 data bits
0	AUTOTRI	0	RW	<b>Automatic Transmitter Tristate</b>
	When set, LEUn_TX is tristated whenever the transmitter is inactive.			
	Value			Description
	0			LEUn_TX is held high when the transmitter is inactive. INV inverts the inactive state.
	1			LEUn_TX is tristated when the transmitter is inactive

## 19.5.2 LEUARTn\_CMD - Command Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																	
0x004	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
Reset	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
Access																		
Name																		

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	CLEARRX	0	W1	<b>Clear RX</b>
	Set to clear receive buffer and the RX shift register.			
6	CLEARTX	0	W1	<b>Clear TX</b>
	Set to clear transmit buffer and the TX shift register.			
5	RXBLOCKDIS	0	W1	<b>Receiver Block Disable</b>
	Set to clear RXBLOCK, resulting in all incoming frames being loaded into the receive buffer.			
4	RXBLOCKEN	0	W1	<b>Receiver Block Enable</b>
	Set to set RXBLOCK, resulting in all incoming frames being discarded.			
3	TXDIS	0	W1	<b>Transmitter Disable</b>
	Set to disable transmission.			
2	TXEN	0	W1	<b>Transmitter Enable</b>
	Set to enable data transmission.			

Bit	Name	Reset	Access	Description
1	RXDIS	0	W1	<b>Receiver Disable</b>
Set to disable data reception. If a frame is under reception when the receiver is disabled, the incoming frame is discarded.				
0	RXEN	0	W1	<b>Receiver Enable</b>
Set to activate data reception on LEUn_RX.				

### 19.5.3 LEUARTn\_STATUS - Status Register

Bit	Name	Reset	Access	Description
31:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5	RXDATAV	0	R	<b>RX Data Valid</b>  Set when data is available in the receive buffer. Cleared when the receive buffer is empty.
4	TXBL	1	R	<b>TX Buffer Level</b>  Indicates the level of the transmit buffer. Set when the transmit buffer is empty, and cleared when it is full.
3	TXC	0	R	<b>TX Complete</b>  Set when a transmission has completed and no more data is available in the transmit buffer. Cleared when a new transmission starts.
2	RXBLOCK	0	R	<b>Block Incoming Data</b>  When set, the receiver discards incoming frames. An incoming frame will not be loaded into the receive buffer if this bit is set at the instant the frame has been completely received.
1	TXENS	0	R	<b>Transmitter Enable Status</b>  Set when the transmitter is enabled.
0	RXENS	0	R	<b>Receiver Enable Status</b>  Set when the receiver is enabled. The receiver must be enabled for start frames, signal frames, and multi-processor address bit detection.

#### **19.5.4 LEUARTn\_CLKDIV - Clock Control Register (Async Reg)**

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Bit	Name	Reset	Access	Description
31:15	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
14:3	DIV	0x000	RW	<b>Fractional Clock Divider</b> Specifies the fractional clock divider for the LEUART.
2:0	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

## 19.5.5 LEUARTn\_STARTFRAME - Start Frame Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																	
0x010	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																															0x000			
Access																																	RW	
Name																																		STARTFRAME

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	STARTFRAME	0x000	RW	<b>Start Frame</b> When a frame matching STARTFRAME is detected by the receiver, STARTF interrupt flag is set, and if SFUBRX is set, RXBLOCK is cleared. The start-frame is be loaded into the RX buffer.

## 19.5.6 LEUARTn\_SIGFRAME - Signal Frame Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																	
0x014	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																																	0x000	
Access																																		RW
Name																																		SIGFRAME

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	SIGFRAME	0x000	RW	<b>Signal Frame</b> When a frame matching SIGFRAME is detected by the receiver, SIGF interrupt flag is set.

## 19.5.7 LEUARTn\_RXDATAx - Receive Buffer Data Extended Register

Offset	Bit Position																															
0x018	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																	0	0								0x000						
Access																	R	R									R					
Name																	FERR	PERR										RXDATA				

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15	FERR	0	R	<b>Receive Data Framing Error</b>
				Set if data in buffer has a framing error. Can be the result of a break condition.
14	PERR	0	R	<b>Receive Data Parity Error</b>
				Set if data in buffer has a parity error.
13:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:0	RXDATA	0x000	R	<b>RX Data</b>
				Use this register to access data read from the LEUART. Buffer is cleared on read access.

## 19.5.8 LEUARTn\_RXDATA - Receive Buffer Data Register

Offset	Bit Position																															
0x01C	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																											0x00					
Access																											R					
Name																												RXDATA				

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	RXDATA	0x00	R	<b>RX Data</b>
				Use this register to access data read from LEUART. Buffer is cleared on read access. Only the 8 LSB can be read using this register.

## 19.5.9 LEUARTn\_RXDATAXP - Receive Buffer Data Extended Peek Register

Offset	Bit Position																															
	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																				0x000												
Access																				R												
Name																				RXDATAP												
Bit	Name	Reset	Access	Description																												
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
15	FERRP	0	R	Receive Data Framing Error Peek	Set if data in buffer has a framing error. Can be the result of a break condition.																											
14	PERRP	0	R	Receive Data Parity Error Peek	Set if data in buffer has a parity error.																											
13:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
8:0	RXDATAP	0x000	R	RX Data Peek	Use this register to access data read from the LEUART.																											

## 19.5.10 LEUARTn\_TXDATA - Transmit Buffer Data Extended Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
	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																				0x000												
Access																				W												
Name																				TXDATA												
Bit	Name	Reset	Access	Description																												
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
15	RXENAT	0	W	Enable RX After Transmission	Set to enable reception after transmission.																											
	Value	Description																														
	0	-																														
	1	The receiver is enabled, setting RXENS after the frame has been transmitted																														
14	TXDISAT	0	W	Disable TX After Transmission	Set to disable transmitter directly after transmission has completed.																											
	Value	Description																														
	0	-																														

Bit	Name	Reset	Access	Description
	Value	Description		
	1	The transmitter is disabled, clearing TXENS after the frame has been transmitted		
13	TXBREAK	0	W	<b>Transmit Data As Break</b>
				Set to send data as a break. Recipient will see a framing error or a break condition depending on its configuration and the value of TXDATA.
	Value	Description		
	0	The specified number of stop-bits are transmitted		
	1	Instead of the ordinary stop-bits, 0 is transmitted to generate a break. A single stop-bit is generated after the break to allow the receiver to detect the start of the next frame		
12:9	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
8:0	TXDATA	0x000	W	<b>TX Data</b>
				Use this register to write data to the LEUART. If the transmitter is enabled, a transfer will be initiated at the first opportunity.

### 19.5.11 LEUARTn\_TXDATA - Transmit Buffer Data Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Bit	Name	Reset	Access	Description
31:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
7:0	TXDATA	0x00	W	<b>TX Data</b>  This frame will be added to the transmit buffer. Only 8 LSB can be written using this register. 9th bit and control bits will be cleared.

### 19.5.12 LEUARTn\_IF - Interrupt Flag Register

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	SIGF	0	R	<b>Signal Frame Interrupt Flag</b>
		Set when a signal frame is detected.		
9	STARTF	0	R	<b>Start Frame Interrupt Flag</b>
		Set when a start frame is detected.		
8	MPAF	0	R	<b>Multi-Processor Address Frame Interrupt Flag</b>

Bit	Name	Reset	Access	Description
Set when a multi-processor address frame is detected.				
7	FERR	0	R	<b>Framing Error Interrupt Flag</b>
Set when a frame with a framing error is received while RXBLOCK is cleared.				
6	PERR	0	R	<b>Parity Error Interrupt Flag</b>
Set when a frame with a parity error is received while RXBLOCK is cleared.				
5	TXOF	0	R	<b>TX Overflow Interrupt Flag</b>
Set when a write is done to the transmit buffer while it is full. The data already in the transmit buffer is preserved.				
4	RXUF	0	R	<b>RX Underflow Interrupt Flag</b>
Set when trying to read from the receive buffer when it is empty.				
3	RXOF	0	R	<b>RX Overflow Interrupt Flag</b>
Set when data is incoming while the receive shift register is full. The data previously in shift register is overwritten by the new data.				
2	RXDATAV	0	R	<b>RX Data Valid Interrupt Flag</b>
Set when data becomes available in the receive buffer.				
1	TXBL	1	R	<b>TX Buffer Level Interrupt Flag</b>
Set when space becomes available in the transmit buffer for a new frame.				
0	TXC	0	R	<b>TX Complete Interrupt Flag</b>
Set after a transmission when both the TX buffer and shift register are empty.				

### 19.5.13 LEUARTn\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	SIGF	0	W1	<b>Set Signal Frame Interrupt Flag</b> Write to 1 to set the SIGF interrupt flag.
9	STARTF	0	W1	<b>Set Start Frame Interrupt Flag</b> Write to 1 to set the STARTF interrupt flag.
8	MPAF	0	W1	<b>Set Multi-Processor Address Frame Interrupt Flag</b> Write to 1 to set the MPAF interrupt flag.
7	FERR	0	W1	<b>Set Framing Error Interrupt Flag</b> Write to 1 to set the FERR interrupt flag.
6	PERR	0	W1	<b>Set Parity Error Interrupt Flag</b> Write to 1 to set the PERR interrupt flag.
5	TXOF	0	W1	<b>Set TX Overflow Interrupt Flag</b> Write to 1 to set the TXOF interrupt flag.
4	RXUF	0	W1	<b>Set RX Underflow Interrupt Flag</b> Write to 1 to set the RXUF interrupt flag.
3	RXOF	0	W1	<b>Set RX Overflow Interrupt Flag</b>

Bit	Name	Reset	Access	Description
Write to 1 to set the RXOF interrupt flag.				
2:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	TXC	0	W1	<b>Set TX Complete Interrupt Flag</b>
Write to 1 to set the TXC interrupt flag.				

### 19.5.14 LEUARTn\_IFC - Interrupt Flag Clear Register

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	SIGF	0	W1	<b>Clear Signal-Frame Interrupt Flag</b>
		Write to 1 to clear the SIGF interrupt flag.		
9	STARTF	0	W1	<b>Clear Start-Frame Interrupt Flag</b>
		Write to 1 to clear the STARTF interrupt flag.		
8	MPAF	0	W1	<b>Clear Multi-Processor Address Frame Interrupt Flag</b>
		Write to 1 to clear the MPAF interrupt flag.		
7	FERR	0	W1	<b>Clear Framing Error Interrupt Flag</b>
		Write to 1 to clear the FERR interrupt flag.		
6	PERR	0	W1	<b>Clear Parity Error Interrupt Flag</b>
		Write to 1 to clear the PERR interrupt flag.		
5	TXOF	0	W1	<b>Clear TX Overflow Interrupt Flag</b>
		Write to 1 to clear the TXOF interrupt flag.		
4	RXUF	0	W1	<b>Clear RX Underflow Interrupt Flag</b>
		Write to 1 to clear the RXUF interrupt flag.		
3	RXOF	0	W1	<b>Clear RX Overflow Interrupt Flag</b>
		Write to 1 to clear the RXOF interrupt flag.		
2:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	TXC	0	W1	<b>Clear TX Complete Interrupt Flag</b>
		Write to 1 to clear the TXC interrupt flag.		

## 19.5.15 LEUARTn\_IEN - Interrupt Enable Register

Offset	Bit Position																									
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	SIGF	RW	0	10	
Reset																							STARTF	RW	0	9
Access																							MPAF	RW	0	8
Name																							FERR	RW	0	7
																							PERR	RW	0	6
																							TXOF	RW	0	5
																							RXUF	RW	0	4
																							RXOF	RW	0	3
																							RXDATAV	RW	0	2
																							TXBL	RW	0	1
																							TXC	RW	0	0

Bit	Name	Reset	Access	Description
31:11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
10	SIGF	0	RW	<b>Signal Frame Interrupt Enable</b> Enable interrupt on signal frame.
9	STARTF	0	RW	<b>Start Frame Interrupt Enable</b> Enable interrupt on start frame.
8	MPAF	0	RW	<b>Multi-Processor Address Frame Interrupt Enable</b> Enable interrupt on multi-processor address frame.
7	FERR	0	RW	<b>Framing Error Interrupt Enable</b> Enable interrupt on framing error.
6	PERR	0	RW	<b>Parity Error Interrupt Enable</b> Enable interrupt on parity error.
5	TXOF	0	RW	<b>TX Overflow Interrupt Enable</b> Enable interrupt on TX overflow.
4	RXUF	0	RW	<b>RX Underflow Interrupt Enable</b> Enable interrupt on RX underflow.
3	RXOF	0	RW	<b>RX Overflow Interrupt Enable</b> Enable interrupt on RX overflow.
2	RXDATAV	0	RW	<b>RX Data Valid Interrupt Enable</b> Enable interrupt on RX data.
1	TXBL	0	RW	<b>TX Buffer Level Interrupt Enable</b> Enable interrupt on TX buffer level.
0	TXC	0	RW	<b>TX Complete Interrupt Enable</b> Enable interrupt on TX complete.

## 19.5.16 LEUARTn\_PULSECTRL - Pulse Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																									
	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
Reset																							PULSEFILT	RW	0	5
Access																							PULSEEN	RW	0	4
Name																							PULSEW	RW	0x0	1
																										0

Bit	Name	Reset	Access	Description						
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)						
5	PULSEFILT	0	RW	<b>Pulse Filter</b>  Enable a one-cycle pulse filter for pulse extender						
				<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>Filter is disabled. Pulses must be at least 2 cycles long for reliable detection.</td> </tr> <tr> <td>1</td> <td>Filter is enabled. Pulses must be at least 3 cycles long for reliable detection.</td> </tr> </table>	Value	Description	0	Filter is disabled. Pulses must be at least 2 cycles long for reliable detection.	1	Filter is enabled. Pulses must be at least 3 cycles long for reliable detection.
Value	Description									
0	Filter is disabled. Pulses must be at least 2 cycles long for reliable detection.									
1	Filter is enabled. Pulses must be at least 3 cycles long for reliable detection.									
4	PULSEEN	0	RW	<b>Pulse Generator/Extender Enable</b>  Filter LEUART output through pulse generator and the LEUART input through the pulse extender.						
3:0	PULSEW	0x0	RW	<b>Pulse Width</b>  Configure the pulse width of the pulse generator as a number of 32.768 kHz clock cycles.						

## 19.5.17 LEUARTn\_FREEZE - Freeze Register

Offset	Bit Position																																			
0x040	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					
Reset																																				
Access																																				
Name																																			REGFREEZE	RW 0 0

Bit	Name	Reset	Access	Description									
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
0	REGFREEZE	0	RW	<b>Register Update Freeze</b>  When set, the update of the LEUART is postponed until this bit is cleared. Use this bit to update several registers simultaneously.									
				<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>UPDATE</td> <td>Each write access to a LEUART register is updated into the Low Frequency domain as soon as possible.</td> </tr> <tr> <td>1</td> <td>FREEZE</td> <td>The LEUART is not updated with the new written value.</td> </tr> </table>	Value	Mode	Description	0	UPDATE	Each write access to a LEUART register is updated into the Low Frequency domain as soon as possible.	1	FREEZE	The LEUART is not updated with the new written value.
Value	Mode	Description											
0	UPDATE	Each write access to a LEUART register is updated into the Low Frequency domain as soon as possible.											
1	FREEZE	The LEUART is not updated with the new written value.											

## 19.5.18 LEUARTn\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																		
0x044	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				
Reset																																			
Access																																			
Name																																		PULSECTRL	R 0 0

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7	PULSECTRL	0	R	<b>LEUARTn_PULSECTRL Register Busy</b>  Set when the value written to LEUARTn_PULSECTRL is being synchronized.
6	TXDATA	0	R	<b>LEUARTn_TXDATA Register Busy</b>

Bit	Name	Reset	Access	Description
Set when the value written to LEUARTn_TXDATA is being synchronized.				
5	TXDATAX	0	R	<b>LEUARTn_TXDATAX Register Busy</b>
Set when the value written to LEUARTn_TXDATAX is being synchronized.				
4	SIGFRAME	0	R	<b>LEUARTn_SIGFRAME Register Busy</b>
Set when the value written to LEUARTn_SIGFRAME is being synchronized.				
3	STARTFRAME	0	R	<b>LEUARTn_STARTFRAME Register Busy</b>
Set when the value written to LEUARTn_STARTFRAME is being synchronized.				
2	CLKDIV	0	R	<b>LEUARTn_CLKDIV Register Busy</b>
Set when the value written to LEUARTn_CLKDIV is being synchronized.				
1	CMD	0	R	<b>LEUARTn_CMD Register Busy</b>
Set when the value written to LEUARTn_CMD is being synchronized.				
0	CTRL	0	R	<b>LEUARTn_CTRL Register Busy</b>
Set when the value written to LEUARTn_CTRL is being synchronized.				

## 19.5.19 LEUARTn\_ROUTE - I/O Routing Register

Offset	Bit Position																															
0x054	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																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:11 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
10:8	LOCATION	0x0	RW	<b>I/O Location</b>
Decides the location of the LEUART I/O pins.				
	Value	Mode	Description	
	0	LOC0	Location 0	
	1	LOC1	Location 1	
	2	LOC2	Location 2	
	3	LOC3	Location 3	
	4	LOC4	Location 4	
7:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1	TXPEN	0	RW	<b>TX Pin Enable</b>
When set, the TX pin of the LEUART is enabled.				
	Value	Description		
	0	The LEUn_TX pin is disabled		
	1	The LEUn_TX pin is enabled		
0	RXPEN	0	RW	<b>RX Pin Enable</b>
When set, the RX pin of the LEUART is enabled.				
	Value	Description		
	0	The LEUn_RX pin is disabled		
	1	The LEUn_RX pin is enabled		

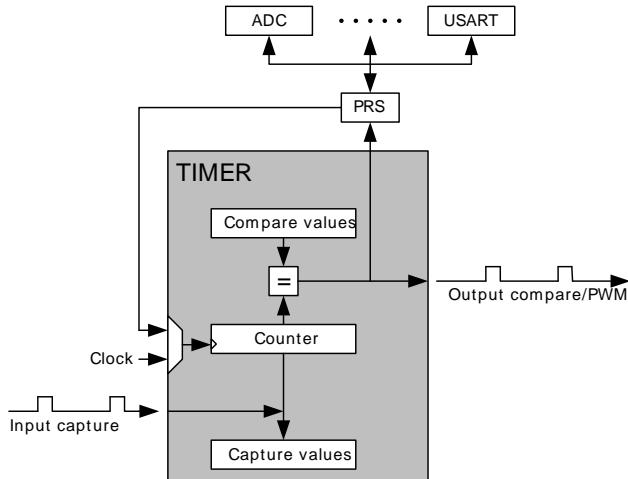
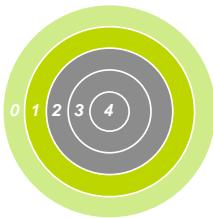
## 19.5.20 LEUARTn\_INPUT - LEUART Input Register

Offset	Bit Position																										
Reset	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
Access																											
Name																		RXPRS	RW	0	4		3	2	1	0	
																		RXPRSSEL	RW	0x0							

Bit	Name	Reset	Access	Description
31:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	RXPRS	0	RW	<b>PRS RX Enable</b>
		When set, the PRS channel selected as input to RX.		
3:0	RXPRSSEL	0x0	RW	<b>RX PRS Channel Select</b>

Value	Mode	Description
0	PRSCH0	PRS Channel 0 selected
1	PRSCH1	PRS Channel 1 selected
2	PRSCH2	PRS Channel 2 selected
3	PRSCH3	PRS Channel 3 selected
4	PRSCH4	PRS Channel 4 selected
5	PRSCH5	PRS Channel 5 selected
6	PRSCH6	PRS Channel 6 selected
7	PRSCH7	PRS Channel 7 selected
8	PRSCH8	PRS Channel 8 selected
9	PRSCH9	PRS Channel 9 selected
10	PRSCH10	PRS Channel 10 selected
11	PRSCH11	PRS Channel 11 selected

# 20 TIMER - Timer/Counter



## Quick Facts

### What?

The TIMER (Timer/Counter) keeps track of timing and counts events, generates output waveforms and triggers timed actions in other peripherals.

### Why?

Most applications have activities that need to be timed accurately with as little CPU intervention and energy consumption as possible.

### How?

The flexible 16-bit TIMER can be configured to provide PWM waveforms with optional dead-time insertion for e.g. motor control, or work as a frequency generator. The Timer can also count events and control other peripherals through the PRS, which offloads the CPU and reduce energy consumption.

## 20.1 Introduction

The 16-bit general purpose Timer has 3 compare/capture channels for input capture and compare/Pulse-Width Modulation (PWM) output. TIMER0 also includes a Dead-Time Insertion module suitable for motor control applications.

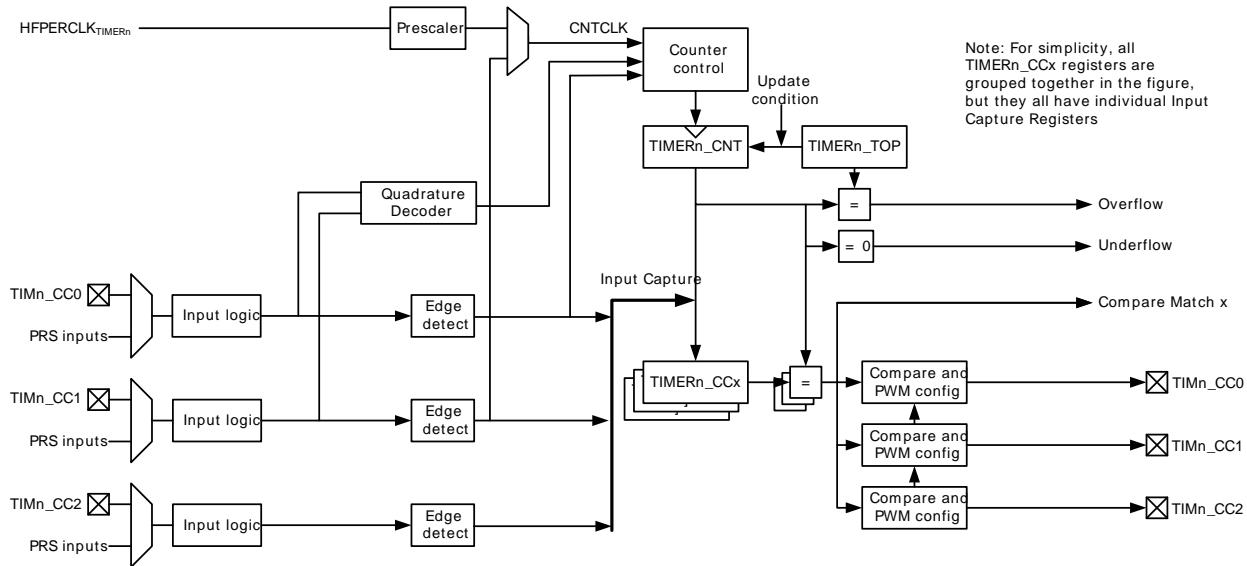
## 20.2 Features

- 16-bit auto reload up/down counter
  - Dedicated 16-bit reload register which serves as counter maximum
- 3 Compare/Capture channels
  - Individual configurable as either input capture or output compare/PWM
- Multiple Counter modes
  - Count up
  - Count down
  - Count up/down
  - Quadrature Decoder
  - Direction and count from external pins
- 2x Count Mode
- Counter control from PRS or external pin
  - Start
  - Stop
  - Reload and start
- Inter-Timer connection
  - Allows 32-bit counter mode
  - Start/stop synchronization between several Timers
- Input Capture

- Period measurement
- Pulse width measurement
- Two capture registers for each capture channel
  - Capture on either positive or negative edge
  - Capture on both edges
- Optional digital noise filtering on capture inputs
- Output Compare
  - Compare output toggle/pulse on compare match
  - Immediate update of compare registers
- PWM
  - Up-count PWM
  - Up/down-count PWM
  - Predictable initial PWM output state (configured by SW)
  - Buffered compare register to ensure glitch-free update of compare values
- Clock sources
  - HFPERCLK<sub>TIMERn</sub>
    - 10-bit Prescaler
  - External pin
  - Peripheral Reflex System
- Debug mode
  - Configurable to either run or stop when processor is stopped (break)
- Interrupts, PRS output and/or DMA request
  - Underflow
  - Overflow
  - Compare/Capture event
- Dead-Time Insertion Unit (TIMER0 only)
  - Complementary PWM outputs with programmable dead-time
    - Dead-time is specified independently for rising and falling edge
    - 10-bit prescaler
    - 6-bit time value
  - Outputs have configurable polarity
  - Outputs can be set inactive individually by software.
- Configurable action on fault
  - Set outputs inactive
  - Clear output
  - Tristate output
- Individual fault sources
  - One or two PRS signals
  - Debugger
    - Support for automatic restart
  - Core lockup
- Configuration lock

## 20.3 Functional Description

An overview of the TIMER module is shown in Figure 20.1 (p. 521) . The Timer module consists of a 16 bit up/down counter with 3 Compare/Capture channels connected to pins TIMn\_CC0, TIMn\_CC1, and TIMn\_CC2.

**Figure 20.1. TIMER Block Overview**

### 20.3.1 Counter Modes

The Timer consists of a counter that can be configured to the following modes:

1. Up-count: Counter counts up until it reaches the value in TIMERn\_TOP, where it is reset to 0 before counting up again.
2. Down-count: The counter starts at the value in TIMERn\_TOP and counts down. When it reaches 0, it is reloaded with the value in TIMERn\_TOP.
3. Up/Down-count: The counter starts at 0 and counts up. When it reaches the value in TIMERn\_TOP, it counts down until it reaches 0 and starts counting up again.
4. Quadrature Decoder: Two input channels where one determines the count direction, while the other pin triggers a clock event.

In addition, to the TIMER modes listed above, the TIMER also supports a 2x Count Mode. In this mode the counter increments/decrements by 2. The 2x Count Mode intended use is to generate 2x PWM frequency when the Compare/Capture channel is put in PWM mode. The 2x Count Mode can be enabled by setting the X2CNT bitfield in the TIMERn\_CTRL register.

The counter value can be read or written by software at any time by accessing the CNT field in TIMERn\_CNT.

#### 20.3.1.1 Events

Overflow is set when the counter value shifts from TIMERn\_TOP to the next value when counting up. In up-count mode the next value is 0. In up/down-count mode, the next value is TIMERn\_TOP-1.

Underflow is set when the counter value shifts from 0 to the next value when counting down. In down-count mode, the next value is TIMERn\_TOP. In up/down-count mode the next value is 1.

Update event is set on overflow in up-count mode and on underflow in down-count or up/down count mode. This event is used to time updates of buffered values.

#### 20.3.1.2 Operation

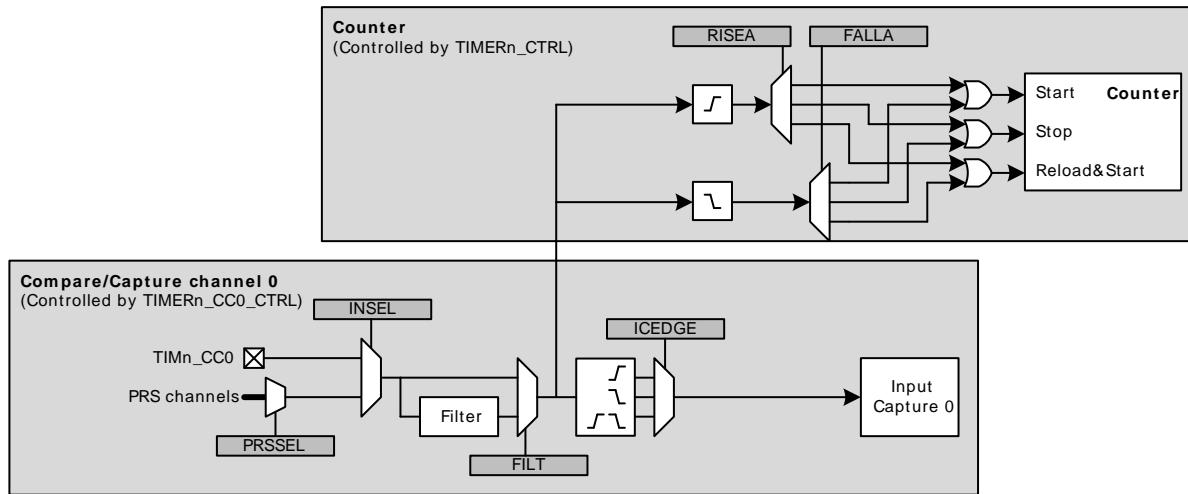
Figure 20.2 (p. 522) shows the hardware Timer/Counter control. Software can start or stop the counter by writing a 1 to the START or STOP bits in TIMERn\_CMD. The counter value (CNT in TIMERn\_CNT) can always be written by software to any 16-bit value.

It is also possible to control the counter through either an external pin or PRS input. This is done through the input logic for the Compare/Capture Channel 0. The Timer/Counter allows individual actions (start, stop, reload) to be taken for rising and falling input edges. This is configured in the RISEA and FALLA fields in TIMERn\_CTRL. The reload value is 0 in up-count and up/down-count mode and TOP in down-count mode.

The RUNNING bit in TIMERn\_STATUS indicates if the Timer is running or not. If the SYNC bit in TIMERn\_CTRL is set, the Timer is started/stopped/reloaded (external pin or PRS) when any of the other timers are started/stopped/reloaded.

The DIR bit in TIMERn\_STATUS indicates the counting direction of the Timer at any given time. The counter value can be read or written by software through the CNT field in TIMERn\_CNT. In Up/Down-Count mode the count direction will be set to up if the CNT value is written by software.

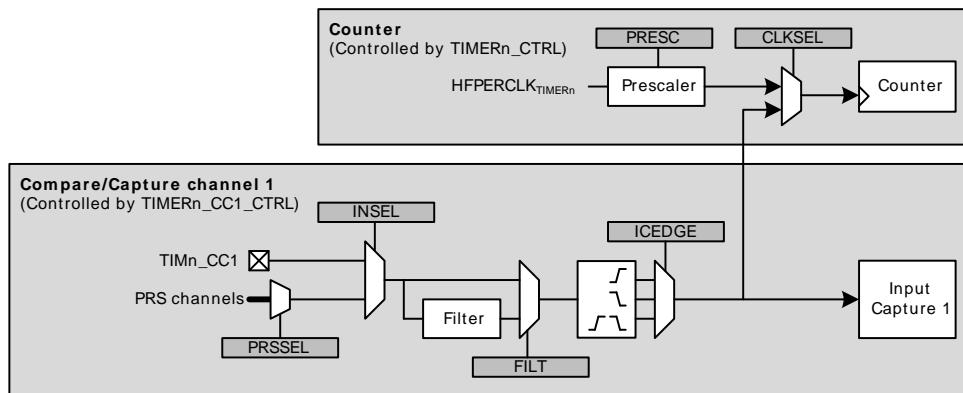
**Figure 20.2. TIMER Hardware Timer/Counter Control**



### 20.3.1.3 Clock Source

The counter can be clocked from several sources, which are all synchronized with the peripheral clock (HFFPERCLK). See Figure 20.3 (p. 522) .

**Figure 20.3. TIMER Clock Selection**



#### 20.3.1.3.1 Peripheral Clock (HFFPERCLK)

The peripheral clock (HFFPERCLK) can be used as a source with a configurable prescale factor of  $2^{\text{PRESC}}$ , where PRESC is an integer between 0 and 10, which is set in PRESC in TIMERn\_CTRL. However, if 2x Count Mode is enabled and the Compare/Capture channels are put in PWM mode, the CC output is updated on both clock edges so prescaling the peripheral clock will result in incorrect result. The prescaler is stopped and reset when the timer is stopped.

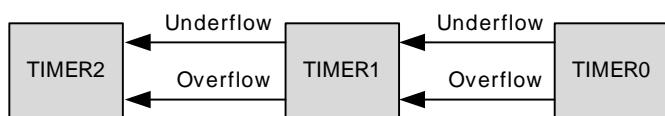
### 20.3.1.3.2 Compare/ Capture Channel 1 Input

The Timer can also be clocked by positive and/or negative edges on the Compare/Capture channel 1 input. This input can either come from the TIMn\_CC1 pin or one of the PRS channels. The input signal must not have a higher frequency than  $f_{HFPERCLK}/3$  when running from a pin input or a PRS input with FILT enabled in TIMERn\_CCx\_CTRL. When running from PRS without FILT, the frequency can be as high as  $f_{HFPERCLK}$ . Note that when clocking the Timer from the same pulse that triggers a start (through RISEA/FALLA in TIMERn\_CTRL), the starting pulse will not update the Counter Value.

### 20.3.1.3.3 Underflow/Overflow from Neighboring Timer

All Timers are linked together (see Figure 20.4 (p. 523)), allowing timers to count on overflow/underflow from the lower numbered neighbouring timers to form a 32-bit or 48-bit timer. Note that all timers must be set to same count direction and less significant timer(s) can only be set to count up or down.

**Figure 20.4. TIMER Connections**



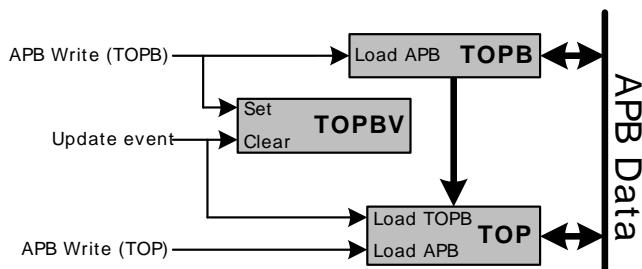
### 20.3.1.4 One-Shot Mode

By default, the counter counts continuously until it is stopped. If the OSMEN bit is set in the TIMERn\_CTRL register, however, the counter is disabled by hardware on the first *update event*. Note that when the counter is running with CC1 as clock source (0b01 in CLKSEL in TIMERn\_CTRL) and OSMEN is set, a CC1 capture event will not take place on the *update event* (CC1 rising edge) that stops the Timer.

### 20.3.1.5 Top Value Buffer

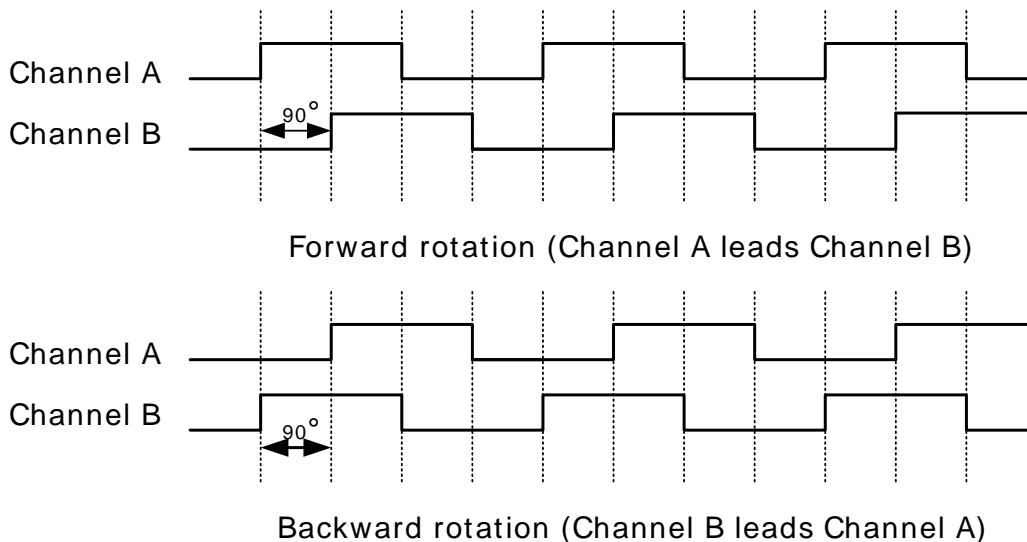
The TIMERn\_TOP register can be altered either by writing it directly or by writing to the TIMER\_TOPB (buffer) register. When writing to the buffer register the TIMERn\_TOPB register will be written to TIMERn\_TOP on the next update event. Buffering ensures that the TOP value is not set below the actual count value. The TOPBV flag in TIMERn\_STATUS indicates whether the TIMERn\_TOPB register contains data that have not yet been written to the TIMERn\_TOP register (see Figure 20.5 (p. 523)).

**Figure 20.5. TIMER TOP Value Update Functionality**

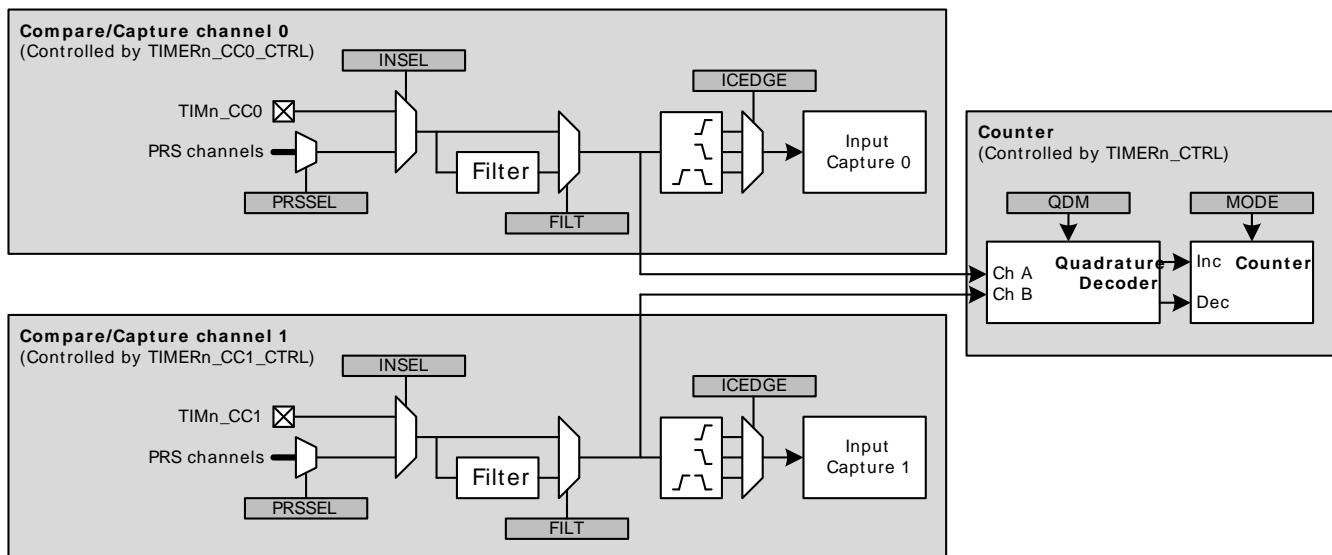


### 20.3.1.6 Quadrature Decoder

Quadrature Decoding mode is used to track motion and determine both rotation direction and position. The Quadrature Decoder uses two input channels that are 90 degrees out of phase (see Figure 20.6 (p. 524)).

**Figure 20.6. TIMER Quadrature Encoded Inputs**

In the Timer these inputs are tapped from the Compare/Capture channel 0 (Channel A) and 1 (Channel B) inputs before edge detection. The Timer/Counter then increments or decrements the counter, based on the phase relation between the two inputs. The Quadrature Decoder Mode supports two channels, but if a third channel (Z-terminal) is available, this can be connected to an external interrupt and trigger a counter reset from the interrupt service routine. By connecting a periodic signal from another timer as input capture on Compare/Capture Channel 2, it is also possible to calculate speed and acceleration.

**Figure 20.7. TIMER Quadrature Decoder Configuration**

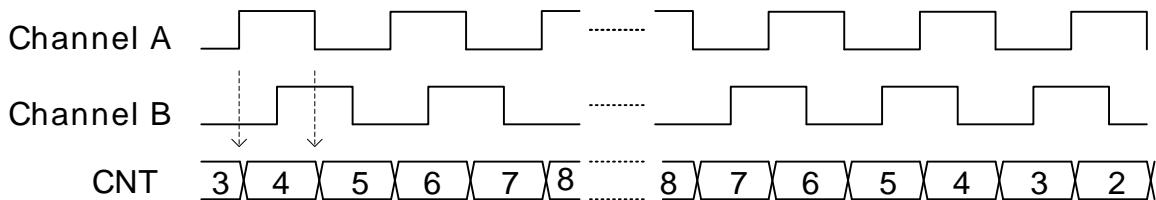
The Quadrature Decoder can be set in either X2 or X4 mode, which is configured in the QDM bit in TIMERn\_CTRL. See Figure 20.7 (p. 524)

### 20.3.1.6.1 X2 Decoding Mode

In X2 Decoding mode, the counter increments or decrements on every edge of Channel A, see Table 20.1 (p. 525) and Figure 20.8 (p. 525).

**Table 20.1. TIMER Counter Response in X2 Decoding Mode**

Channel B	Channel A	
	Rising	Falling
0	Increment	Decrement
1	Decrement	Increment

**Figure 20.8. TIMER X2 Decoding Mode**

### 20.3.1.6.2 X4 Decoding Mode

In X4 Decoding mode, the counter increments or decrements on every edge of Channel A and Channel B, see Figure 20.9 (p. 525) and Table 20.2 (p. 525).

**Table 20.2. TIMER Counter Response in X4 Decoding Mode**

Opposite Channel	Channel A		Channel B	
	Rising	Falling	Rising	Falling
Channel A = 0			Decrement	Increment
Channel A = 1			Increment	Decrement
Channel B = 0	Increment	Decrement		
Channel B = 1	Decrement	Increment		

**Figure 20.9. TIMER X4 Decoding Mode**

### 20.3.1.6.3 TIMER Rotational Position

To calculate a position Equation 20.1 (p. 525) can be used.

#### **TIMER Rotational Position Equation**

$$\text{pos}^\circ = (\text{CNT}/X \times N) \times 360^\circ \quad (20.1)$$

where X = Encoding type and N = Number of pulses per revolution.

### 20.3.2 Compare/Capture Channels

The Timer contains 3 Compare/Capture channels, which can be configured in the following modes:

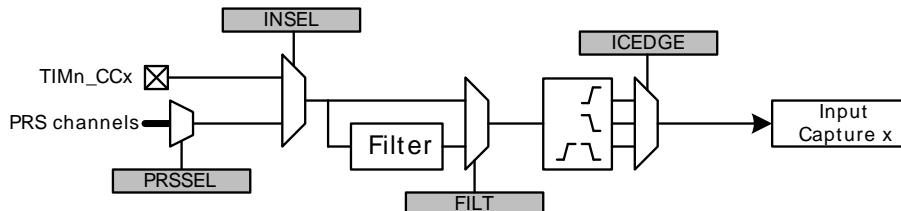
1. Input Capture
2. Output Compare

### 3. PWM

#### 20.3.2.1 Input Pin Logic

Each Compare/Capture channel can be configured as an input source for the Capture Unit or as external clock source for the Timer (see Figure 20.10 (p. 526) ). Compare/Capture channels 0 and 1 are the inputs for the Quadrature Decoder Mode. The input channel can be filtered before it is used, which requires the input to remain stable for 5 cycles in a row before the input is propagated to the output.

**Figure 20.10. TIMER Input Pin Logic**



#### 20.3.2.2 Compare/Capture Registers

The Compare/Capture channel registers are prefixed with TIMERn\_CCx\_, where the x stands for the channel number. Since the Compare/Capture channels serve three functions (input capture, compare, PWM), the behavior of the Compare/Capture registers (TIMERn\_CCx\_CCV) and buffer registers (TIMERn\_CCx\_CCVB) change depending on the mode the channel is set in.

##### 20.3.2.2.1 Input Capture mode

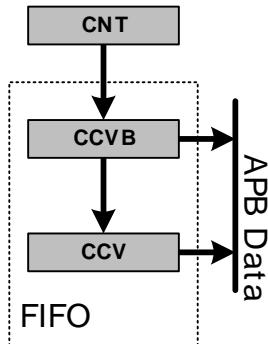
When running in Input Capture mode, TIMERn\_CCx\_CCV and TIMERn\_CCx\_CCVB form a FIFO buffer, and new capture values are added on a capture event, see Figure 20.11 (p. 526) . The first capture can always be read from TIMERn\_CCx\_CCV, and reading this address will load the next capture value into TIMERn\_CCx\_CCV from TIMERn\_CCx\_CCVB if it contains valid data. The CC value can be read without altering the FIFO contents by reading TIMERn\_CCx\_CCVP. TIMERn\_CCx\_CCVB can also be read without altering the FIFO contents. The ICV flag in TIMERn\_STATUS indicates if there is a valid unread capture in TIMERn\_CCx\_CCV.

In case a capture is triggered while both CCV and CCVB contain unread capture values, the buffer overflow interrupt flag (ICBOF in TIMERn\_IF) will be set. New capture values will on overflow overwrite the value in TIMERn\_CCx\_CCVB.

**Note**

In input capture mode, the timer will only trigger interrupts when it is running

**Figure 20.11. TIMER Input Capture Buffer Functionality**

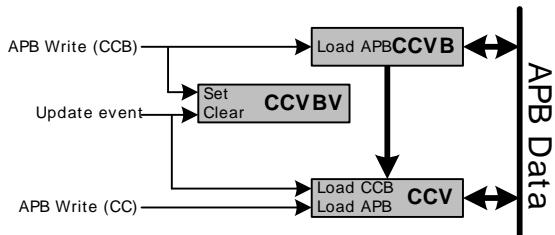


##### 20.3.2.2.2 Compare and PWM Mode

When running in Output Compare or PWM mode, the value in TIMERn\_CCx\_CCV will be compared against the count value. In Compare mode the output can be configured to toggle, clear or set

on compare match, overflow and underflow through the CMOA, COFOA and CUFOA fields in TIMERn\_CCx\_CTRL. TIMERn\_CCx\_CCV can be accessed directly or through the buffer register TIMERn\_CCx\_CCVB, see Figure 20.12 (p. 527) . When writing to the buffer register, the value in TIMERn\_CCx\_CCVB will be written to TIMERn\_CCx\_CCV on the next update event. This functionality ensures glitch free PWM outputs. The CCVB flag in TIMERn\_STATUS indicates whether the TIMERn\_CCx\_CCVB register contains data that have not yet been written to the TIMERn\_CCx\_CCV register. Note that when writing 0 to TIMERn\_CCx\_CCVB the CCV value is updated when the timer counts from 0 to 1. Thus, the compare match for the next period will not happen until the timer reaches 0 again on the way down.

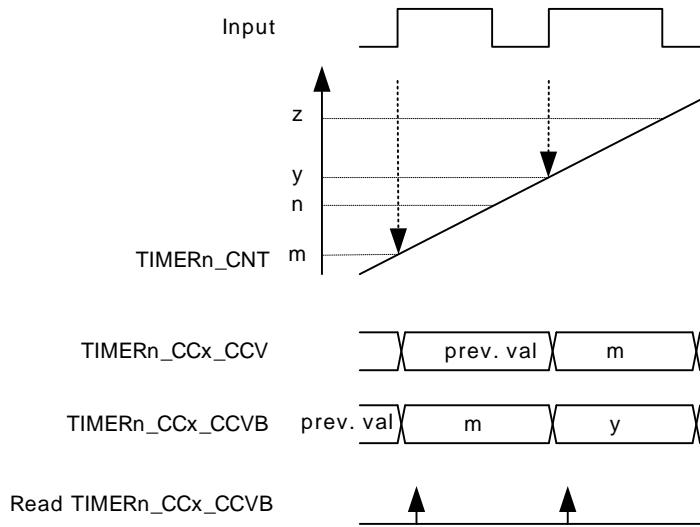
**Figure 20.12. TIMER Output Compare/PWM Buffer Functionality**



### 20.3.2.3 Input Capture

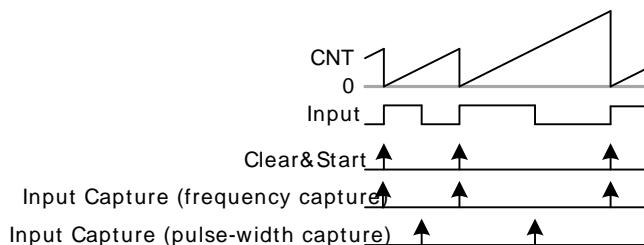
In Input Capture Mode, the counter value (TIMERn\_CNT) can be captured in the Compare/Capture Register (TIMERn\_CCx\_CCV), see Figure 20.13 (p. 527) . In this mode, TIMERn\_CCx\_CCV is read-only. Together with the Compare/Capture Buffer Register (TIMERn\_CCx\_CCVB) the TIMERn\_CCx\_CCV form a double-buffered capture registers allowing two subsequent capture events to take place before a read-out is required. The CCPOL bits in TIMERn\_STATUS indicate the polarity the edge that triggered the capture in TIMERn\_CCx\_CCV.

**Figure 20.13. TIMER Input Capture**



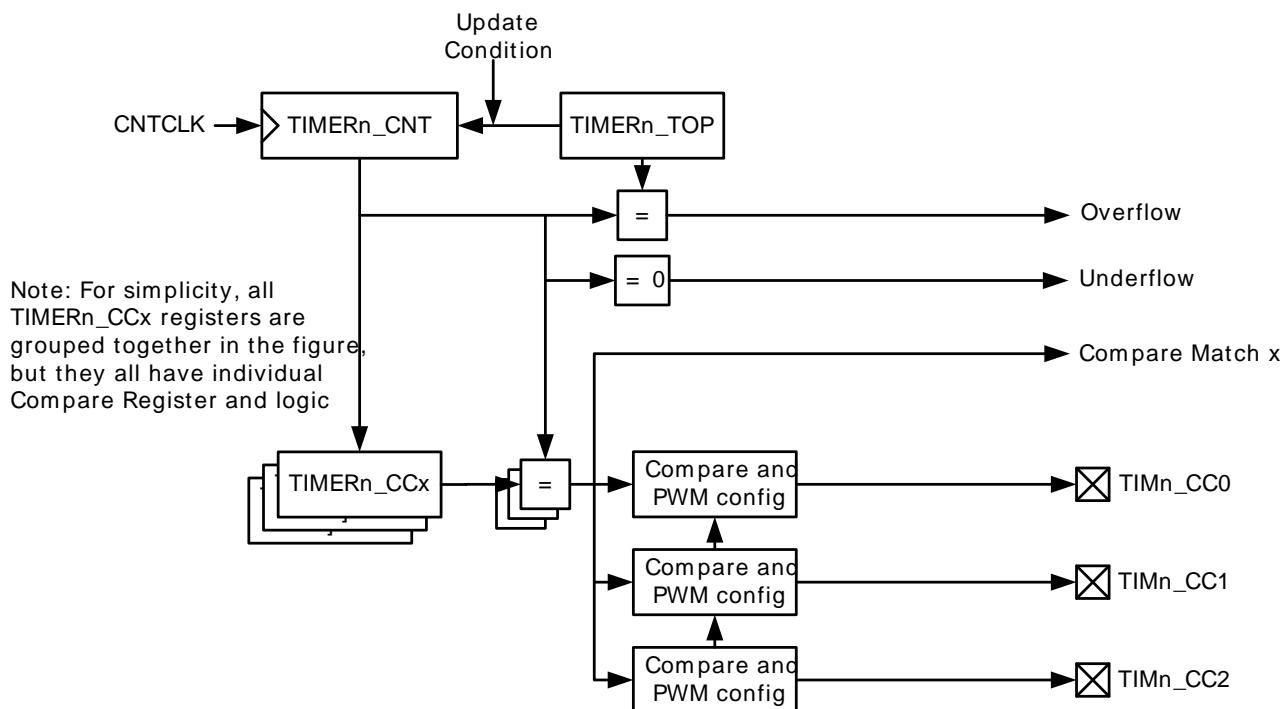
#### 20.3.2.3.1 Period/Pulse-Width Capture

Period and/or pulse-width capture can be achieved by setting the RISEA field in TIMERn\_CTRL to Clear&Start, and select the wanted input from either external pin or PRS, see Figure 20.14 (p. 528) . For period capture, the Compare/Capture Channel should then be set to input capture on a rising edge of the same input signal. To capture the width of a high pulse, the Compare/Capture Channel should be set to capture on a falling edge of the input signal. To start the measuring period on either a falling edge or measure the low pulse-width of a signal, opposite polarities should be chosen.

**Figure 20.14. TIMER Period and/or Pulse width Capture**

### 20.3.2.4 Compare

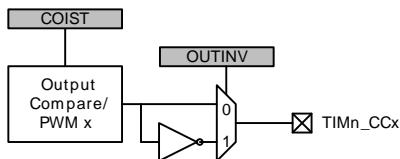
Each Compare/Capture channel contains a comparator which outputs a compare match if the contents of `TIMERn_CCx_CCV` matches the counter value, see Figure 20.15 (p. 528). In compare mode, each compare channel can be configured to either set, clear or toggle the output on an event (compare match, overflow or underflow). The output from each channel is represented as an alternative function on the port it is connected to, which needs to be enabled for the CC outputs to propagate to the pins.

**Figure 20.15. TIMER Block Diagram Showing Comparison Functionality**

If occurring in the same cycle, match action will have priority over overflow or underflow action.

The input selected (through `PRSSEL`, `INSEL` and `FILTSEL` in `TIMERn_CCx_CTRL`) for the CC channel will also be sampled on compare match and the result is found in the `CCPOL` bits in `TIMERn_STATUS`. It is also possible to configure the `CCPOL` to always track the inputs by setting `ATI` in `TIMERn_CTRL`.

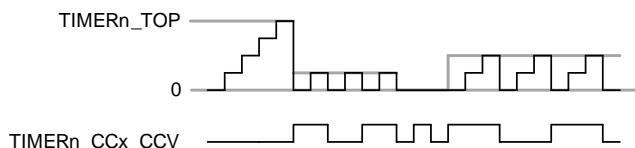
The `COIST` bit in `TIMERn_CCx_CTRL` is the initial state of the compare/PWM output. The `COIST` bit can also be used as an initial value to the compare outputs on a reload-start when `RSSCOIST` is set in `TIMERn_CTRL`. Also the resulting output can be inverted by setting `OUTINV` in `TIMERn_CCx_CTRL`. It is recommended to turn off the CC channel before configuring the output state to avoid any pulses on the output. The CC channel can be turned off by setting `MODE` to `OFF` in `TIMER_CCx_CTRL`.

**Figure 20.16. TIMER Output Logic**

### 20.3.2.4.1 Frequency Generation (FRG)

Frequency generation (see Figure 20.17 (p. 529) ) can be achieved in compare mode by:

- Setting the counter in up-count mode
- Enabling buffering of the TOP value.
- Setting the CC channels overflow action to toggle

**Figure 20.17. TIMER Up-count Frequency Generation**

The output frequency is given by Equation 20.2 (p. 529)

#### **TIMER Up-count Frequency Generation Equation**

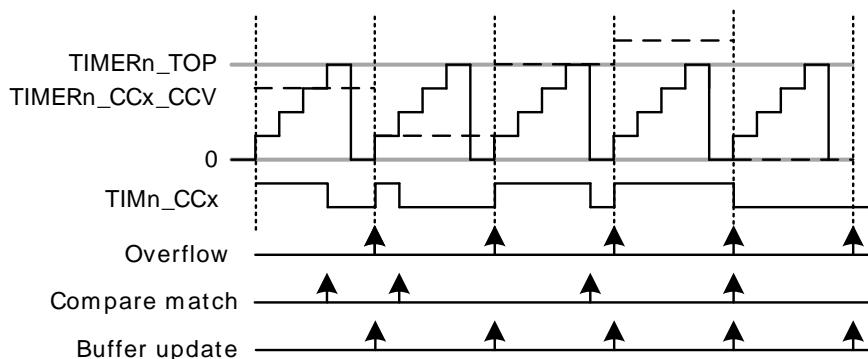
$$f_{FRG} = f_{HFFPERCLK} / ( 2^{(PRESC + 1)} \times (TOP + 1) ) \quad (20.2)$$

### 20.3.2.5 Pulse-Width Modulation (PWM)

In PWM mode, TIMERn\_CCx\_CCV is buffered to avoid glitches in the output. The settings in the Compare Output Action configuration bits are ignored in PWM mode and PWM generation is only supported for up-count and up/down-count mode.

### 20.3.2.6 Up-count (Single-slope) PWM

If the counter is set to up-count and the Compare/Capture channel is put in PWM mode, single slope PWM output will be generated (see Figure 20.18 (p. 529) ). In up-count mode the PWM period is TOP +1 cycles and the PWM output will be high for a number of cycles equal to TIMERn\_CCx\_CCV. This means that a constant high output is achieved by setting TIMER\_CCx to TOP+1 or higher. The PWM resolution (in bits) is then given by Equation 20.3 (p. 529) .

**Figure 20.18. TIMER Up-count PWM Generation**

#### **TIMER Up-count PWM Resolution Equation**

$$R_{\text{PWM}_{\text{up}}} = \log(\text{TOP}+1)/\log(2) \quad (20.3)$$

The PWM frequency is given by Equation 20.4 (p. 530) :

#### **TIMER Up-count PWM Frequency Equation**

$$f_{\text{PWM}_{\text{up/down}}} = f_{\text{HFPERCLK}} / (2^{\text{PRESC}} \times (\text{TOP} + 1)) \quad (20.4)$$

The high duty cycle is given by Equation 20.5 (p. 530)

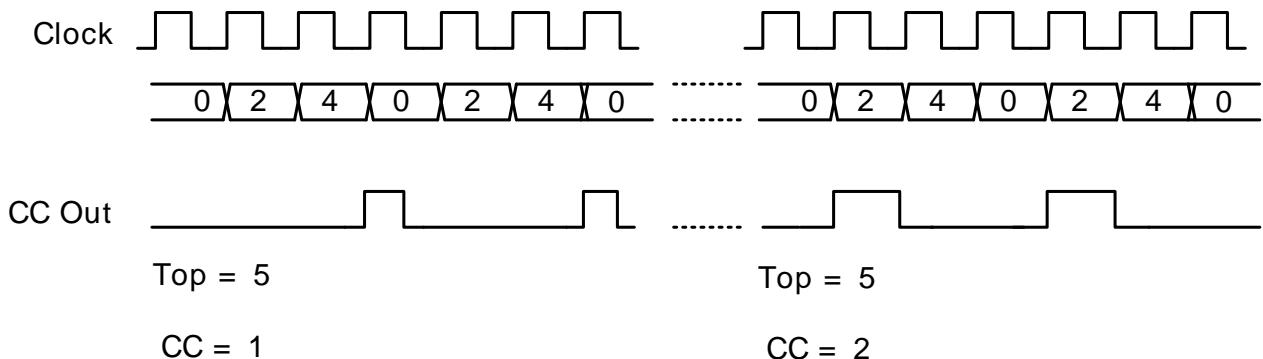
#### **TIMER Up-count Duty Cycle Equation**

$$DS_{\text{up}} = CCVx/\text{TOP} \quad (20.5)$$

### **20.3.2.6.1 2x Count Mode**

When the Timer is set in 2x mode, the TIMER will count up by two. This will in effect make any odd Top value be rounded down to the closest even number. Similarly, any odd CC value will generate a match on the closest lower even value as shown in Figure 20.19 (p. 530)

**Figure 20.19. TIMER CC out in 2x mode**



The mode is enabled by setting the X2CNT field in TIMERn\_CTRL register. The intended use of the 2x mode is to generate 2x PWM frequency when the Compare/Capture channel is put in PWM mode. Since the PWM output is updated on both edges of the clock, frequency prescaling will result in incorrect result in this mode. The PWM resolution (in bits) is then given by Equation 20.6 (p. 530) .

#### **TIMER 2x PWM Resolution Equation**

$$R_{\text{PWM}_{2\text{xmode}}} = \log(\text{TOP}/2+1)/\log(2) \quad (20.6)$$

The PWM frequency is given by Equation 20.7 (p. 530) :

#### **TIMER 2x Mode PWM Frequency Equation( Up-count)**

$$f_{\text{PWM}_{2\text{xmode}}} = 2 \times f_{\text{HFPERCLK}} / \text{floor}(\text{TOP}/2)+1 \quad (20.7)$$

The high duty cycle is given by Equation 20.8 (p. 530)

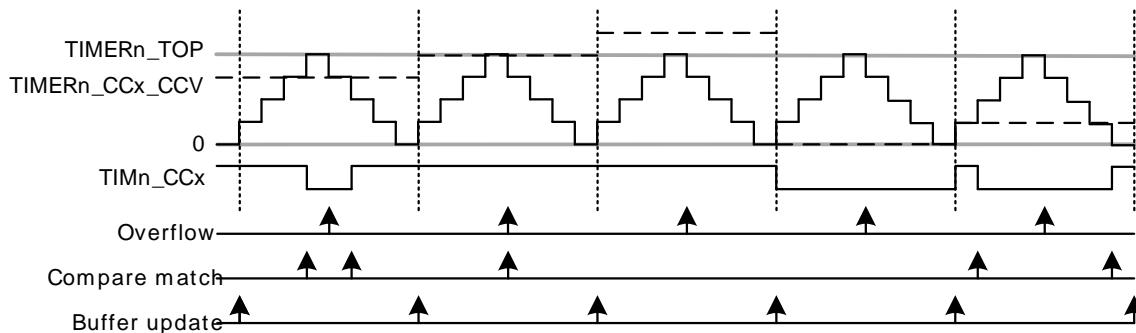
#### **TIMER 2x Mode Duty Cycle Equation**

$$DS_{2\text{xmode}} = CCVx/\text{TOP} \quad (20.8)$$

### 20.3.2.7 Up/Down-count (Dual-slope) PWM

If the counter is set to up-down count and the Compare/Capture channel is put in PWM mode, dual slope PWM output will be generated by Figure 20.20 (p. 531). The resolution (in bits) is given by Equation 20.9 (p. 531).

**Figure 20.20. TIMER Up/Down-count PWM Generation**



#### TIMER Up/Down-count PWM Resolution Equation

$$R_{\text{PWM}_{\text{up/down}}} = \log(\text{TOP}+1)/\log(2) \quad (20.9)$$

The PWM frequency is given by Equation 20.10 (p. 531) :

#### TIMER Up/Down-count PWM Frequency Equation

$$f_{\text{PWM}_{\text{up/down}}} = f_{\text{HFPERCLK}} / (2^{(\text{PRESC}+1)} \times \text{TOP}) \quad (20.10)$$

The high duty cycle is given by Equation 20.11 (p. 531)

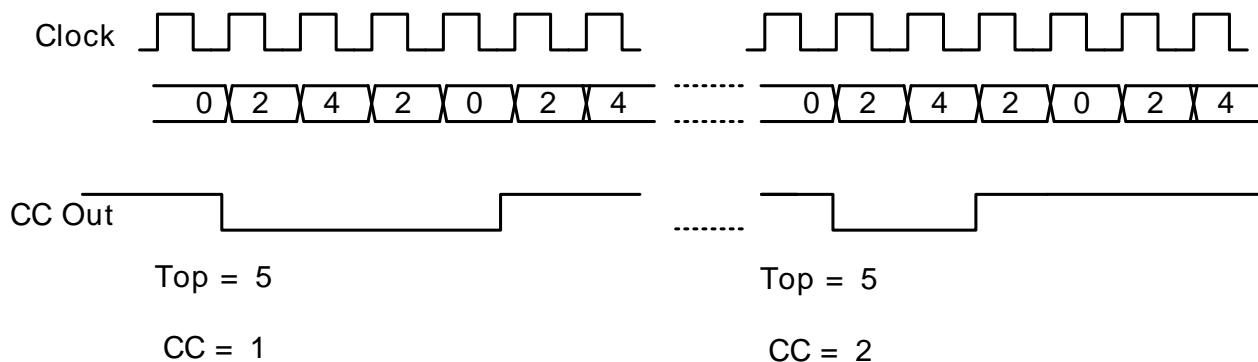
#### TIMER Up/Down-count Duty Cycle Equation

$$DS_{\text{up/down}} = CCVx/\text{TOP} \quad (20.11)$$

### 20.3.2.7.1 2x Count Mode

When the Timer is set in 2x mode, the TIMER will count up/down by two. This will in effect make any odd Top value be rounded down to the closest even number. Similarly, any odd CC value will generate a match on the closest lower even value as shown in Figure 20.21 (p. 531)

**Figure 20.21. TIMER CC out in 2x mode**



The mode is enabled by setting the X2CNT field in TIMERn\_CTRL register. The intended use of the 2x mode is to generate 2x PWM frequency when the Compare/Capture channel is put in PWM mode. Since the PWM output is updated on both edges of the clock, frequency prescaling will result in incorrect result in this mode. The PWM resolution (in bits) is then given by Equation 20.12 (p. 532) .

**TIMER 2x PWM Resolution Equation**

$$R_{\text{PWM}_{2\text{xmode}}} = \log(\text{TOP}/2+1)/\log(2) \quad (20.12)$$

The PWM frequency is given by Equation 20.7 (p. 530) :

**TIMER 2x Mode PWM Frequency Equation( Up/Down-count)**

$$f_{\text{PWM}_{2\text{xmode}}} = f_{\text{HFPERCLK}} / \text{TOP} \quad (20.13)$$

The high duty cycle is given by Equation 20.14 (p. 532)

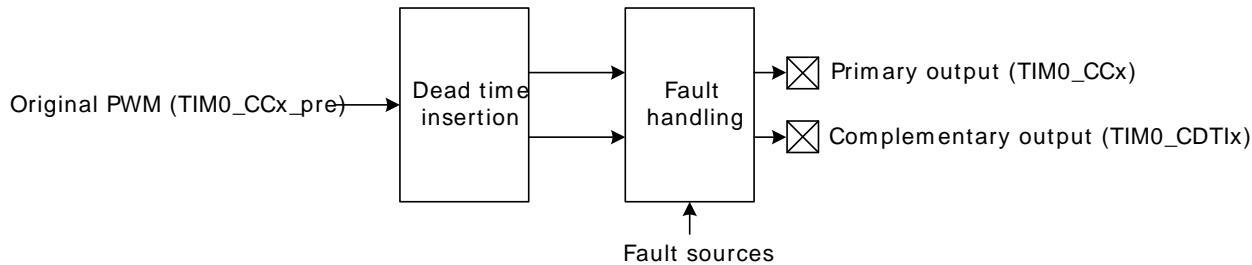
**TIMER 2x Mode Duty Cycle Equation**

$$DS_{2\text{xmode}} = CCVx/\text{TOP} \quad (20.14)$$

### 20.3.3 Dead-Time Insertion Unit (TIMER0 only)

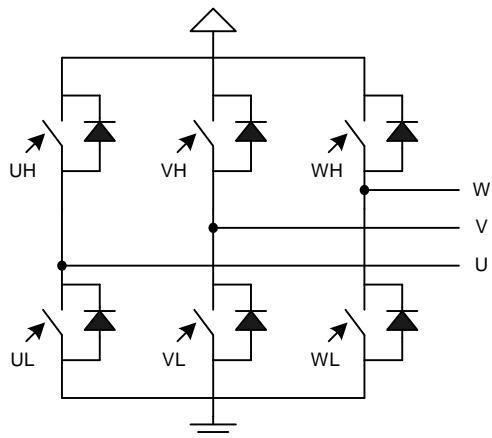
The Dead-Time Insertion Unit aims to make control of BLDC motors safer and more efficient by introducing complementary PWM outputs with dead-time insertion and fault handling, see Figure 20.22 (p. 532) .

**Figure 20.22. TIMER Dead-Time Insertion Unit Overview**



When used for motor control, the PWM outputs TIM0\_CC0, TIM0\_CC1 and TIM0\_CC2 are often connected to the high-side transistors of a triple half-bridge setup (UH, VH and WH), and the complementary outputs connected to the respective low-side transistors (UL, VL, WL shown in Figure 20.23 (p. 532)). Transistors used in such a bridge often do not open/close instantaneously, and using the exact complementary inputs for the high and low side of a half-bridge may result in situations where both gates are open. This can give unnecessary current-draw and short circuit the power supply. The DTI unit provides dead-time insertion to deal with this problem.

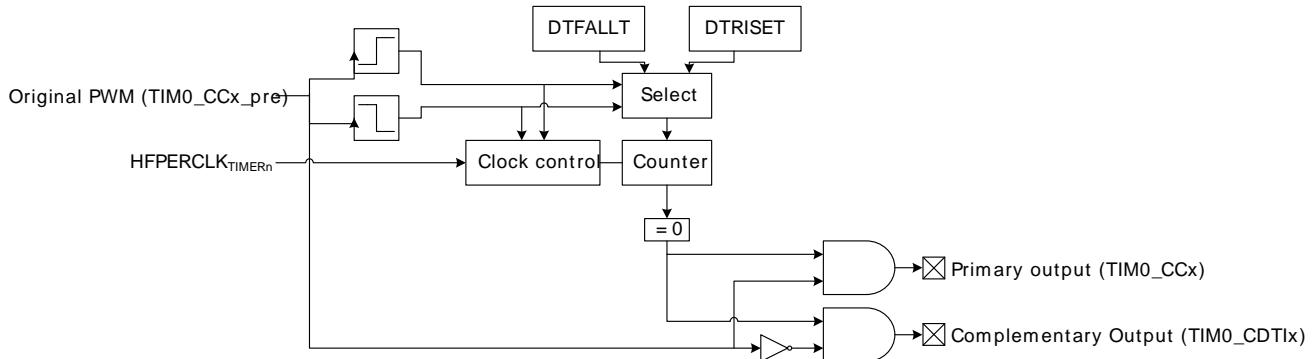
**Figure 20.23. TIMER Triple Half-Bridge**



For each of the 3 compare-match outputs of TIMER0, an additional complementary output is provided by the DTI unit. These outputs, named TIM0\_CDTI0, TIM0\_CDTI1 and TIM0\_CDTI2 are provided to make

control of e.g. 3-channel BLDC or PMAC motors possible using only a single timer, see Figure 20.24 (p. 533) .

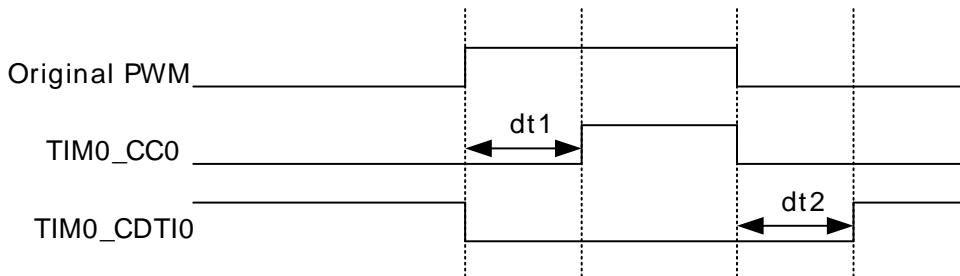
**Figure 20.24. TIMER Overview of Dead-Time Insertion Block for a Single PWM channel**



The DTI unit is enabled by setting DTEN in TIMER0\_DTCTRL. In addition to providing the complementary outputs, the DTI unit then also overrides the compare match outputs from the timer.

The DTI unit gives the rising edges of the PWM outputs and the rising edges of the complementary PWM outputs a configurable time delay. By doing this, the DTI unit introduces a dead-time where both the primary and complementary outputs in a pair are inactive as seen in Figure 20.25 (p. 533) .

**Figure 20.25. TIMER Polarity of Both Signals are Set as Active-High**



Dead-time is specified individually for the rising and falling edge of the original PWM. These values are shared across all the three PWM channels of the DTI unit. A single prescaler value is provided for the DTI unit, meaning that both the rising and falling edge dead-times share prescaler value. The prescaler divides the HFPERCLK<sub>TIMERn</sub> by a configurable factor between 1 and 1024, which is set in the DTPRESC field in TIMER0\_DTTIME. The rising and falling edge dead-times are configured in DTRISET and DTFALLT in TIMER0\_DTTIME to any number between 1-64 HFPERCLK<sub>TIMER0</sub> cycles.

### 20.3.3.1 Output Polarity

The value of the primary and complementary outputs in a pair will never be set active at the same time by the DTI unit. The polarity of the outputs can be changed however, if this is required by the application. The active values of the primary and complementary outputs are set by two the TIMER0\_DTCTRL register. The DTIPOL bit of this register specifies the base polarity. If DTIPOL =0, then the outputs are active-high, and if DTIPOL = 1 they are active-low. The relative phase of the primary and complementary outputs is not changed by DTIPOL, as the polarity of both outputs is changed, see Figure 20.26 (p. 534)

In some applications, it may be required that the primary outputs are active-high, while the complementary outputs are active-low. This can be accomplished by manipulating the DTCINV bit of the TIMER0\_DTCTRL register, which inverts the polarity of the complementary outputs relative to the primary outputs.

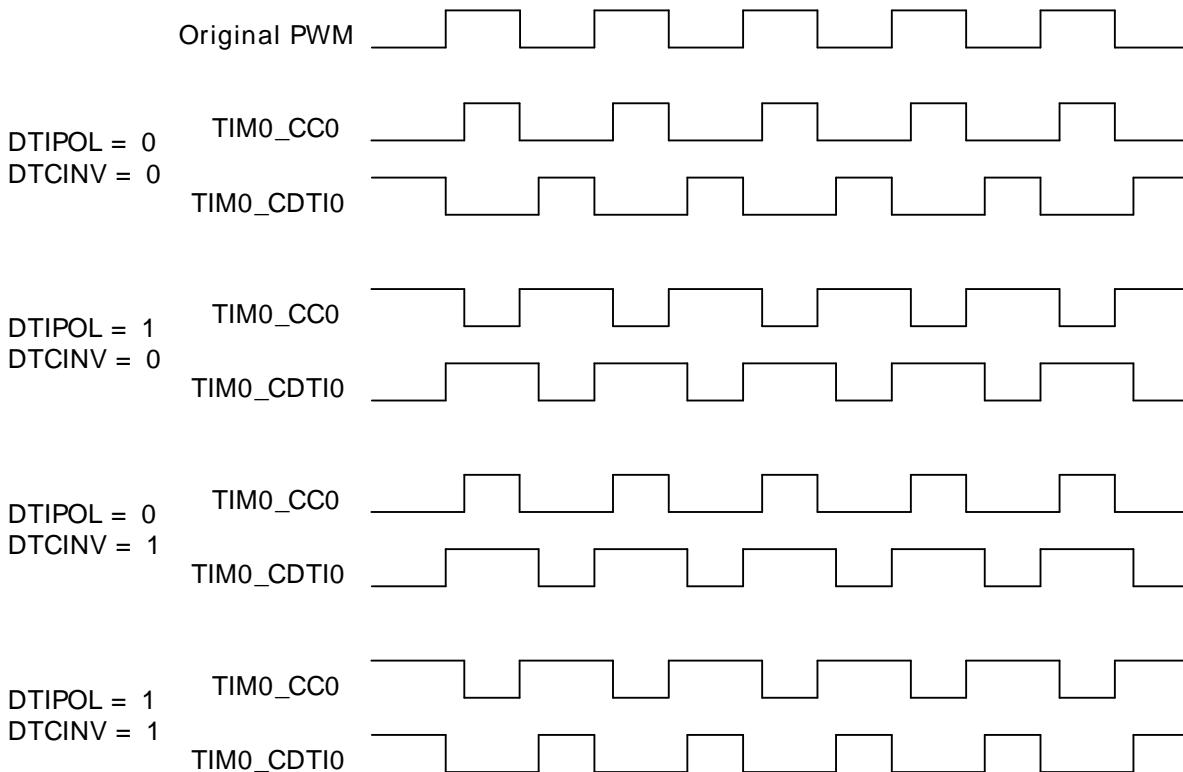
#### Example 20.1. TIMER DTI Example 1

DTIPOL = 0 and DTCINV = 0 results in outputs with opposite phase and active-high states.

### Example 20.2. TIMER DTI Example 2

DTIPOL = 1 and DTCINV = 1 results in outputs with equal phase. The primary output will be active-high, while the complementary will be active-low

**Figure 20.26. TIMER Output Polarities**



Output generation on the individual DTI outputs can be disabled by configuring TIMER0.DTOGEN. When output generation on an output is disabled, it will go to and stay in its inactive state.

#### 20.3.3.2 PRS Channel as Source

A PRS channel can optionally be used as input to the DTI module instead of the PWM output from the timer. Setting DTPRSEN in TIMER0\_DTCTRL will override the source of the first DTI channel, driving TIM0\_CC0 and TIM0\_CDTI0, with the value on the PRS channel. The rest of the DTI channels will continue to be driven by the PWM output from the timer. The PRS channel to use is chosen by configuring DTPRSSEL in TIMER0\_DTCTRL. Note that the timer must be running even when PRS is used as DTI source.

The DTI prescaler, set by DTPRESC in TIMER0\_DTTIME determines with which accuracy the DTI can insert dead-time into a PRS signal. The maximum dead-time error equals  $2^{DTPRESC}$  clock cycles. With zero prescaling, the inserted dead-times are therefore accurate, but they may be inaccurate for larger prescaler settings.

#### 20.3.3.3 Fault Handling

The fault handling system of the DTI unit allows the outputs of the DTI unit to be put in a well-defined state in case of a fault. This hardware fault handling system makes a fast reaction to faults possible, reducing the possibility of damage to the system.

The fault sources which trigger a fault in the DTI module are determined by TIMER0\_DTFSEN. Any combination of the available error sources can be selected:

- PRS source 0, determined by DTPRS0FSEL in TIMER0\_DTFCS

- PRS source 1, determined by DTPRS1FSEL in TIMER0\_DTFC
- Debugger
- Core Lockup

One or two PRS channels can be used as an error source. When PRS source 0 is selected as an error source, DTPRS0FSEL determines which PRS channel is used for this source. DTPRS1FSEL determines which PRS channel is selected as PRS source 1. Please note that for Core Lockup, the LOCKUPRDIS in RMU\_CTRL must be set. Otherwise this will generate a full reset of the EFM32.

#### 20.3.3.3.1 Action on Fault

When a fault occurs, the bit representing the fault source is set in DTFS, and the outputs from the DTI unit are set to a well-defined state. The following options are available, and can be enabled by configuring DTFACT in TIMER0\_DTFC:

- Set outputs to inactive level
- Clear outputs
- Tristate outputs

With the first option enabled, the output state in case of a fault depends on the polarity settings for the individual outputs. An output set to be active high will be set low if a fault is detected, while an output set to be active low will be driven high.

When a fault occurs, the fault source(s) can be read out of TIMER0\_DTFS. TIMER0\_DTFS is organized in the same way as DTFSEN, with one bit for each source.

#### 20.3.3.2 Exiting Fault State

When a fault is triggered by the PRS system, software intervention is required to re-enable the outputs of the DTI unit. This is done by manually clearing TIMER0\_DTFS. If the fault cause, determined by TIMER0\_DTFS, is the debugger alone, the outputs can optionally be re-enabled when the debugger exits and the processor resumes normal operation. The corresponding bit in TIMER0\_DTFS will in that case be cleared by hardware. The automatic startup functionality can be enabled by setting DTDAS in TIMER0\_DTCTRL. If more bits are still set in DTFS when the automatic startup functionality has cleared the debugger bit, the DTI module does not exit the fault state. The fault state is only exited when all the bits in TIMER0\_DTFS have been cleared.

#### 20.3.3.4 Configuration Lock

To prevent software errors from making changes to the DTI configuration, a configuration lock is available. Writing any value but 0xCE80 to LOCKKEY in TIMER0\_DTLOCK results in TIMER0\_DTFC, TIMER0\_DTCTRL, TIMER0\_DTTIME and TIMER0\_ROUTE being locked for writing. To unlock the registers, write 0xCE80 to LOCKKEY in TIMER0\_DTLOCK. The value of TIMER0\_DTLOCK is 1 when the lock is active, and 0 when the registers are unlocked.

#### 20.3.4 Debug Mode

When the CPU is halted in debug mode, the Timer can be configured to either continue to run or to be frozen. This is configured in DBGHALT in TIMERN<sub>n</sub>\_CTRL.

#### 20.3.5 Interrupts, DMA and PRS Output

The Timer has 5 output events:

- Counter Underflow
- Counter Overflow
- Compare match or input capture (one per Compare/Capture channel)

Each of the events has its own interrupt flag. Also, there is one interrupt flag for each Compare/Capture channel which is set on buffer overflow in capture mode. Buffer overflow happens when a new capture pushes an old unread capture out of the TIMERn\_CCx\_CCV/TIMERn\_CCx\_CCVB register pair.

If the interrupt flags are set and the corresponding interrupt enable bits in TIMERn\_IEN) are set high, the Timer will send out an interrupt request. Each of the events will also lead to a one HPERCLK<sub>TIMERn</sub> cycle high pulse on individual PRS outputs.

Each of the events will also set a DMA request when they occur. The different DMA requests are cleared when certain acknowledge conditions are met, see Table 20.3 (p. 536) . If DMACLRACT is set in TIMERn\_CTRL, the DMA request is cleared when the triggered DMA channel is active, without having to access any timer registers.

**Table 20.3. TIMER Events**

Event	Acknowledge
Underflow/Overflow	Read or write to TIMERn_CNT or TIMERn_TOPB
CC 0	Read or write to TIMERn_CC0_CCV or TIMERn_CC0_CCVB
CC 1	Read or write to TIMERn_CC1_CCV or TIMERn_CC1_CCVB
CC 2	Read or write to TIMERn_CC2_CCV or TIMERn_CC2_CCVB

### 20.3.6 GPIO Input/Output

The TIMn\_CCx inputs/outputs and TIM0\_CDTIx outputs are accessible as alternate functions through GPIO. Each pin connection can be enabled/disabled separately by setting the corresponding CCxPEN or CDTIxPEN bits in TIMERn\_ROUTE. The LOCATION bits in the same register can be used to move all enabled pins to alternate pins.

## 20.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	TIMERn_CTRL	RW	Control Register
0x004	TIMERn_CMD	W1	Command Register
0x008	TIMERn_STATUS	R	Status Register
0x00C	TIMERn_IEN	RW	Interrupt Enable Register
0x010	TIMERn_IF	R	Interrupt Flag Register
0x014	TIMERn_IFS	W1	Interrupt Flag Set Register
0x018	TIMERn_IFC	W1	Interrupt Flag Clear Register
0x01C	TIMERn_TOP	RWH	Counter Top Value Register
0x020	TIMERn_TOPB	RW	Counter Top Value Buffer Register
0x024	TIMERn_CNT	RWH	Counter Value Register
0x028	TIMERn_ROUTE	RW	I/O Routing Register
0x030	TIMERn_CC0_CTRL	RW	CC Channel Control Register
0x034	TIMERn_CC0_CCV	RWH	CC Channel Value Register
0x038	TIMERn_CC0_CCVP	R	CC Channel Value Peek Register
0x03C	TIMERn_CC0_CCB	RWH	CC Channel Buffer Register
0x040	TIMERn_CC1_CTRL	RW	CC Channel Control Register
0x044	TIMERn_CC1_CCV	RWH	CC Channel Value Register
0x048	TIMERn_CC1_CCVP	R	CC Channel Value Peek Register
0x04C	TIMERn_CC1_CCB	RWH	CC Channel Buffer Register
0x050	TIMERn_CC2_CTRL	RW	CC Channel Control Register
0x054	TIMERn_CC2_CCV	RWH	CC Channel Value Register
0x058	TIMERn_CC2_CCVP	R	CC Channel Value Peek Register
0x05C	TIMERn_CC2_CCB	RWH	CC Channel Buffer Register
0x070	TIMERn_DTCTRL	RW	DTI Control Register
0x074	TIMERn_DTTIME	RW	DTI Time Control Register
0x078	TIMERn_DTF	RW	DTI Fault Configuration Register
0x07C	TIMERn_DTOGEN	RW	DTI Output Generation Enable Register
0x080	TIMERn_DTFault	R	DTI Fault Register
0x084	TIMERn_DTFaultC	W1	DTI Fault Clear Register
0x088	TIMERn_DTLOCK	RW	DTI Configuration Lock Register

## 20.5 Register Description

### 20.5.1 TIMERn\_CTRL - Control Register

Offset	Bit Position															
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
<b>Reset</b>			RW 0												15	14
<b>Access</b>		RW	0x0												RW 0x0	13
<b>Name</b>	RSSCOIST	RSSCOIST	ATI	PRESC	CLKSEL	X2CNT	FALLA	RISEA	DMAICLRACT	QDM	OSMEN	SYNC	MODE		0	1
									DEBUGRUN	0	0					
										5	4	3	2			

Bit	Name	Reset	Access	Description
31:30	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
29	RSSCOIST	0	RW	<b>Reload-Start Sets Compare Output Initial State</b>
				When enabled, compare output is set to COIST value at Reload-Start event
28	ATI	0	RW	<b>Always Track Inputs</b>
				Enable ATI makes CCPOL always track the polarity of the inputs
27:24	PRESC	0x0	RW	<b>Prescaler Setting</b>
				These bits select the prescaling factor.
	Value	Mode		Description
	0	DIV1		The HFFPERCLK is undivided
	1	DIV2		The HFFPERCLK is divided by 2
	2	DIV4		The HFFPERCLK is divided by 4
	3	DIV8		The HFFPERCLK is divided by 8
	4	DIV16		The HFFPERCLK is divided by 16
	5	DIV32		The HFFPERCLK is divided by 32
	6	DIV64		The HFFPERCLK is divided by 64
	7	DIV128		The HFFPERCLK is divided by 128
	8	DIV256		The HFFPERCLK is divided by 256
	9	DIV512		The HFFPERCLK is divided by 512
	10	DIV1024		The HFFPERCLK is divided by 1024
23:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17:16	CLKSEL	0x0	RW	<b>Clock Source Select</b>
				These bits select the clock source for the timer.
	Value	Mode		Description
	0	PRESCHFFPERCLK		Prescaled HFFPERCLK
	1	CC1		Compare/Capture Channel 1 Input
	2	TIMEROUF		Timer is clocked by underflow(down-count) or overflow(up-count) in the lower numbered neighbor Timer
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
13	X2CNT	0	RW	<b>2x Count Mode</b>
				Enable 2x count mode
12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11:10	FALLA	0x0	RW	<b>Timer Falling Input Edge Action</b>
				These bits select the action taken in the counter when a falling edge occurs on the input.
	Value	Mode		Description
	0	NONE		No action
	1	START		Start counter without reload

Bit	Name	Reset	Access	Description
9:8	Value	Mode		Description
	2	STOP		Stop counter without reload
	3	RELOADSTART		Reload and start counter
9:8	RISEA	0x0	RW	<b>Timer Rising Input Edge Action</b>
	These bits select the action taken in the counter when a rising edge occurs on the input.			
	Value	Mode		Description
	0	NONE		No action
	1	START		Start counter without reload
	2	STOP		Stop counter without reload
	3	RELOADSTART		Reload and start counter
7	DMACLRACT	0	RW	<b>DMA Request Clear on Active</b>
	When this bit is set, the DMA requests are cleared when the corresponding DMA channel is active. This enables the timer DMA requests to be cleared without accessing the timer.			
6	DEBUGRUN	0	RW	<b>Debug Mode Run Enable</b>
	Set this bit to enable timer to run in debug mode.			
	Value		Description	
	0		Timer is frozen in debug mode	
	1		Timer is running in debug mode	
5	QDM	0	RW	<b>Quadrature Decoder Mode Selection</b>
	This bit sets the mode for the quadrature decoder.			
	Value	Mode		Description
	0	X2		X2 mode selected
	1	X4		X4 mode selected
4	OSMEN	0	RW	<b>One-shot Mode Enable</b>
	Enable/disable one shot mode.			
3	SYNC	0	RW	<b>Timer Start/Stop/Reload Synchronization</b>
	When this bit is set, the Timer is started/stopped/reloaded by start/stop/reload commands in the other timers			
	Value		Description	
	0		Timer is not started/stopped/reloaded by other timers	
	1		Timer is started/stopped/reloaded by other timers	
2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1:0	MODE	0x0	RW	<b>Timer Mode</b>
	These bit set the counting mode for the Timer. Note, when Quadrature Decoder Mode is selected (MODE = 'b11), the CLKSEL is don't care. The Timer is clocked by the Decoder Mode clock output.			
	Value	Mode		Description
	0	UP		Up-count mode
	1	DOWN		Down-count mode
	2	UPDOWN		Up/down-count mode
	3	QDEC		Quadrature decoder mode

## 20.5.2 TIMERn\_CMD - Command Register

Offset	Bit Position																											
0x004	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																												
Access																												
Name																												

Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	STOP	0	W1	<b>Stop Timer</b> Write a 1 to this bit to stop timer
0	START	0	W1	<b>Start Timer</b> Write a 1 to this bit to start timer

## 20.5.3 TIMERn\_STATUS - Status Register

Offset	Bit Position																											
0x008	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																												
Access																												
Name																												

Bit	Name	Reset	Access	Description
31:27	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
26	CCPOL2	0	R	<b>CC2 Polarity</b> In Input Capture mode, this bit indicates the polarity of the edge that triggered capture in TIMERn_CC2_CCV. In Compare/PWM mode, this bit indicates the polarity of the selected input to CC channel 2. These bits are cleared when CCMODE is written to 0b00 (Off).
	ICV2	0	R	Value Mode Description
	ICV1	0	R	0 LOWRISE CC2 polarity low level/rising edge
	ICV0	0	R	1 HIGHFALL CC2 polarity high level/falling edge
25	CCPOL1	0	R	<b>CC1 Polarity</b> In Input Capture mode, this bit indicates the polarity of the edge that triggered capture in TIMERn_CC1_CCV. In Compare/PWM mode, this bit indicates the polarity of the selected input to CC channel 1. These bits are cleared when CCMODE is written to 0b00 (Off).
	CCVB2	0	R	Value Mode Description
	CCVB1	0	R	0 LOWRISE CC1 polarity low level/rising edge
	CCVB0	0	R	1 HIGHFALL CC1 polarity high level/falling edge
24	CCPOL0	0	R	<b>CC0 Polarity</b> In Input Capture mode, this bit indicates the polarity of the edge that triggered capture in TIMERn_CC0_CCV. In Compare/PWM mode, this bit indicates the polarity of the selected input to CC channel 0. These bits are cleared when CCMODE is written to 0b00 (Off).
	TOPBV	0	R	Value Mode Description
	DIR	0	R	0 LOWRISE CC0 polarity low level/rising edge
	RUNNING	0	R	1 HIGHFALL CC0 polarity high level/falling edge

Bit	Name	Reset	Access	Description						
23:19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)						
18	ICV2	0	R	<b>CC2 Input Capture Valid</b>						
				This bit indicates that TIMERn_CC2_CCV contains a valid capture value. These bits are only used in input capture mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC2_CCV does not contain a valid capture value(FIFO empty)</td></tr> <tr> <td>1</td><td>TIMERn_CC2_CCV contains a valid capture value(FIFO not empty)</td></tr> </table>	Value	Description	0	TIMERn_CC2_CCV does not contain a valid capture value(FIFO empty)	1	TIMERn_CC2_CCV contains a valid capture value(FIFO not empty)
Value	Description									
0	TIMERn_CC2_CCV does not contain a valid capture value(FIFO empty)									
1	TIMERn_CC2_CCV contains a valid capture value(FIFO not empty)									
17	ICV1	0	R	<b>CC1 Input Capture Valid</b>						
				This bit indicates that TIMERn_CC1_CCV contains a valid capture value. These bits are only used in input capture mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC1_CCV does not contain a valid capture value(FIFO empty)</td></tr> <tr> <td>1</td><td>TIMERn_CC1_CCV contains a valid capture value(FIFO not empty)</td></tr> </table>	Value	Description	0	TIMERn_CC1_CCV does not contain a valid capture value(FIFO empty)	1	TIMERn_CC1_CCV contains a valid capture value(FIFO not empty)
Value	Description									
0	TIMERn_CC1_CCV does not contain a valid capture value(FIFO empty)									
1	TIMERn_CC1_CCV contains a valid capture value(FIFO not empty)									
16	ICV0	0	R	<b>CC0 Input Capture Valid</b>						
				This bit indicates that TIMERn_CC0_CCV contains a valid capture value. These bits are only used in input capture mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC0_CCV does not contain a valid capture value(FIFO empty)</td></tr> <tr> <td>1</td><td>TIMERn_CC0_CCV contains a valid capture value(FIFO not empty)</td></tr> </table>	Value	Description	0	TIMERn_CC0_CCV does not contain a valid capture value(FIFO empty)	1	TIMERn_CC0_CCV contains a valid capture value(FIFO not empty)
Value	Description									
0	TIMERn_CC0_CCV does not contain a valid capture value(FIFO empty)									
1	TIMERn_CC0_CCV contains a valid capture value(FIFO not empty)									
15:11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)						
10	CCVB2	0	R	<b>CC2 CCVB Valid</b>						
				This field indicates that the TIMERn_CC2_CCVB registers contain data which have not been written to TIMERn_CC2_CCV. These bits are only used in output compare/pwm mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC2_CCVB does not contain valid data</td></tr> <tr> <td>1</td><td>TIMERn_CC2_CCVB contains valid data which will be written to TIMERn_CC2_CCV on the next update event</td></tr> </table>	Value	Description	0	TIMERn_CC2_CCVB does not contain valid data	1	TIMERn_CC2_CCVB contains valid data which will be written to TIMERn_CC2_CCV on the next update event
Value	Description									
0	TIMERn_CC2_CCVB does not contain valid data									
1	TIMERn_CC2_CCVB contains valid data which will be written to TIMERn_CC2_CCV on the next update event									
9	CCVB1	0	R	<b>CC1 CCVB Valid</b>						
				This field indicates that the TIMERn_CC1_CCVB registers contain data which have not been written to TIMERn_CC1_CCV. These bits are only used in output compare/pwm mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC1_CCVB does not contain valid data</td></tr> <tr> <td>1</td><td>TIMERn_CC1_CCVB contains valid data which will be written to TIMERn_CC1_CCV on the next update event</td></tr> </table>	Value	Description	0	TIMERn_CC1_CCVB does not contain valid data	1	TIMERn_CC1_CCVB contains valid data which will be written to TIMERn_CC1_CCV on the next update event
Value	Description									
0	TIMERn_CC1_CCVB does not contain valid data									
1	TIMERn_CC1_CCVB contains valid data which will be written to TIMERn_CC1_CCV on the next update event									
8	CCVB0	0	R	<b>CC0 CCVB Valid</b>						
				This field indicates that the TIMERn_CC0_CCVB registers contain data which have not been written to TIMERn_CC0_CCV. These bits are only used in output compare/pwm mode and are cleared when CCMODE is written to 0b00 (Off).						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_CC0_CCVB does not contain valid data</td></tr> <tr> <td>1</td><td>TIMERn_CC0_CCVB contains valid data which will be written to TIMERn_CC0_CCV on the next update event</td></tr> </table>	Value	Description	0	TIMERn_CC0_CCVB does not contain valid data	1	TIMERn_CC0_CCVB contains valid data which will be written to TIMERn_CC0_CCV on the next update event
Value	Description									
0	TIMERn_CC0_CCVB does not contain valid data									
1	TIMERn_CC0_CCVB contains valid data which will be written to TIMERn_CC0_CCV on the next update event									
7:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)						
2	TOPBV	0	R	<b>TOPB Valid</b>						
				This indicates that TIMERn_TOPB contains valid data that has not been written to TIMERn_TOP. This bit is also cleared when TIMERn_TOP is written.						
				<table border="1"> <tr> <td>Value</td><td>Description</td></tr> <tr> <td>0</td><td>TIMERn_TOPB does not contain valid data</td></tr> <tr> <td>1</td><td>TIMERn_TOPB contains valid data which will be written to TIMERn_TOP on the next update event</td></tr> </table>	Value	Description	0	TIMERn_TOPB does not contain valid data	1	TIMERn_TOPB contains valid data which will be written to TIMERn_TOP on the next update event
Value	Description									
0	TIMERn_TOPB does not contain valid data									
1	TIMERn_TOPB contains valid data which will be written to TIMERn_TOP on the next update event									
1	DIR	0	R	<b>Direction</b>						
				Indicates count direction.						
				<table border="1"> <tr> <td>Value</td><td>Mode</td><td>Description</td></tr> <tr> <td>0</td><td>UP</td><td>Counting up</td></tr> </table>	Value	Mode	Description	0	UP	Counting up
Value	Mode	Description								
0	UP	Counting up								

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	1	DOWN	Counting down		
0	RUNNING	0	R	<b>Running</b>	
Indicates if timer is running or not.					

## 20.5.4 TIMERn\_IEN - Interrupt Enable Register

Offset	Bit Position																
0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset																	14
Access																	13
Name																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:11 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
10	ICBOF2	0	RW	<b>CC Channel 2 Input Capture Buffer Overflow Interrupt Enable</b> Enable/disable Compare/Capture ch 2 input capture buffer overflow interrupt.
9 ICBOF1 0 RW <b>CC Channel 1 Input Capture Buffer Overflow Interrupt Enable</b> Enable/disable Compare/Capture ch 1 input capture buffer overflow interrupt.				
8	ICBOF0	0	RW	<b>CC Channel 0 Input Capture Buffer Overflow Interrupt Enable</b> Enable/disable Compare/Capture ch 0 input capture buffer overflow interrupt.
7 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
6	CC2	0	RW	<b>CC Channel 2 Interrupt Enable</b> Enable/disable Compare/Capture ch 2 interrupt.
5 CC1 0 RW <b>CC Channel 1 Interrupt Enable</b> Enable/disable Compare/Capture ch 1 interrupt.				
4	CC0	0	RW	<b>CC Channel 0 Interrupt Enable</b> Enable/disable Compare/Capture ch 0 interrupt.
3:2 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)				
1	UF	0	RW	<b>Underflow Interrupt Enable</b> Enable/disable underflow interrupt.
0	OF	0	RW	<b>Overflow Interrupt Enable</b> Enable/disable overflow interrupt.

## 20.5.5 TIMERn\_IF - Interrupt Flag Register

Offset	Bit Position																
0x010	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset																	14
Access																	13
Name																	12
																	11
																	10
																	9
																	8
																	7
																	6
																	5
																	4
																	3
																	2
																	1
																	0

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	ICBOF2	0	R	<b>CC Channel 2 Input Capture Buffer Overflow Interrupt Flag</b>  This bit indicates that a new capture value has pushed an unread value out of the TIMERn_CC2_CCV/TIMERn_CC2_CCVB register pair.
9	ICBOF1	0	R	<b>CC Channel 1 Input Capture Buffer Overflow Interrupt Flag</b>  This bit indicates that a new capture value has pushed an unread value out of the TIMERn_CC1_CCV/TIMERn_CC1_CCVB register pair.
8	ICBOF0	0	R	<b>CC Channel 0 Input Capture Buffer Overflow Interrupt Flag</b>  This bit indicates that a new capture value has pushed an unread value out of the TIMERn_CC0_CCV/TIMERn_CC0_CCVB register pair.
7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	CC2	0	R	<b>CC Channel 2 Interrupt Flag</b>  This bit indicates that there has been an interrupt event on Compare/Capture channel 2.
5	CC1	0	R	<b>CC Channel 1 Interrupt Flag</b>  This bit indicates that there has been an interrupt event on Compare/Capture channel 1.
4	CC0	0	R	<b>CC Channel 0 Interrupt Flag</b>  This bit indicates that there has been an interrupt event on Compare/Capture channel 0.
3:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	UF	0	R	<b>Underflow Interrupt Flag</b>  This bit indicates that there has been an underflow.
0	OF	0	R	<b>Overflow Interrupt Flag</b>  This bit indicates that there has been an overflow.

#### **20.5.6 TIMERn\_IFS - Interrupt Flag Set Register**

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10	ICBOF2	0	W1	<b>CC Channel 2 Input Capture Buffer Overflow Interrupt Flag Set</b>  Writing a 1 to this bit will set Compare/Capture channel 2 input capture buffer overflow interrupt flag.
9	ICBOF1	0	W1	<b>CC Channel 1 Input Capture Buffer Overflow Interrupt Flag Set</b>  Writing a 1 to this bit will set Compare/Capture channel 1 input capture buffer overflow interrupt flag.
8	ICBOF0	0	W1	<b>CC Channel 0 Input Capture Buffer Overflow Interrupt Flag Set</b>  Writing a 1 to this bit will set Compare/Capture channel 0 input capture buffer overflow interrupt flag.
7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	CC2	0	W1	<b>CC Channel 2 Interrupt Flag Set</b>  Writing a 1 to this bit will set Compare/Capture channel 2 interrupt flag.
5	CC1	0	W1	<b>CC Channel 1 Interrupt Flag Set</b>

Bit	Name	Reset	Access	Description
Writing a 1 to this bit will set Compare/Capture channel 1 interrupt flag.				
4	CC0	0	W1	<b>CC Channel 0 Interrupt Flag Set</b>
Writing a 1 to this bit will set Compare/Capture channel 0 interrupt flag.				
3:2	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
1	UF	0	W1	<b>Underflow Interrupt Flag Set</b>
Writing a 1 to this bit will set the underflow interrupt flag.				
0	OF	0	W1	<b>Overflow Interrupt Flag Set</b>
Writing a 1 to this bit will set the overflow interrupt flag.				

## 20.5.7 TIMERn\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																
0x018	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
Reset	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
Access	ICBOF2	W1	0	ICBOF1	W1	0	9	ICBOF0	W1	0	8	CC2	W1	0	5	4	W1
Name	CC1	CC0	UF	OF													

Bit	Name	Reset	Access	Description
31:11 Reserved <i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>				
10	ICBOF2	0	W1	<b>CC Channel 2 Input Capture Buffer Overflow Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture channel 2 input capture buffer overflow interrupt flag.				
9	ICBOF1	0	W1	<b>CC Channel 1 Input Capture Buffer Overflow Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture channel 1 input capture buffer overflow interrupt flag.				
8	ICBOF0	0	W1	<b>CC Channel 0 Input Capture Buffer Overflow Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture channel 0 input capture buffer overflow interrupt flag.				
7	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
6	CC2	0	W1	<b>CC Channel 2 Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture interrupt flag 2.				
5	CC1	0	W1	<b>CC Channel 1 Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture interrupt flag 1.				
4	CC0	0	W1	<b>CC Channel 0 Interrupt Flag Clear</b>
Writing a 1 to this bit will clear Compare/Capture interrupt flag 0.				
3:2	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
1	UF	0	W1	<b>Underflow Interrupt Flag Clear</b>
Writing a 1 to this bit will clear the underflow interrupt flag.				
0	OF	0	W1	<b>Overflow Interrupt Flag Clear</b>
Writing a 1 to this bit will clear the overflow interrupt flag.				

## 20.5.8 TIMERn\_TOP - Counter Top Value Register

Offset	Bit Position																															
0x01C	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																									0xFFFF							
Access																									RWH							
Name																									TOP							

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	TOP	0xFFFF	RWH	<b>Counter Top Value</b> These bits hold the TOP value for the counter.

## 20.5.9 TIMERn\_TOPB - Counter Top Value Buffer Register

Offset	Bit Position																															
0x020	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																									0x0000							
Access																									RW							
Name																									TOPB							

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	TOPB	0x0000	RW	<b>Counter Top Value Buffer</b> These bits hold the TOP buffer value.

## 20.5.10 TIMERn\_CNT - Counter Value Register

Offset	Bit Position																															
0x024	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																									0x0000							
Access																									RWH							
Name																									CNT							

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	CNT	0x0000	RWH	<b>Counter Value</b> These bits hold the counter value.

## 20.5.11 TIMERn\_ROUTE - I/O Routing Register

Offset	Bit Position																
0x028	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset															15	14	13
Access															12	11	10
Name															CDT12PEN	RW	0
															CDT11PEN	RW	0
															CDT10PEN	RW	0
															CC2PEN	RW	0
															CC1PEN	RW	0
															CC0PEN	RW	0

Bit	Name	Reset	Access	Description
31:19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
18:16	LOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the CC and CDTI pins.
	Value	Mode		Description
	0	LOC0		Location 0
	1	LOC1		Location 1
	2	LOC2		Location 2
	3	LOC3		Location 3
	4	LOC4		Location 4
	5	LOC5		Location 5
15:11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
10	CDT12PEN	0	RW	<b>CC Channel 2 Complementary Dead-Time Insertion Pin Enable</b> Enable/disable CC channel 2 complementary dead-time insertion output connection to pin.
9	CDT11PEN	0	RW	<b>CC Channel 1 Complementary Dead-Time Insertion Pin Enable</b> Enable/disable CC channel 1 complementary dead-time insertion output connection to pin.
8	CDT10PEN	0	RW	<b>CC Channel 0 Complementary Dead-Time Insertion Pin Enable</b> Enable/disable CC channel 0 complementary dead-time insertion output connection to pin.
7:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	CC2PEN	0	RW	<b>CC Channel 2 Pin Enable</b> Enable/disable CC channel 2 output/input connection to pin.
1	CC1PEN	0	RW	<b>CC Channel 1 Pin Enable</b> Enable/disable CC channel 1 output/input connection to pin.
0	CC0PEN	0	RW	<b>CC Channel 0 Pin Enable</b> Enable/disable CC Channel 0 output/input connection to pin.

## 20.5.12 TIMERn\_CCx\_CTRL - CC Channel Control Register

Offset	Bit Position																																
	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																																	
Access		RW	0x0		RW	0x0		RW		RW	0	RW	0	RW	0x0		RW		RW	0x0	RW	0x0	RW	0x0		RW		RW	0x0		RW	0x0	
Name		ICEVCTRL			ICEDGE				FILT		INSEL				PRSSEL				CUFOA		COFOA		CMOA				COIST		OUTINV		MODE		

Bit	Name	Reset	Access	Description																											
31:28	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																											
27:26	ICEVCTRL	0x0	RW	<b>Input Capture Event Control</b>																											
				These bits control when a Compare/Capture PRS output pulse, interrupt flag and DMA request is set.																											
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>EVERYEDGE</td> <td>PRS output pulse, interrupt flag and DMA request set on every capture</td> </tr> <tr> <td>1</td> <td>EVERYSECONDEDGE</td> <td>PRS output pulse, interrupt flag and DMA request set on every second capture</td> </tr> <tr> <td>2</td> <td>RISING</td> <td>PRS output pulse, interrupt flag and DMA request set on rising edge only (if ICEDGE = BOTH)</td> </tr> <tr> <td>3</td> <td>FALLING</td> <td>PRS output pulse, interrupt flag and DMA request set on falling edge only (if ICEDGE = BOTH)</td> </tr> </tbody> </table>	Value	Mode	Description	0	EVERYEDGE	PRS output pulse, interrupt flag and DMA request set on every capture	1	EVERYSECONDEDGE	PRS output pulse, interrupt flag and DMA request set on every second capture	2	RISING	PRS output pulse, interrupt flag and DMA request set on rising edge only (if ICEDGE = BOTH)	3	FALLING	PRS output pulse, interrupt flag and DMA request set on falling edge only (if ICEDGE = BOTH)												
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1	EVERYSECONDEDGE	PRS output pulse, interrupt flag and DMA request set on every second capture																													
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3	FALLING	PRS output pulse, interrupt flag and DMA request set on falling edge only (if ICEDGE = BOTH)																													
25:24	ICEDGE	0x0	RW	<b>Input Capture Edge Select</b>																											
				These bits control which edges the edge detector triggers on. The output is used for input capture and external clock input.																											
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>RISING</td> <td>Rising edges detected</td> </tr> <tr> <td>1</td> <td>FALLING</td> <td>Falling edges detected</td> </tr> <tr> <td>2</td> <td>BOTH</td> <td>Both edges detected</td> </tr> <tr> <td>3</td> <td>NONE</td> <td>No edge detection, signal is left as it is</td> </tr> </tbody> </table>	Value	Mode	Description	0	RISING	Rising edges detected	1	FALLING	Falling edges detected	2	BOTH	Both edges detected	3	NONE	No edge detection, signal is left as it is												
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1	FALLING	Falling edges detected																													
2	BOTH	Both edges detected																													
3	NONE	No edge detection, signal is left as it is																													
23:22	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																											
21	FILT	0	RW	<b>Digital Filter</b>																											
				Enable digital filter.																											
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Digital filter disabled</td> </tr> <tr> <td>1</td> <td>ENABLE</td> <td>Digital filter enabled</td> </tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	Digital filter disabled	1	ENABLE	Digital filter enabled																		
Value	Mode	Description																													
0	DISABLE	Digital filter disabled																													
1	ENABLE	Digital filter enabled																													
20	INSEL	0	RW	<b>Input Selection</b>																											
				Select Compare/Capture channel input.																											
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PIN</td> <td>TIMERnCCx pin is selected</td> </tr> <tr> <td>1</td> <td>PRS</td> <td>PRS input (selected by PRSSEL) is selected</td> </tr> </tbody> </table>	Value	Mode	Description	0	PIN	TIMERnCCx pin is selected	1	PRS	PRS input (selected by PRSSEL) is selected																		
Value	Mode	Description																													
0	PIN	TIMERnCCx pin is selected																													
1	PRS	PRS input (selected by PRSSEL) is selected																													
19:16	PRSSEL	0x0	RW	<b>Compare/Capture Channel PRS Input Channel Selection</b>																											
				Select PRS input channel for Compare/Capture channel.																											
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PRSCH0</td> <td>PRS Channel 0 selected as input</td> </tr> <tr> <td>1</td> <td>PRSCH1</td> <td>PRS Channel 1 selected as input</td> </tr> <tr> <td>2</td> <td>PRSCH2</td> <td>PRS Channel 2 selected as input</td> </tr> <tr> <td>3</td> <td>PRSCH3</td> <td>PRS Channel 3 selected as input</td> </tr> <tr> <td>4</td> <td>PRSCH4</td> <td>PRS Channel 4 selected as input</td> </tr> <tr> <td>5</td> <td>PRSCH5</td> <td>PRS Channel 5 selected as input</td> </tr> <tr> <td>6</td> <td>PRSCH6</td> <td>PRS Channel 6 selected as input</td> </tr> <tr> <td>7</td> <td>PRSCH7</td> <td>PRS Channel 7 selected as input</td> </tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input	3	PRSCH3	PRS Channel 3 selected as input	4	PRSCH4	PRS Channel 4 selected as input	5	PRSCH5	PRS Channel 5 selected as input	6	PRSCH6	PRS Channel 6 selected as input	7	PRSCH7	PRS Channel 7 selected as input
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7	PRSCH7	PRS Channel 7 selected as input																													

Bit	Name	Reset	Access	Description
	Value	Mode		Description
8	PRSCH8			PRS Channel 8 selected as input
9	PRSCH9			PRS Channel 9 selected as input
10	PRSCH10			PRS Channel 10 selected as input
11	PRSCH11			PRS Channel 11 selected as input
15:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13:12	CUFOA	0x0	RW	<b>Counter Underflow Output Action</b>
	Select output action on counter underflow.			
	Value	Mode		Description
0	NONE			No action on counter underflow
1	TOGGLE			Toggle output on counter underflow
2	CLEAR			Clear output on counter underflow
3	SET			Set output on counter underflow
11:10	COFOA	0x0	RW	<b>Counter Overflow Output Action</b>
	Select output action on counter overflow.			
	Value	Mode		Description
0	NONE			No action on counter overflow
1	TOGGLE			Toggle output on counter overflow
2	CLEAR			Clear output on counter overflow
3	SET			Set output on counter overflow
9:8	CMOA	0x0	RW	<b>Compare Match Output Action</b>
	Select output action on compare match.			
	Value	Mode		Description
0	NONE			No action on compare match
1	TOGGLE			Toggle output on compare match
2	CLEAR			Clear output on compare match
3	SET			Set output on compare match
7:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	COIST	0	RW	<b>Compare Output Initial State</b>
	This bit is only used in Output Compare and PWM mode. When this bit is set in compare mode, the output is set high when the counter is disabled. When counting resumes, this value will represent the initial value for the output. If the bit is cleared, the output will be cleared when the counter is disabled. In PWM mode, the output will always be low when disabled, regardless of this bit. However, this bit will represent the initial value of the output, once it is enabled.			
3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	OUTINV	0	RW	<b>Output Invert</b>
	Setting this bit inverts the output from the CC channel (Output compare,PWM).			
1:0	MODE	0x0	RW	<b>CC Channel Mode</b>
	These bits select the mode for Compare/Capture channel.			
	Value	Mode		Description
0	OFF			Compare/Capture channel turned off
1	INPUTCAPTURE			Input capture
2	OUTPUTCOMPARE			Output compare
3	PWM			Pulse-Width Modulation

## 20.5.13 TIMERn\_CCx\_CCV - CC Channel Value Register

Offset	Bit Position																															
0x034	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																0x0000																
Access																RWH																
Name																CCV																

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	CCV	0x0000	RWH	<b>CC Channel Value</b>  In input capture mode, this field holds the first unread capture value. When reading this register in input capture mode, then contents of the TIMERn_CCx_CCVB register will be written to TIMERn_CCx_CCV in the next cycle. In compare mode, this fields holds the compare value.

## 20.5.14 TIMERn\_CCx\_CCVP - CC Channel Value Peek Register

Offset	Bit Position																															
0x038	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																0x0000																
Access																R																
Name																CCVP																

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	CCVP	0x0000	R	<b>CC Channel Value Peek</b>  This field is used to read the CC value without pulling data through the FIFO in capture mode.

## 20.5.15 TIMERn\_CCx\_CCVB - CC Channel Buffer Register

Offset	Bit Position																															
0x03C	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																0x0000																
Access																RWH																
Name																CCVB																

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	CCVB	0x0000	RWH	<b>CC Channel Value Buffer</b>  In Input Capture mode, this field holds the last capture value if the TIMERn_CCx_CCV register already contains an earlier unreadable capture value. In Output Compare or PWM mode, this field holds the CC buffer value which will be written to TIMERn_CCx_CCV on an update event if TIMERn_CCx_CCVB contains valid data.

## 20.5.16 TIMERn\_DTCTRL - DTI Control Register

Bit	Name	Reset	Access	Description																																							
31:25	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																							
24	DTPRSEN	0	RW	<b>DTI PRS Source Enable</b>																																							
				Enable/disable PRS as DTI input.																																							
23:8	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																							
7:4	DTPRSSEL	0x0	RW	<b>DTI PRS Source Channel Select</b>																																							
				Select which PRS channel to listen to.																																							
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as input</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as input</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as input</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as input</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as input</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as input</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as input</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as input</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS Channel 8 selected as input</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS Channel 9 selected as input</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS Channel 10 selected as input</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS Channel 11 selected as input</td></tr> </tbody> </table>				Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input	3	PRSCH3	PRS Channel 3 selected as input	4	PRSCH4	PRS Channel 4 selected as input	5	PRSCH5	PRS Channel 5 selected as input	6	PRSCH6	PRS Channel 6 selected as input	7	PRSCH7	PRS Channel 7 selected as input	8	PRSCH8	PRS Channel 8 selected as input	9	PRSCH9	PRS Channel 9 selected as input	10	PRSCH10	PRS Channel 10 selected as input	11	PRSCH11	PRS Channel 11 selected as input
Value	Mode	Description																																									
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10	PRSCH10	PRS Channel 10 selected as input																																									
11	PRSCH11	PRS Channel 11 selected as input																																									
3	DTCINV	0	RW	<b>DTI Complementary Output Invert.</b>																																							
				Set to invert complementary outputs.																																							
2	DTIPOL	0	RW	<b>DTI Inactive Polarity</b>																																							
				Set inactive polarity for outputs.																																							
1	DTDAS	0	RW	<b>DTI Automatic Start-up Functionality</b>																																							
				Configure DTI restart on debugger exit.																																							
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>NORESTART</td><td>No DTI restart on debugger exit</td></tr> <tr><td>1</td><td>RESTART</td><td>DTI restart on debugger exit</td></tr> </tbody> </table>				Value	Mode	Description	0	NORESTART	No DTI restart on debugger exit	1	RESTART	DTI restart on debugger exit																														
Value	Mode	Description																																									
0	NORESTART	No DTI restart on debugger exit																																									
1	RESTART	DTI restart on debugger exit																																									
0	DTEN	0	RW	<b>DTI Enable</b>																																							
				Enable/disable DTI.																																							

## 20.5.17 TIMERn\_DTTIME - DTI Time Control Register

Bit	Name	Reset	Access	Description																																				
31:22	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																				
21:16	DTFALLT	0x00	RW	<b>DTI Fall-time</b>  Set time span for the falling edge.																																				
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>DTFALLT</td><td>Fall time of DTFALLT+1 prescaled HFPERCLK cycles</td></tr> </tbody> </table>	Value	Description	DTFALLT	Fall time of DTFALLT+1 prescaled HFPERCLK cycles																																
Value	Description																																							
DTFALLT	Fall time of DTFALLT+1 prescaled HFPERCLK cycles																																							
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																				
13:8	DTRISET	0x00	RW	<b>DTI Rise-time</b>  Set time span for the rising edge.																																				
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>DTRISET</td><td>Rise time of DTRISET+1 prescaled HFPERCLK cycles</td></tr> </tbody> </table>	Value	Description	DTRISET	Rise time of DTRISET+1 prescaled HFPERCLK cycles																																
Value	Description																																							
DTRISET	Rise time of DTRISET+1 prescaled HFPERCLK cycles																																							
7:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																				
3:0	DTPRESC	0x0	RW	<b>DTI Prescaler Setting</b>  Select prescaler for DTI.																																				
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DIV1</td><td>The HFPERCLK is undivided</td></tr> <tr> <td>1</td><td>DIV2</td><td>The HFPERCLK is divided by 2</td></tr> <tr> <td>2</td><td>DIV4</td><td>The HFPERCLK is divided by 4</td></tr> <tr> <td>3</td><td>DIV8</td><td>The HFPERCLK is divided by 8</td></tr> <tr> <td>4</td><td>DIV16</td><td>The HFPERCLK is divided by 16</td></tr> <tr> <td>5</td><td>DIV32</td><td>The HFPERCLK is divided by 32</td></tr> <tr> <td>6</td><td>DIV64</td><td>The HFPERCLK is divided by 64</td></tr> <tr> <td>7</td><td>DIV128</td><td>The HFPERCLK is divided by 128</td></tr> <tr> <td>8</td><td>DIV256</td><td>The HFPERCLK is divided by 256</td></tr> <tr> <td>9</td><td>DIV512</td><td>The HFPERCLK is divided by 512</td></tr> <tr> <td>10</td><td>DIV1024</td><td>The HFPERCLK is divided by 1024</td></tr> </tbody> </table>	Value	Mode	Description	0	DIV1	The HFPERCLK is undivided	1	DIV2	The HFPERCLK is divided by 2	2	DIV4	The HFPERCLK is divided by 4	3	DIV8	The HFPERCLK is divided by 8	4	DIV16	The HFPERCLK is divided by 16	5	DIV32	The HFPERCLK is divided by 32	6	DIV64	The HFPERCLK is divided by 64	7	DIV128	The HFPERCLK is divided by 128	8	DIV256	The HFPERCLK is divided by 256	9	DIV512	The HFPERCLK is divided by 512	10	DIV1024	The HFPERCLK is divided by 1024
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7	DIV128	The HFPERCLK is divided by 128																																						
8	DIV256	The HFPERCLK is divided by 256																																						
9	DIV512	The HFPERCLK is divided by 512																																						
10	DIV1024	The HFPERCLK is divided by 1024																																						

## 20.5.18 TIMERn\_DTC - DTI Fault Configuration Register

Offset	Bit Position							
Name	DTLOCKUPFEN	RW	0	27				
Reset	DTDBGFEN	RW	0	26				
Access	DTPRS1FEN	RW	0	25				
	DTPRS0FEN	RW	0	24				
				23				
				22				
				21				
				20				
				19				
				18				
				17				
	DTFA	RW	0x0	16				
				15				
				14				
				13				
				12				
				11				
				10				
	DTPRS1FSEL	RW	0x0	9				
				8				
				7				
				6				
	DTPRS0FSEL	RW	0x0	1				
				0				

Bit	Name	Reset	Access	Description																											
31:28	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																											
27	DTLOCKUPFEN	0	RW	<b>DTI Lockup Fault Enable</b>																											
				Set this bit to 1 to enable core lockup as a fault source																											
26	DTDBGFEN	0	RW	<b>DTI Debugger Fault Enable</b>																											
				Set this bit to 1 to enable debugger as a fault source																											
25	DTPRS1FEN	0	RW	<b>DTI PRS 1 Fault Enable</b>																											
				Set this bit to 1 to enable PRS source 1(PRS channel determined by DTPRS1FSEL) as a fault source																											
24	DTPRS0FEN	0	RW	<b>DTI PRS 0 Fault Enable</b>																											
				Set this bit to 1 to enable PRS source 0(PRS channel determined by DTPRS0FSEL) as a fault source																											
23:18	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																											
17:16	DTFA	0x0	RW	<b>DTI Fault Action</b>																											
				Select fault action.																											
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>NONE</td><td>No action on fault</td></tr> <tr> <td>1</td><td>INACTIVE</td><td>Set outputs inactive</td></tr> <tr> <td>2</td><td>CLEAR</td><td>Clear outputs</td></tr> <tr> <td>3</td><td>TRISTATE</td><td>Tristate outputs</td></tr> </tbody> </table>	Value	Mode	Description	0	NONE	No action on fault	1	INACTIVE	Set outputs inactive	2	CLEAR	Clear outputs	3	TRISTATE	Tristate outputs												
Value	Mode	Description																													
0	NONE	No action on fault																													
1	INACTIVE	Set outputs inactive																													
2	CLEAR	Clear outputs																													
3	TRISTATE	Tristate outputs																													
15:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																											
10:8	DTPRS1FSEL	0x0	RW	<b>DTI PRS Fault Source 1 Select</b>																											
				Select PRS channel for fault source 1.																											
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as fault source 1</td></tr> <tr> <td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as fault source 1</td></tr> <tr> <td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as fault source 1</td></tr> <tr> <td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as fault source 1</td></tr> <tr> <td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as fault source 1</td></tr> <tr> <td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as fault source 1</td></tr> <tr> <td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as fault source 1</td></tr> <tr> <td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as fault source 1</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as fault source 1	1	PRSCH1	PRS Channel 1 selected as fault source 1	2	PRSCH2	PRS Channel 2 selected as fault source 1	3	PRSCH3	PRS Channel 3 selected as fault source 1	4	PRSCH4	PRS Channel 4 selected as fault source 1	5	PRSCH5	PRS Channel 5 selected as fault source 1	6	PRSCH6	PRS Channel 6 selected as fault source 1	7	PRSCH7	PRS Channel 7 selected as fault source 1
Value	Mode	Description																													
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1	PRSCH1	PRS Channel 1 selected as fault source 1																													
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4	PRSCH4	PRS Channel 4 selected as fault source 1																													
5	PRSCH5	PRS Channel 5 selected as fault source 1																													
6	PRSCH6	PRS Channel 6 selected as fault source 1																													
7	PRSCH7	PRS Channel 7 selected as fault source 1																													
7:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																											
2:0	DTPRS0FSEL	0x0	RW	<b>DTI PRS Fault Source 0 Select</b>																											
				Select PRS channel for fault source 0.																											
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as fault source 0</td></tr> <tr> <td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as fault source 0</td></tr> <tr> <td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as fault source 0</td></tr> <tr> <td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as fault source 0</td></tr> <tr> <td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as fault source 0</td></tr> <tr> <td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as fault source 0</td></tr> <tr> <td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as fault source 0</td></tr> <tr> <td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as fault source 0</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as fault source 0	1	PRSCH1	PRS Channel 1 selected as fault source 0	2	PRSCH2	PRS Channel 2 selected as fault source 0	3	PRSCH3	PRS Channel 3 selected as fault source 0	4	PRSCH4	PRS Channel 4 selected as fault source 0	5	PRSCH5	PRS Channel 5 selected as fault source 0	6	PRSCH6	PRS Channel 6 selected as fault source 0	7	PRSCH7	PRS Channel 7 selected as fault source 0
Value	Mode	Description																													
0	PRSCH0	PRS Channel 0 selected as fault source 0																													
1	PRSCH1	PRS Channel 1 selected as fault source 0																													
2	PRSCH2	PRS Channel 2 selected as fault source 0																													
3	PRSCH3	PRS Channel 3 selected as fault source 0																													
4	PRSCH4	PRS Channel 4 selected as fault source 0																													
5	PRSCH5	PRS Channel 5 selected as fault source 0																													
6	PRSCH6	PRS Channel 6 selected as fault source 0																													
7	PRSCH7	PRS Channel 7 selected as fault source 0																													

## 20.5.19 TIMERn.DTOGEN - DTI Output Generation Enable Register

Offset	Bit Position																									
Reset	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
Access																										
Name																										
Bit	Name	Reset	Access	Description																						
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																								
5	DTOGCDT2EN	0	RW	<b>DTI CDTI2 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CDTI2 output from the DTI.																									
4	DTOGCDT1EN	0	RW	<b>DTI CDTI1 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CDTI1 output from the DTI.																									
3	DTOGCDT0EN	0	RW	<b>DTI CDTI0 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CDTI0 output from the DTI.																									
2	DTOGCC2EN	0	RW	<b>DTI CC2 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CC2 output from the DTI.																									
1	DTOGCC1EN	0	RW	<b>DTI CC1 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CC1 output from the DTI.																									
0	DTOGCC0EN	0	RW	<b>DTI CC0 Output Generation Enable</b>																						
	This bit enables/disables output generation for the CC0 output from the DTI.																									

## 20.5.20 TIMERn.DTFAULT - DTI Fault Register

Offset	Bit Position																									
Reset	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
Access																										
Name																										
Bit	Name	Reset	Access	Description																						
31:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																								
3	DTLOCKUPF	0	R	<b>DTI Lockup Fault</b>																						
	This bit is set to 1 if a core lockup fault has occurred and DTLOCKUPFEN is set to 1. The TIMER0_DTFAULTC register can be used to clear fault bits.																									
2	DTDBGF	0	R	<b>DTI Debugger Fault</b>																						
	This bit is set to 1 if a debugger fault has occurred and DTDBGFEN is set to 1. The TIMER0_DTFAULTC register can be used to clear fault bits.																									
1	DTPRS1F	0	R	<b>DTI PRS 1 Fault</b>																						
	This bit is set to 1 if a PRS 1 fault has occurred and DTPRS1FEN is set to 1. The TIMER0_DTFAULTC register can be used to clear fault bits.																									

Bit	Name	Reset	Access	Description
0	DTPRS0F	0	R	<b>DTI PRS 0 Fault</b>
This bit is set to 1 if a PRS 0 fault has occurred and DTPRS0FEN is set to 1. The TIMER0_DTFAULTC register can be used to clear fault bits.				

## 20.5.21 TIMERn\_DTFAULTC - DTI Fault Clear Register

Offset	Bit Position																															
0x084	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				
Reset																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	TLOCKUPFC	0	W1	<b>DTI Lockup Fault Clear</b>
	Write 1 to this bit to clear core lockup fault.			
2	DTDBGFC	0	W1	<b>DTI Debugger Fault Clear</b>
	Write 1 to this bit to clear debugger fault.			
1	DTPRS1FC	0	W1	<b>DTI PRS1 Fault Clear</b>
	Write 1 to this bit to clear PRS 1 fault.			
0	DTPRS0FC	0	W1	<b>DTI PRS0 Fault Clear</b>
	Write 1 to this bit to clear PRS 0 fault.			

## 20.5.22 TIMERn\_DTLOCK - DTI Configuration Lock Register

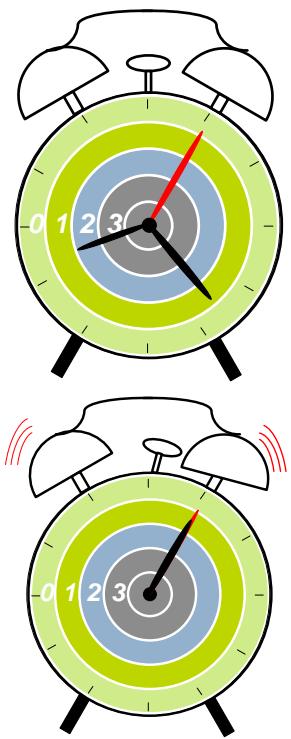
Offset	Bit Position																																
0x088	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Reset																																	
Access																																	
Name																																	

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	LOCKKEY	0x0000	RW	<b>DTI Lock Key</b>
	Write any other value than the unlock code to lock TIMER0_ROUTE, TIMER0_DTCCTRL, TIMER0_DTTIME and TIMER0_DTC from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled.			

Mode	Value	Description
Read Operation		
UNLOCKED	0	TIMER DTI registers are unlocked
LOCKED	1	TIMER DTI registers are locked

Bit	Name	Reset	Access	Description
	Mode	Value		Description
	Write Operation			
	LOCK	0		Lock TIMER DTI registers
	UNLOCK	0xCE80		Unlock TIMER DTI registers

# 21 RTC - Real Time Counter



## Quick Facts

### What?

The Real Time Counter (RTC) ensures timekeeping in low energy modes. Combined with the low power 32.768 kHz oscillator (XTAL or RC), the RTC can run in EM2 with total current consumption less than 1.2  $\mu$ A.

### Why?

Timekeeping over long time periods is required in many applications, while using as little power as possible.

### How?

The 32.768 kHz oscillator is used as clock signal and the RTC has two different compare registers that can trigger a wake-up. 24-bit resolution and selectable prescaling allow the system to stay in EM2 for long a time and still maintain reliable timekeeping.

## 21.1 Introduction

The Real Time Counter (RTC) contains a 24-bit counter and is clocked either by a 32.768 kHz crystal oscillator, or a 32.768 kHz RC oscillator. In addition to energy modes EM0 and EM1, the RTC is also available in EM2. This makes it ideal for keeping track of time since the RTC is enabled in EM2 where most of the device is powered down.

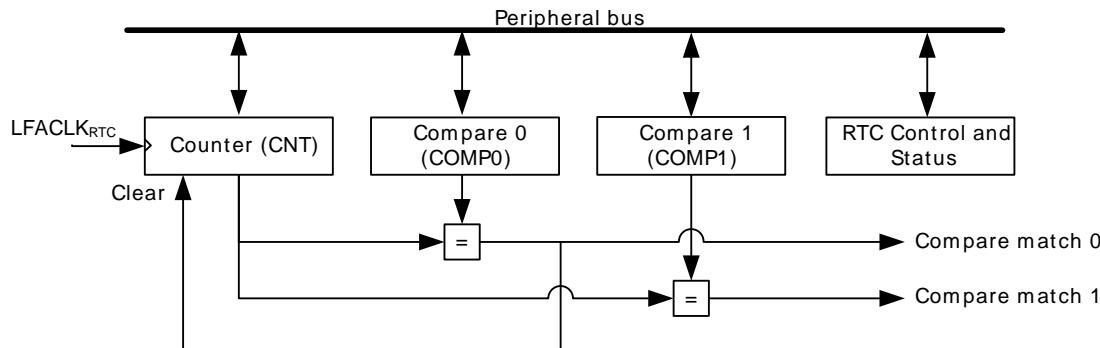
Two compare channels are available in the RTC. These can be used to trigger interrupts and to wake the device up from a low energy mode. They can also be used with the LETIMER to generate various output waveforms.

## 21.2 Features

- 24-bit Real Time Counter
- Prescaler
  - $32.768 \text{ kHz}/2^N$ ,  $N = 0 - 15$
  - Overflow @ 0.14 hours for prescaler setting = 0
  - Overflow @ 4660 hours (194 days) for prescaler setting = 15 (1 s tick)
- Two compare registers
  - A compare match can potentially wake-up the device from low energy modes EM1 and EM2
  - Second compare register can be top value for RTC
  - Both compare channels can trigger LETIMER
  - Compare match events are available to other peripherals through the Peripheral Reflex System (PRS)

## 21.3 Functional Description

The RTC is a 24-bit counter with two compare channels. The RTC is closely coupled with the LETIMER, and can be configured to trigger it on a compare match on one or both compare channels. An overview of the RTC module is shown in Figure 21.1 (p. 557) .

**Figure 21.1. RTC Overview**

## 21.3.1 Counter

The RTC is enabled by setting the EN bit in the RTC\_CTRL register. It counts up as long as it is enabled, and will on an overflow simply wrap around and continue counting. The RTC is cleared when it is disabled. The timer value is both readable and writable and the RTC always starts counting from 0 when enabled. The value of the counter can be read or modified using the RTC\_CNT register.

### 21.3.1.1 Clock Source

The RTC clock source and its prescaler value are defined in the Register Description section of the Clock Management Unit (CMU). The clock used by the RTC has a frequency given by Equation 21.1 (p. 557).

#### **RTC Frequency Equation**

$$f_{\text{RTC}} = f_{\text{LFACLK}} / 2^{\text{RTC\_PRESC}} \quad (21.1)$$

where  $f_{\text{LFACLK}}$  is the LFACLK frequency (32.768 kHz) and RTC\_PRESC is a 4 bit value. Table 21.1 (p. 558) shows the time of overflow and resolution of the RTC at the available prescaler values.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0 in addition to the module clock

**Table 21.1. RTC Resolution Vs Overflow**

RTC_PRESC	Resolution	Overflow
0	30,5 µs	512 s
1	61,0 µs	1024 s
2	122 µs	2048 s
3	244 µs	1,14 hours
4	488 µs	2,28 hours
5	977 µs	4,55 hours
6	1,95 ms	9,10 hours
7	3,91 ms	18,2 hours
8	7,81 ms	1,52 days
9	15,6 ms	3,03 days
10	31,25 ms	6,07 days
11	62,5 ms	12,1 days
12	0,125 s	24,3 days
13	0,25 s	48,5 days
14	0,5 s	97,1 days
15	1 s	194 days

## 21.3.2 Compare Channels

Two compare channels are available in the RTC. The compare values can be set by writing to the RTC compare channel registers RTC\_COMPn, and when RTC\_CNT is equal to one of these, the respective compare interrupt flag COMPn is set.

If COMP0TOP is set, the compare value set for compare channel 0 is used as a top value for the RTC, and the timer is cleared on a compare match with compare channel 0. If using the COMP0TOP setting, make sure to set this bit prior to or at the same time the EN bit is set. Setting COMP0TOP after the EN bit is set may cause unintended operation (i.e. if CNT > COMP0).

### 21.3.2.1 LETIMER Triggers

A compare event on either of the compare channels can start the LETIMER. See the LETIMER documentation for more information on this feature.

### 21.3.2.2 PRS Sources

Both the compare channels of the RTC can be used as PRS sources. They will generate a pulse lasting one RTC clock cycle on a compare match.

## 21.3.3 Interrupts

The interrupts generated by the RTC are combined into one interrupt vector. If interrupts for the RTC is enabled, an interrupt will be made if one or more of the interrupt flags in RTC\_IF and their corresponding bits in RTC\_IEN are set. Interrupt events are overflow and compare match on either compare channels. Clearing of an interrupt flag is performed by writing to the corresponding bit in the RTC\_IFC register.

## 21.3.4 Debugrun

By default, the RTC is halted when code execution is halted from the debugger. By setting the DEBUGRUN bit in the RTC\_CTRL register, the RTC will continue to run even when the debugger is halted.

## 21.3.5 Register access

This module is a Low Energy Peripheral, and supports immediate synchronization. For description regarding immediate synchronization, the reader is referred to Section 5.3.1.1 (p. 21) .

## 21.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	RTC_CTRL	RW	Control Register
0x004	RTC_CNT	RWH	Counter Value Register
0x008	RTC_COMP0	RW	Compare Value Register 0
0x00C	RTC_COMP1	RW	Compare Value Register 1
0x010	RTC_IF	R	Interrupt Flag Register
0x014	RTC_IFS	W1	Interrupt Flag Set Register
0x018	RTC_IFC	W1	Interrupt Flag Clear Register
0x01C	RTC_IEN	RW	Interrupt Enable Register
0x020	RTC_FREEZE	RW	Freeze Register
0x024	RTC_SYNCBUSY	R	Synchronization Busy Register

## 21.5 Register Description

### 21.5.1 RTC\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																				
	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																																					
Access																																					
Name																																					

Bit	Name	Reset	Access	Description									
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
2	COMP0TOP	0	RW	<b>Compare Channel 0 is Top Value</b>									
				When set, the counter is cleared in the clock cycle after a compare match with compare channel 0.									
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>The top value of the RTC is 16777215 (0xFFFFFFF)</td> </tr> <tr> <td>1</td> <td>ENABLE</td> <td>The top value of the RTC is given by COMPO</td> </tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	The top value of the RTC is 16777215 (0xFFFFFFF)	1	ENABLE	The top value of the RTC is given by COMPO
Value	Mode	Description											
0	DISABLE	The top value of the RTC is 16777215 (0xFFFFFFF)											
1	ENABLE	The top value of the RTC is given by COMPO											
1	DEBUGRUN	0	RW	<b>Debug Mode Run Enable</b>									
				Set this bit to enable the RTC to keep running in debug									
				<table border="1"> <thead> <tr> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>RTC is frozen in debug mode</td> </tr> <tr> <td>1</td> <td>RTC is running in debug mode</td> </tr> </tbody> </table>	Value	Description	0	RTC is frozen in debug mode	1	RTC is running in debug mode			
Value	Description												
0	RTC is frozen in debug mode												
1	RTC is running in debug mode												
0	EN	0	RW	<b>RTC Enable</b>									
				When this bit is set, the RTC is enabled and counts up. When cleared, the counter register CNT is reset.									

## 21.5.2 RTC\_CNT - Counter Value Register

Bit	Name	Reset	Access	Description
31:24	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
23:0	CNT	0x000000	RWH	<b>Counter Value</b>  Gives access to the counter value of the RTC.

### 21.5.3 RTC\_COMP0 - Compare Value Register 0 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20).

Bit	Name	Reset	Access	Description
31:24	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
23:0	COMP0	0x000000	RW	<b>Compare Value 0</b>  A compare match event occurs when CNT is equal to this value. This event sets the COMP0 interrupt flag, and can be used to start the LETIMER. It is also available as a PRS signal.

#### 21.5.4 RTC\_COMP1 - Compare Value Register 1 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20).

Offset	Bit Position																								
0x00C	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
Reset																									0
Access																									RW
Name																									COMP1

Bit	Name	Reset	Access	Description
31:24	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
23:0	COMP1	0x000000	RW	<b>Compare Value 1</b>  A compare match event occurs when CNT is equal to this value. This event sets COMP1 interrupt flag, and can be used to start the LETIMER. It is also available as a PRS signal.

## 21.5.5 RTC\_IF - Interrupt Flag Register

Offset	Bit Position																								
0x010	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
Reset																									R 0
Access																									R 0
Name																									OF R 0

Bit	Name	Reset	Access	Description
31:3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2	COMP1	0	R	<b>Compare Match 1 Interrupt Flag</b>  Set on a compare match between CNT and COMP1.
1	COMP0	0	R	<b>Compare Match 0 Interrupt Flag</b>  Set on a compare match between CNT and COMP0.
0	OF	0	R	<b>Overflow Interrupt Flag</b>  Set on a CNT value overflow.

## 21.5.6 RTC\_IFS - Interrupt Flag Set Register

Offset	Bit Position																								
0x014	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
Reset																									W1 0
Access																									W1 0
Name																									OF W1 0

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	COMP1	0	W1	<b>Set Compare match 1 Interrupt Flag</b>
	Write to 1 to set the COMP1 interrupt flag			
1	COMP0	0	W1	<b>Set Compare match 0 Interrupt Flag</b>
	Write to 1 to set the COMP0 interrupt flag			
0	OF	0	W1	<b>Set Overflow Interrupt Flag</b>
	Write to 1 to set the OF interrupt flag			

### **21.5.7 RTC\_IFC - Interrupt Flag Clear Register**

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	COMP1	0	W1	<b>Clear Compare match 1 Interrupt Flag</b>  Write to 1 to clear the COMP1 interrupt flag
1	COMP0	0	W1	<b>Clear Compare match 0 Interrupt Flag</b>  Write to 1 to clear the COMP0 interrupt flag
0	OF	0	W1	<b>Clear Overflow Interrupt Flag</b>  Write to 1 to clear the OF interrupt flag

### 21.5.8 RTC\_IEN - Interrupt Enable Register

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	COMP1	0	RW	<b>Compare Match 1 Interrupt Enable</b>
	Enable interrupt on compare match 1			
1	COMP0	0	RW	<b>Compare Match 0 Interrupt Enable</b>
	Enable interrupt on compare match 0			
0	OF	0	RW	<b>Overflow Interrupt Enable</b>

Bit	Name	Reset	Access	Description
				Enable interrupt on overflow

## 21.5.9 RTC\_FREEZE - Freeze Register

Offset	Bit Position																																					
0x020	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																																						
Access																																						
Name																																					RW	0

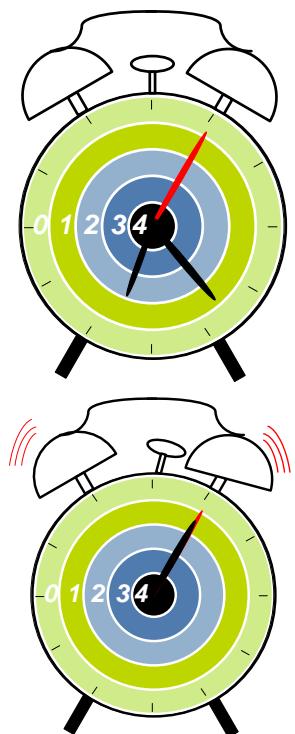
Bit	Name	Reset	Access	Description									
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
0	REGFREEZE	0	RW	<b>Register Update Freeze</b>									
When set, the update of the RTC is postponed until this bit is cleared. Use this bit to update several registers simultaneously.													
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>UPDATE</td> <td>Each write access to an RTC register is updated into the Low Frequency domain as soon as possible.</td> </tr> <tr> <td>1</td> <td>FREEZE</td> <td>The RTC is not updated with the new written value until the freeze bit is cleared.</td> </tr> </tbody> </table>					Value	Mode	Description	0	UPDATE	Each write access to an RTC register is updated into the Low Frequency domain as soon as possible.	1	FREEZE	The RTC is not updated with the new written value until the freeze bit is cleared.
Value	Mode	Description											
0	UPDATE	Each write access to an RTC register is updated into the Low Frequency domain as soon as possible.											
1	FREEZE	The RTC is not updated with the new written value until the freeze bit is cleared.											

## 21.5.10 RTC\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																										
0x024	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																																											
Access																																											
Name																																							COMP1	COMP0	CTRL		

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	COMP1	0	R	<b>RTC_COMP1 Register Busy</b>
	Set when the value written to RTC_COMP1 is being synchronized.			
1	COMP0	0	R	<b>RTC_COMP0 Register Busy</b>
	Set when the value written to RTC_COMP0 is being synchronized.			
0	CTRL	0	R	<b>RTC_CTRL Register Busy</b>
	Set when the value written to RTC_CTRL is being synchronized.			

## 22 BURTC - Backup Real Time Counter



### Quick Facts

#### What?

The Backup Real Time Counter (BURTC) allows timekeeping in all energy modes. Running on the LFXO, LFRCO, or ULFRCO, the BURTC can run in EM4 with a total current consumption less than 0.5uA. The Backup RTC is also available when the system is in backup mode.

#### Why?

Timekeeping over long time periods is required in many applications, while using as little power as possible.

#### How?

The 32-bit Backup RTC is available in all energy modes and selectable prescaling allows the system to stay in low energy modes for long a time and still maintain reliable timekeeping. The BURTC also includes a feature allowing seamless switching of clock frequency, while maintaining resolution of the counter.

## 22.1 Introduction

The Backup Real Time Counter (BURTC) contains a 32-bit counter and is clocked either by a 32.768 kHz crystal oscillator, a 32.768 kHz RC oscillator, a 2kHz RC oscillator, or a 1kHz RC oscillator. A variety of prescaler settings are also available for the 32.768 kHz oscillators. The Backup RTC is available in all energy modes, making it ideal for time keeping with minimal energy consumption. The ability to keep running while the system is in backup mode allows the Backup RTC to keep track of time, even if the main power should drain out.

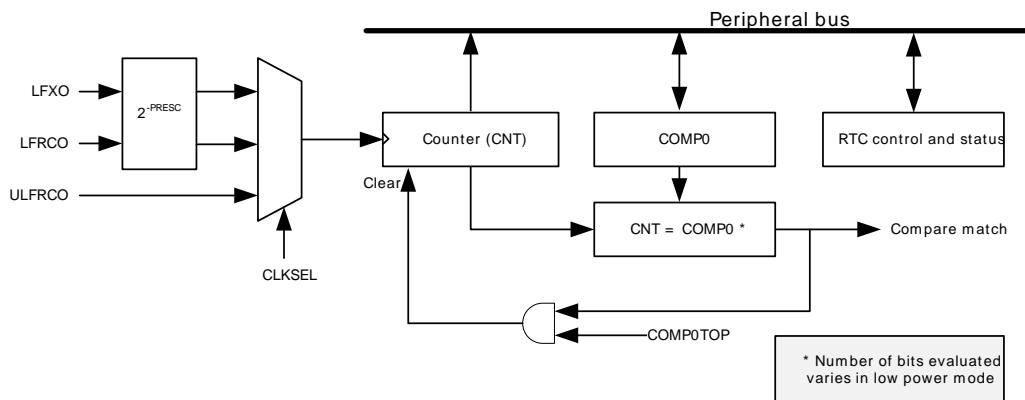
## 22.2 Features

- 32-bit Real Time Counter
- Prescaler for LFXO and LFRCO,  $32.768 \text{ kHz}/2^N$ ,  $N = 0\text{-}7$
- Available in all energy modes and backup mode.
- Timestamp and optionally switch to low power mode upon entry to backup mode.
- Oscillator failure detection.
- EM4 operation and wakeup.
- Not reset by system reset, only by software, pin reset, or power loss.
- Seamless frequency shifting while keeping track of time.
- 512 bytes of general purpose data retention.
- Detection of corrupt writes to retention registers when losing main power.
- PRS producer.

## 22.3 Functional Description

The Backup RTC is a 32-bit counter with one compare channel. The Backup RTC resides in a power domain which can be configured to always be on, in EM0 through EM4. This domain also has the possibility to be powered by a backup battery. For further details on the backup power domain, refer to Section 10.3.4 (p. 112). Available in all energy modes, the Backup RTC is ideal for applications where keeping track of time in combination with extremely low energy consumption is essential. An overview of the backup RTC is shown in Figure 22.1 (p. 566).

**Figure 22.1. BURTC Overview**



### 22.3.1 Counter

The Backup RTC is enabled by configuring MODE in the BURTC\_CTRL register. This configuration of MODE determines in which energy modes the backup RTC is operational. It will always be operational in EM0-EM2, and optionally in EM3 and EM4. The Backup RTC is available when the system is in backup mode if MODE is set to EM4EN. The counter is cleared by setting RSTEN in the control register. A system reset will not clear the counter. The counter value can be read through the CNT register.

### 22.3.2 Clock source

The Backup RTC is clocked by LFXO, LFRCO, or ULFRCO, depending on the configuration of CLKSEL in BURTC\_CTRL. The PRESC bitfield in BURTC\_CTRL controls the clock prescaling factor. Prescaler is only available for LFXO and LFRCO. When using the ULFRCO as clock source, only two frequency options are available; 2kHz and 1kHz. The 2kHz clock is selected when PRESC in BURTC\_CTRL is set to DIV1, and the 1kHz clock is selected when PRESC is set to any other value. Available frequencies when using LFXO or LFRCO are given in Equation 22.1 (p. 566). CLKSEL should not be changed while the backup RTC is running.

#### BURTC Frequency Equation

$$f_{BURTC} = 32768/2^{PRESC} \text{ Hz}, \text{PRESC} = 0..7 \quad (22.1)$$

When the LFXO or LFRCO is enabled, the Backup RTC will not use the clock until the timeout defined in the CMU has run out, i.e. the LFXORDY/LFRCORDY flag in CMU\_STATUS is set. When an oscillator first has been enabled and is used by the Backup RTC, the Backup RTC will keep the selected clock source enabled, independent of both energy mode and CMU settings.

### 22.3.3 Compare channel

The backup RTC has one compare channel. The compare value is set by writing to the COMP0 register. When the value of CNT equals the value of COMP0, the COMP0 interrupt flag is set. If COMP0TOP in CTRL is set, the counter will wrap around when reaching the value in the compare register, COMP. If COMP0TOP is cleared, the counter will continue counting, wrapping around when it overflows. On overflow, the OF interrupt flag is set.

## 22.3.4 PRS Sources

The compare channel of the Backup RTC can be used as PRS source. A pulse lasting one clock cycle will be generated on a compare match. A PRS pulse will also be generated on overflow.

## 22.3.5 Debugrun

By default, the backup RTC is halted when code execution is halted by the debugger. By setting the DEBUGRUN bit in the CTRL register, the backup RTC will continue to run even when the system is halted.

## 22.3.6 Low power mode

The Backup RTC has a low power mode which lowers the power consumption at the expense of decreased resolution on compare matches. The low power mode is enabled by configuring the LPMODE bitfield in BURTC\_CTRL. When LPMODE is set to ENABLE, low power mode is always enabled, if LPMODE is set to BUEN, the Backup RTC operates in normal mode until the system enters backup mode, refer to Section 10.3.4 (p. 112) for details on backup mode. When the Backup RTC operates in low power mode, a configurable number of the LSBs of COMP0 are ignored for compare match evaluation. The number of bits ignored is configured in the LPCOMP bitfield in the BURTC\_CTRL register. Equation 22.2 (p. 567) is used to calculate compare match resolution in low power mode.

In low power mode, the Backup RTC will decrease its frequency by a factor of  $2^{-LPCOMP}$ , and start incrementing with  $2^{LPCOMP}$  instead of 1. When reading the counter value from software, full resolution is maintained, the decrease in frequency will only affect the resolution on compare matches. Low power mode can be entered and exited while the Backup RTC is running. When the Backup RTC is operating in low power mode, LPMODEACT in BURTC\_STATUS is set.

### **Low power mode compare match resolution**

$$CM_{resolution} = 2^{PRESC + LPCOMP + 1} / F_{CLK}, \text{ PRESC} + \text{LPCOMP} + 1 < 9 \quad (22.2)$$

**Table 22.1. Resolution and overflow**

PRESC	Normal mode		Low power mode	
	Compare match resolution	Overflow	Compare match resolution	Overflow
0	30.5 µs	1.52 days	Equation 22.2 (p. 567)	1.52 days
1	61 µs	3.03 days	Equation 22.2 (p. 567)	3.03 days
2	122 µs	6.07 days	Equation 22.2 (p. 567)	6.07 days
3	244 µs	12.14 days	Equation 22.2 (p. 567)	12.14 days
4	488 µs	24.27 days	Equation 22.2 (p. 567)	24.27 days
5	977 µs	48.54 days	Equation 22.2 (p. 567)	48.54 days
6	1.95 ms	97.09 days	Equation 22.2 (p. 567)	97.09 days
7	3.91 ms	194.18 days	Equation 22.2 (p. 567)	194.18 days

### **Note**

Low power mode is only available when using LFXO or LFRCO.

### 22.3.7 Retention Registers

The Backup RTC includes 128 x 32 bit registers with possible retention in all energy modes. The registers are accessible through the RETx\_REG registers. Retention is by default enabled in EM0 through EM4. The registers can be shut off to save power by setting RAM in BURTC\_POWERDOWN. Note that the retention registers cannot be accessed when RSTEN in BURTC\_CTRL is set.

**Note**

The retention registers are mapped to a RAM instance and have undefined state out of reset.

If the system should lose main power and enter backup mode while writing to the retention registers, the RAM write error flag, RAMWERR, in BURTC\_STATUS will be set. The flag is cleared by writing a 1 to CLRSTATUS in BURTC\_CMD.

### 22.3.8 Backup operation

The Backup RTC and the retention registers reside in a separate power domain, which in addition to being available in EM4 has the possibility to be powered by a backup battery. Refer to Section 10.3.4 (p. 112) for further details on this power domain.

### 22.3.9 Backup mode timestamp

The Backup RTC includes functionality for storing a timestamp when the system enters backup mode. The timestamp is stored in the BURTC\_TIMESTAMP register. If Low Power mode is enabled, ignored bits will not be stored in the timestamp register. Timestamping is enabled by setting BUMODETSEN in BURTC\_CTRL. When a timestamp is stored, the BUMODETS bit in BUCTRL\_STATUS is set. To prevent uncontrolled time stamping when entering and exiting backup mode, this status bit has to be cleared before a new timestamp can be stored. Writing a 1 to CLRSTATUS in BURTC\_CMD clears BUMODETS.

### 22.3.10 LFXO failure detection

To be able to detect LFXO failure, the Backup RTC includes a five bit down counter with configurable top value. The top value is configured in TOP in BURTC\_LFXOFDET. The counter starts at the top value and counts downwards on either LFRCO or ULFRCO, depending on the configuration of OSC in BURTC\_LFXOFDET. When LFRCO is selected as clock for the down counter, it will be prescaled with a factor of  $2^{\text{PRESC} + \text{LPCOMP}}$ . The counter wraps to TOP when it reaches zero. If no LFXO clock has arrived since the last time the counter reached zero, the BURTC clock is changed to the clock source configured in OSC and the LFXOFAIL interrupt flag is set. Note that due to synchronization, the LFXO clock needs to arrive at least two cycles before the counter reaches zero.

### 22.3.11 Register access

Most Backup RTC configuration should not be changed while the counter is running, i.e. they should only be changed while RSTEN in BURTC\_CTRL is set.

Registers allowed to change runtime are BURTC\_COMP0, BURTC\_LPMODE, and DEBUGRUN in BURTC\_CTRL. For further details on access to these registers, refer to Section 5.3 (p. 20).

**Note**

The Backup domain has its own reset signal which is active when the device powers up for the first time. The reset is deactivated by clearing BURSTEN in RMU\_CTRL. This has to be done before any registers in the Backup RTC can be accessed.

## 22.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	BURTC_CTRL	RW	Control Register
0x004	BURTC_LPMODE	RW	Low power mode configuration
0x008	BURTC_CNT	R	Counter Value Register
0x00C	BURTC_COMP0	RW	Counter Compare Value
0x010	BURTC_TIMESTAMP	R	Backup mode timestamp
0x014	BURTC_LFXOFLDET	RW	LFXO
0x018	BURTC_STATUS	R	Backup domain status
0x01C	BURTC_CMD	W1	Command Register
0x020	BURTC_POWERDOWN	RW	Retention RAM power-down register
0x024	BURTC_LOCK	RW	Configuration Lock Register
0x028	BURTC_IF	R	Interrupt Flag Register
0x02C	BURTC_IFS	W1	Interrupt Flag Set Register
0x030	BURTC_IFC	W1	Interrupt Flag Clear Register
0x034	BURTC_IEN	RW	Interrupt Enable Register
0x038	BURTC_FREEZE	RW	Freeze Register
0x03C	BURTC_SYNCBUSY	R	Synchronization Busy Register
0x100	RET0_REG	RW	Retention register
...	RETx_REG	RW	Retention register
0x2FC	RET127_REG	RW	Retention register

## 22.5 Register Description

## 22.5.1 BURTC\_CTRL - Control Register

Bit	Name	Reset	Access	Description
31:15	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
14	BUODETSEN	0	RW	<b>Backup mode timestamp enable</b>
		When set, the BURTC will store its counter value in the BURTC_TIMESTAMP register upon backup mode entry.		
13:12	CLKSEL	0x0	RW	<b>Select BURTC clock source</b>

Value	Mode	Description
0	NONE	No clock source selected for BURTC.

Bit	Name	Reset	Access	Description																											
11	Value	Mode		Description																											
	1	LFRCO		LFRCO selected as BURTC clock source.																											
	2	LFXO		LFXO selected as BURTC clock source.																											
	3	ULFRCO		ULFRCO selected as BURTC clock source.																											
11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																											
10:8	PRESC	0x0	RW	<b>Select BURTC prescaler factor</b>																											
	The BURTC will be prescaled by a factor of $2^{\text{PRESC}}$																														
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>DIV1</td><td>No prescaling.</td></tr> <tr><td>1</td><td>DIV2</td><td>Prescaling factor of 2</td></tr> <tr><td>2</td><td>DIV4</td><td>Prescaling factor of 4</td></tr> <tr><td>3</td><td>DIV8</td><td>Prescaling factor of 8</td></tr> <tr><td>4</td><td>DIV16</td><td>Prescaling factor of 16</td></tr> <tr><td>5</td><td>DIV32</td><td>Prescaling factor of 32</td></tr> <tr><td>6</td><td>DIV64</td><td>Prescaling factor of 64</td></tr> <tr><td>7</td><td>DIV128</td><td>Prescaling factor of 128</td></tr> </tbody> </table>				Value	Mode	Description	0	DIV1	No prescaling.	1	DIV2	Prescaling factor of 2	2	DIV4	Prescaling factor of 4	3	DIV8	Prescaling factor of 8	4	DIV16	Prescaling factor of 16	5	DIV32	Prescaling factor of 32	6	DIV64	Prescaling factor of 64	7	DIV128	Prescaling factor of 128
Value	Mode	Description																													
0	DIV1	No prescaling.																													
1	DIV2	Prescaling factor of 2																													
2	DIV4	Prescaling factor of 4																													
3	DIV8	Prescaling factor of 8																													
4	DIV16	Prescaling factor of 16																													
5	DIV32	Prescaling factor of 32																													
6	DIV64	Prescaling factor of 64																													
7	DIV128	Prescaling factor of 128																													
7:5	LPCOMP	0x0	RW	<b>Low power mode compare configuration</b>																											
	This bitfield configures which bits to be evaluated for compare match in low power mode.																														
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>IGN0LSB</td><td>Do not ignore any bits for compare match evaluation.</td></tr> <tr><td>1</td><td>IGN1LSB</td><td>The LSB of the counter is ignored for compare match evaluation.</td></tr> <tr><td>2</td><td>IGN2LSB</td><td>The two LSBs of the counter are ignored for compare match evaluation.</td></tr> <tr><td>3</td><td>IGN3LSB</td><td>The three LSBs of the counter are ignored for compare match evaluation.</td></tr> <tr><td>4</td><td>IGN4LSB</td><td>The four LSBs of the counter are ignored for compare match evaluation.</td></tr> <tr><td>5</td><td>IGN5LSB</td><td>The five LSBs of the counter are ignored for compare match evaluation.</td></tr> <tr><td>6</td><td>IGN6LSB</td><td>The six LSBs of the counter are ignored for compare match evaluation.</td></tr> <tr><td>7</td><td>IGN7LSB</td><td>The seven LSBs of the counter are ignored for compare match evaluation.</td></tr> </tbody> </table>				Value	Mode	Description	0	IGN0LSB	Do not ignore any bits for compare match evaluation.	1	IGN1LSB	The LSB of the counter is ignored for compare match evaluation.	2	IGN2LSB	The two LSBs of the counter are ignored for compare match evaluation.	3	IGN3LSB	The three LSBs of the counter are ignored for compare match evaluation.	4	IGN4LSB	The four LSBs of the counter are ignored for compare match evaluation.	5	IGN5LSB	The five LSBs of the counter are ignored for compare match evaluation.	6	IGN6LSB	The six LSBs of the counter are ignored for compare match evaluation.	7	IGN7LSB	The seven LSBs of the counter are ignored for compare match evaluation.
Value	Mode	Description																													
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6	IGN6LSB	The six LSBs of the counter are ignored for compare match evaluation.																													
7	IGN7LSB	The seven LSBs of the counter are ignored for compare match evaluation.																													
4	COMP0TOP	0	RW	<b>Compare clear enable</b>																											
	When set, the counter wraps around when CNT equals COMP0																														
3	RSTEN	1	RW	<b>Enable BURTC reset</b>																											
	Reset the Backup RTC. Register values are not reset.																														
2	DEBUGRUN	0	RW	<b>Debug Mode Run Enable</b>																											
	Set this bit to keep the BURTC running during a debug halt.																														
	<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>RTC is frozen in debug mode</td></tr> <tr><td>1</td><td>RTC is running in debug mode</td></tr> </tbody> </table>				Value	Description	0	RTC is frozen in debug mode	1	RTC is running in debug mode																					
Value	Description																														
0	RTC is frozen in debug mode																														
1	RTC is running in debug mode																														
1:0	MODE	0x0	RW	<b>BURTC Enable</b>																											
	Configure in which energy modes the BURTC should keep running.																														
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>DISABLE</td><td>The BURTC is disabled.</td></tr> <tr><td>1</td><td>EM2EN</td><td>The BURTC is in normal operating mode, operating in EM0-EM2. Oscillators must be enabled in CMU for use.</td></tr> <tr><td>2</td><td>EM3EN</td><td>The BURTC is enabled in EM0-EM3. Will prevent CMU from disabling used oscillators all the way down to EM3.</td></tr> <tr><td>3</td><td>EM4EN</td><td>The BURTC is enabled in EM0-EM4. Will prevent CMU from disabling used oscillators all the way down to EM4.</td></tr> </tbody> </table>				Value	Mode	Description	0	DISABLE	The BURTC is disabled.	1	EM2EN	The BURTC is in normal operating mode, operating in EM0-EM2. Oscillators must be enabled in CMU for use.	2	EM3EN	The BURTC is enabled in EM0-EM3. Will prevent CMU from disabling used oscillators all the way down to EM3.	3	EM4EN	The BURTC is enabled in EM0-EM4. Will prevent CMU from disabling used oscillators all the way down to EM4.												
Value	Mode	Description																													
0	DISABLE	The BURTC is disabled.																													
1	EM2EN	The BURTC is in normal operating mode, operating in EM0-EM2. Oscillators must be enabled in CMU for use.																													
2	EM3EN	The BURTC is enabled in EM0-EM3. Will prevent CMU from disabling used oscillators all the way down to EM3.																													
3	EM4EN	The BURTC is enabled in EM0-EM4. Will prevent CMU from disabling used oscillators all the way down to EM4.																													

## 22.5.2 BURTC\_LPMODE - Low power mode configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x004	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																											0x0					
Access																											RW	LPMODE				
Name																																

Bit	Name	Reset	Access	Description												
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)														
1:0	LPMODE	0x0	RW	<b>Low power mode configuration.</b>												
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Low power mode is disabled.</td> </tr> <tr> <td>1</td> <td>ENABLE</td> <td>Low power mode always enabled.</td> </tr> <tr> <td>2</td> <td>BUEN</td> <td>Low power mode enabled in backup mode.</td> </tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	Low power mode is disabled.	1	ENABLE	Low power mode always enabled.	2	BUEN	Low power mode enabled in backup mode.
Value	Mode	Description														
0	DISABLE	Low power mode is disabled.														
1	ENABLE	Low power mode always enabled.														
2	BUEN	Low power mode enabled in backup mode.														

### 22.5.3 BURTC\_CNT - Counter Value Register

Offset	Bit Position																															
0x008	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																										0x00000000						
Access																											R	CNT				
Name																																

Bit	Name	Reset	Access	Description
31:0	CNT	0x00000000	R	<b>Counter Value</b> Gives access to the BURTC counter value.

### 22.5.4 BURTC\_COMP0 - Counter Compare Value (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x00C	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	0x00000000																															
Access	RW																															
Name	COMP0																															
Bit	Name	Reset	Access	Description																												
31:0	COMP0	0x00000000	RW	Compare match value Gives access to the BURTC compare value.																												

## 22.5.5 BURTC\_TIMESTAMP - Backup mode timestamp

Offset	Bit Position																															
0x010	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	0x00000000																															
Access	R																															
Name	TIMESTAMP																															
Bit	Name	Reset	Access	Description																												
31:0	TIMESTAMP	0x00000000	R	Backup mode timestamp. Contains the timestamp stored upon backup mode entry.																												

## 22.5.6 BURTC\_LFXOFLDET - LFXO

Offset	Bit Position																															
0x014	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	0x00																															
Access	RW																															
Name	TOP																															
OSC	0x0																															

Bit	Name	Reset	Access	Description												
31:9	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>												
8:4	TOP	0x00	RW	<b>LFXO failure counter top value.</b>  LFXO failure counter will wrap to this value when reaching zero.												
3:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>												
1:0	OSC	0x0	RW	<b>LFXO failure detection configuration.</b>  Select oscillator for LFXO failure detection.												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>LFXO failure detection disabled.</td></tr> <tr> <td>1</td><td>LFRCO</td><td>LFRCO used for LFXO failure detection.</td></tr> <tr> <td>2</td><td>ULFRCO</td><td>ULFRCO used for LFXO failure detection.</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	LFXO failure detection disabled.	1	LFRCO	LFRCO used for LFXO failure detection.	2	ULFRCO	ULFRCO used for LFXO failure detection.
Value	Mode	Description														
0	DISABLE	LFXO failure detection disabled.														
1	LFRCO	LFRCO used for LFXO failure detection.														
2	ULFRCO	ULFRCO used for LFXO failure detection.														

### **22.5.7 BURTC\_STATUS - Backup domain status**

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	RAMWERR	0	R	<b>RAM write error.</b>  Set if backup mode is entered during a write to the retention RAM.
1	BUMODETS	0	R	<b>Timestamp for backup mode entry stored.</b>  Set when a timestamp has been stored in BURTC_TIMESTAMP.
0	LPMODEACT	0	R	<b>Low power mode active</b>  Set when the BURTC is in low power mode

## 22.5.8 BURTC\_CMD - Command Register

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	CLRSTATUS	0	W1	<b>Clear BURTC STATUS register.</b>

Bit	Name	Reset	Access	Description
Clear RAMWERR and BUMODETS in BURTC_STATUS.				

## 22.5.9 BURTC\_POWERDOWN - Retention RAM power-down register

Offset	Bit Position																																					
	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																																						
Access																																						
Name																																					RAM	RW 0

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	RAM	0	RW	<b>Retention RAM power-down</b>  Shut off power to the Retention RAM. Once it is powered down, it cannot be powered up again

## 22.5.10 BURTC\_LOCK - Configuration Lock Register

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

LOCKKEY                  0x0000            RW            Configuration Lock Key  
Write any other value than the unlock code to lock BURTC\_POWERDOWN, BURTC\_CTRL, BURTC\_LFXOFDET, and BURTC\_IEN

Registers from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled.		
Mode	Value	Description
Read Operation		
UNLOCKED	0	BURTC_POWERDOWN, BURTC_CTRL, BURTC_LFXOFDET, and BURTC_IEN registers are unlocked
LOCKED	1	BURTC_POWERDOWN, BURTC_CTRL, BURTC_LFXOFDET, and BURTC_IEN registers are locked
Write Operation		
LOCK	0	Lock BURTC_POWERDOWN, BURTC_CTRL, BURTC_LFXOFDET, and BURTC_IEN registers
UNLOCK	0xADE8	Unlock BURTC registers

## 22.5.11 BURTC\_IF - Interrupt Flag Register

Offset	Bit Position																															
Reset	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			
Access																																
Name																												LFXFAIL	R	0	2	
																												COMP0	R	0	1	
																												OF	R	0	0	

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	LFXOFAIL	0	R	<b>LFXO failure Interrupt Flag</b> Set on LFXO failure.
1	COMP0	0	R	<b>Compare match Interrupt Flag</b> Set on BURTC compare match.
0	OF	0	R	<b>Overflow Interrupt Flag</b> Set on BURTC overflow.

## 22.5.12 BURTC\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
2	LFXOFAIL	0	W1	<b>Set LFXO fail Interrupt Flag</b>
		Write to 1 to set the LFXOFAIL interrupt flag		
1	COMP0	0	W1	<b>Set compare match Interrupt Flag</b>
		Write to 1 to set the COMP0 interrupt flag		
0	OF	0	W1	<b>Set Overflow Interrupt Flag</b>
		Write to 1 to set the OF interrupt flag		

## 22.5.13 BURTC\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																			
0x030	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							
Reset																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	LFXOFAIL	0	W1	<b>Clear LFXO failure Interrupt Flag</b>
		Write to 1 to clear the LFXOFAIL interrupt flag		
1	COMP0	0	W1	<b>Clear compare match Interrupt Flag</b>
		Write to 1 to clear the COMP0 interrupt flag		
0	OF	0	W1	<b>Clear Overflow Interrupt Flag</b>
		Write to 1 to clear the OF interrupt flag		

## 22.5.14 BURTC\_IEN - Interrupt Enable Register

Offset	Bit Position																																			
0x034	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							
Reset																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	LFXOFAIL	0	RW	<b>LFXO failure Interrupt Enable</b>
		Enable interrupt on LFXO failure		
1	COMP0	0	RW	<b>Compare match Interrupt Enable</b>
		Enable interrupt on compare match		
0	OF	0	RW	<b>Overflow Interrupt Enable</b>
		Enable interrupt on overflow		

## 22.5.15 BURTC\_FREEZE - Freeze Register

Offset	Bit Position																																
0x038	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	0
Reset																																	
Access																																	
Name																																	

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	REGFREEZE	0	RW	<b>Register Update Freeze</b>
When set, the update of the BURTC is postponed until this bit is cleared. Use this bit to update several registers simultaneously.				
	Value	Mode	Description	
	0	UPDATE	Each write access to an BURTC register is updated into the Low Frequency domain as soon as possible.	
	1	FREEZE	The BURTC is not updated with the new written value until the freeze bit is cleared.	

## 22.5.16 BURTC\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																															
0x03C	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		
Reset																																
Access																																
Name																																
	COMP0	R	0	1																									LPMODE	R	0	0

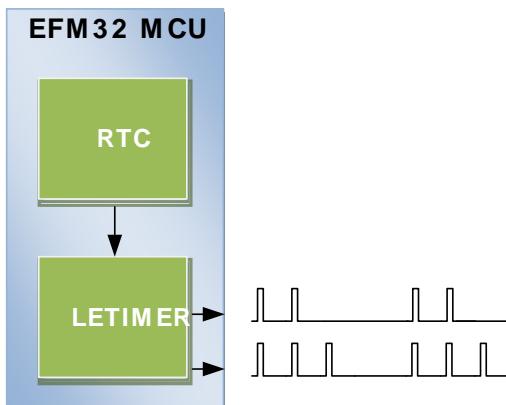
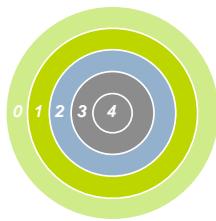
Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	COMP0	0	R	<b>BURTC_COMP0 Register Busy</b>
				Set when the value written to BURTC_COMP0 is being synchronized.
0	LPMODE	0	R	<b>BURTC_LPMODE Register Busy</b>
				Set when the value written to BURTC_LPMODE is being synchronized.

## 22.5.17 RETx\_REG - Retention register

Offset	Bit Position																															
0x100	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																													0xFFFFFFFF			
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:0	REG	0xXXXXXXXX	RW	<b>General Purpose Retention Register</b>

# 23 LETIMER - Low Energy Timer



## Quick Facts

### What?

The LETIMER is a down-counter that can keep track of time and output configurable waveforms. Running on a 32.768 kHz clock the LETIMER is available even in EM2 with sub  $\mu$ A current consumption.

### Why?

The LETIMER can be used to provide repeatable waveforms to external components while remaining in EM2. It is well suited for e.g. metering systems or to provide more compare values than available in the RTC.

### How?

With buffered repeat and top value registers, the LETIMER can provide glitch-free waveforms at frequencies up to 16 kHz. It is tightly coupled to the RTC, which allows advanced time-keeping and wake-up functions in EM2.

## 23.1 Introduction

The unique LETIMER<sup>TM</sup>, the Low Energy Timer, is a 16-bit timer that is available in energy mode EM2 in addition to EM1 and EM0. Because of this, it can be used for timing and output generation when most of the device is powered down, allowing simple tasks to be performed while the power consumption of the system is kept at an absolute minimum.

The LETIMER can be used to output a variety of waveforms with minimal software intervention. It is also connected to the Real Time Counter (RTC), and can be configured to start counting on compare matches from the RTC.

## 23.2 Features

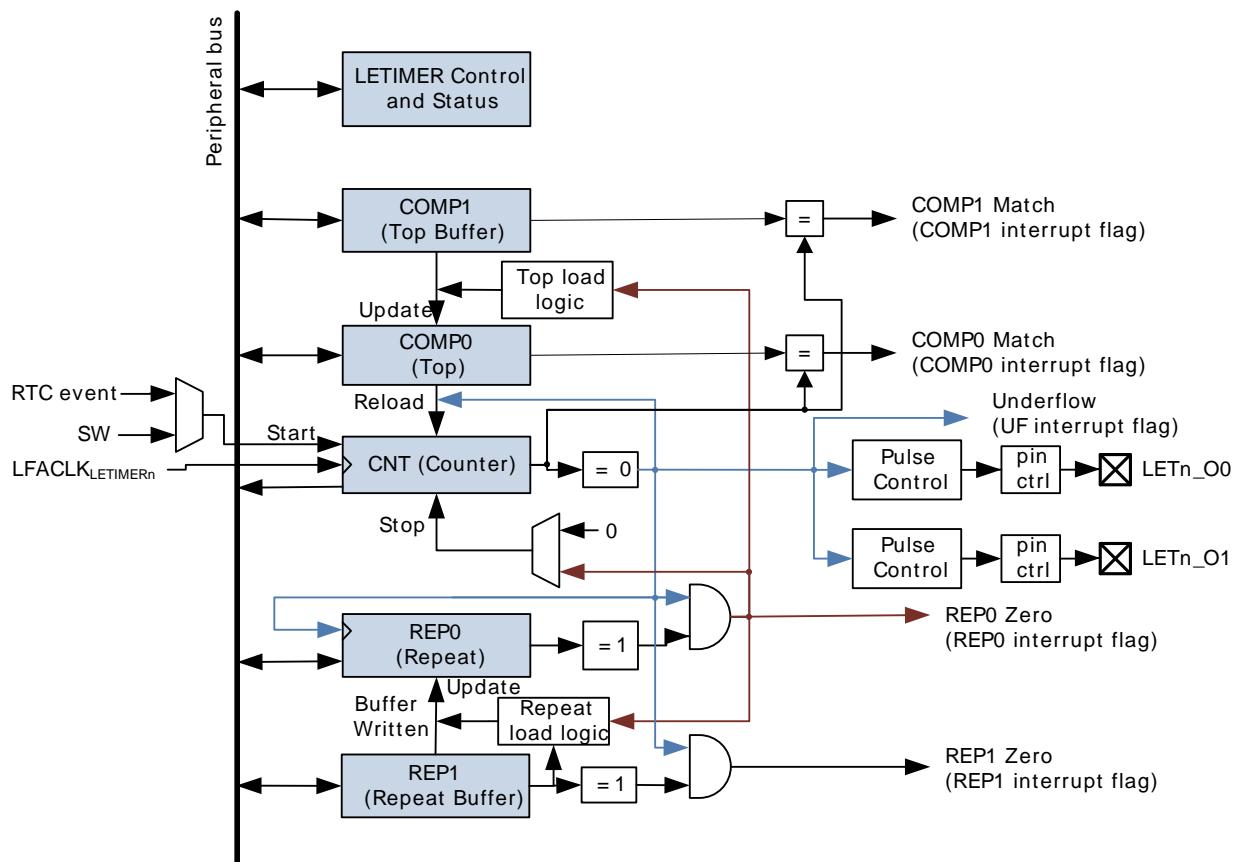
- 16-bit down count timer
- 2 Compare match registers
- Compare register 0 can be top timer top value
- Compare registers can be double buffered
- Double buffered 8-bit Repeat Register
- Same clock source as the Real Time Counter
- LETIMER can be triggered (started) by an RTC event or by software
- 2 output pins can optionally be configured to provide different waveforms on timer underflow:
  - Toggle output pin
  - Apply a positive pulse (pulse width of one LFACLK<sub>LETIMER</sub> period)
  - PWM
- Interrupt on:
  - Compare matches
  - Timer underflow

- Repeat done
- Optionally runs during debug

## 23.3 Functional Description

An overview of the LETIMER module is shown in Figure 23.1 (p. 580). The LETIMER is a 16-bit down-counter with two compare registers, LETIMERn\_COMP0 and LETIMERn\_COMP1. The LETIMERn\_COMP0 register can optionally act as a top value for the counter. The repeat counter LETIMERn\_REPEAT allows the timer to count a specified number of times before it stops. Both the LETIMERn\_COMP0 and LETIMERn\_REPEAT registers can be double buffered by the LETIMERn\_COMP1 and LETIMERn\_REPEAT1 registers to allow continuous operation. The timer can generate a single pin output, or two linked outputs.

**Figure 23.1. LETIMER Overview**



### 23.3.1 Timer

The timer is started by setting command bit START in LETIMERn\_CMD, and stopped by setting the STOP command bit in the same register. RUNNING in LETIMERn\_STATUS is set as long as the timer is running. The timer can also be started on external signals, such as a compare match from the Real Time Counter. If START and STOP are set at the same time, STOP has priority, and the timer will be stopped.

The timer value can be read using the LETIMERn\_CNT register. The value cannot be written, but it can be cleared by setting the CLEAR command bit in LETIMERn\_CMD. If the CLEAR and START commands are issued at the same time, the timer will be cleared, then start counting at the top value.

### 23.3.2 Compare Registers

The LETIMER has two compare match registers, LETIMERn\_COMP0 and LETIMERn\_COMP1. Each of these compare registers are capable of generating an interrupt when the counter value

LETIMERn\_CNT becomes equal to their value. When LETIMERn\_CNT becomes equal to the value of LETIMERn\_COMP0, the interrupt flag COMP0 in LETIMERn\_IF is set, and when LETIMERn\_CNT becomes equal to the value of LETIMERn\_COMP1, the interrupt flag COMP1 in LETIMERn\_IF is set.

### 23.3.3 Top Value

If COMP0TOP in LETIMERn\_CTRL is set, the value of LETIMERn\_COMP0 acts as the top value of the timer, and LETIMERn\_COMP0 is loaded into LETIMERn\_CNT on timer underflow. Else, the timer wraps around to 0xFFFF. The underflow interrupt flag UF in LETIMERn\_IF is set when the timer reaches zero.

#### 23.3.3.1 Buffered Top Value

If BUFTOP in LETIMERn\_CTRL is set, the value of LETIMERn\_COMP0 is buffered by LETIMERn\_COMP1. In this mode, the value of LETIMERn\_COMP1 is loaded into LETIMERn\_COMP0 every time LETIMERn REP0 is about to decrement to 0. This can for instance be used in conjunction with the buffered repeat mode to generate continually changing output waveforms.

Write operations to LETIMERn\_COMP0 have priority over buffer loads.

#### 23.3.3.2 Repeat Modes

By default, the timer wraps around to the top value or 0xFFFF on each underflow, and continues counting. The repeat counters can be used to get more control of the operation of the timer, including defining the number of times the counter should wrap around. Four different repeat modes are available, see Table 23.1 (p. 581) .

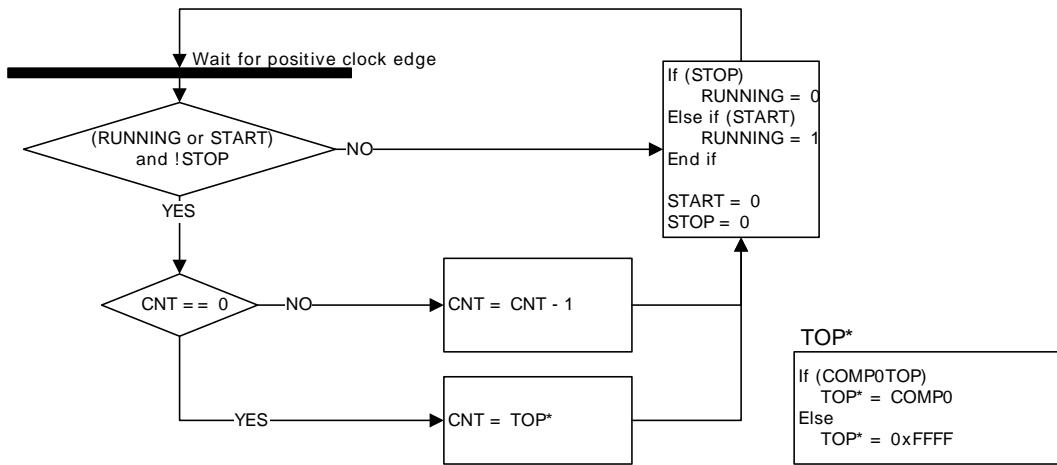
**Table 23.1. LETIMER Repeat Modes**

REPMODE	Mode	Description
00	Free	The timer runs until it is stopped
01	One-shot	The timer runs as long as LETIMERn REP0 != 0. LETIMERn REP0 is decremented at each timer underflow.
10	Buffered	The timer runs as long as LETIMERn REP0 != 0. LETIMERn REP0 is decremented on each timer underflow. If LETIMERn REP1 has been written, it is loaded into LETIMERn REP0 when LETIMERn REP0 is about to be decremented to 0.
11	Double	The timer runs as long as LETIMERn REP0 != 0 or LETIMERn REP1 != 0. Both LETIMERn REP0 and LETIMERn REP1 are decremented at each timer underflow.

The interrupt flags REP0 and REP1 in LETIMERn\_IF are set whenever LETIMERn REP0 or LETIMERn REP1 are decremented to 0 respectively. REP0 is also set when the value of LETIMERn REP1 is loaded into LETIMERn REP0 in buffered mode.

##### 23.3.3.2.1 Free Mode

In the free running mode, the LETIMER acts as a regular timer, and the repeat counter is disabled. When started, the timer runs until it is stopped using the STOP command bit in LETIMERn\_CMD. A state machine for this mode is shown in Figure 23.2 (p. 582) .

**Figure 23.2. LETIMER State Machine for Free-running Mode**

Note that the CLEAR command bit in LETIMERn\_CMD always has priority over other changes to LETIMERn\_CNT. When the clear command is used, LETIMERn\_CNT is set to 0 and an underflow event will not be generated when LETIMERn\_CNT wraps around to the top value or 0xFFFF. Since no underflow event is generated, no output action is performed. LETIMERn\_REPEAT0, LETIMERn\_REPEAT1, LETIMERn\_COMPARE0 and LETIMERn\_COMPARE1 are also left untouched.

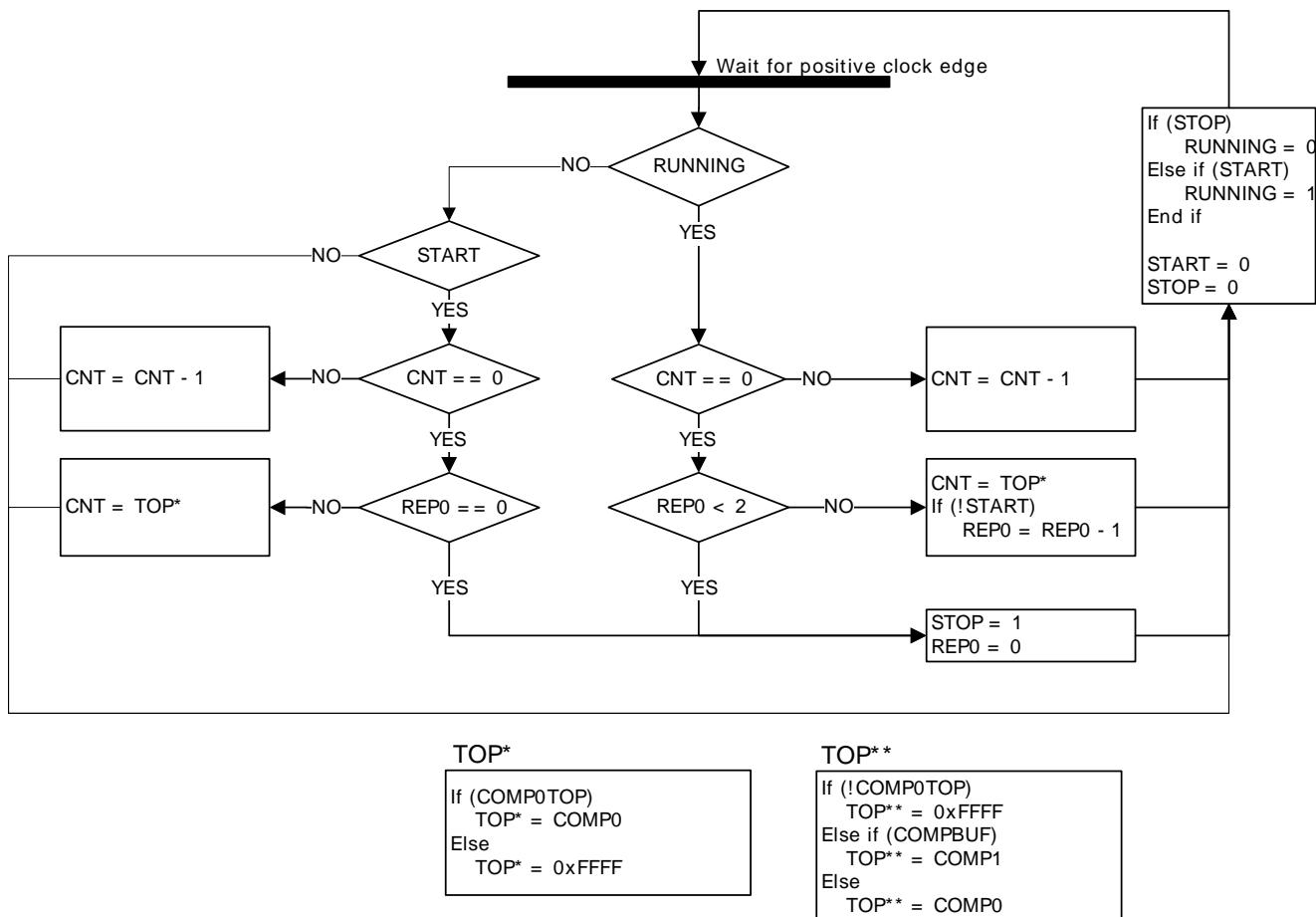
### 23.3.3.2.2 One-shot Mode

The one-shot repeat mode is the most basic repeat mode. In this mode, the repeat register LETIMERn\_REPEAT0 is decremented every time the timer underflows, and the timer stops when LETIMERn\_REPEAT0 goes from 1 to 0. In this mode, the timer counts down LETIMERn\_REPEAT0 times, i.e. the timer underflows LETIMERn\_REPEAT0 times.

#### Note

Note that write operations to LETIMERn\_REPEAT0 have priority over the decrementation operation. So if LETIMERn\_REPEAT0 is assigned a new value in the same cycle it was supposed to be decremented, it is assigned the new value instead of being decremented.

LETIMERn\_REPEAT0 can be written while the timer is running to allow the timer to run for longer periods at a time without stopping. Figure 23.3 (p. 583) .

**Figure 23.3. LETIMER One-shot Repeat State Machine**

### 23.3.3.2.3 Buffered Mode

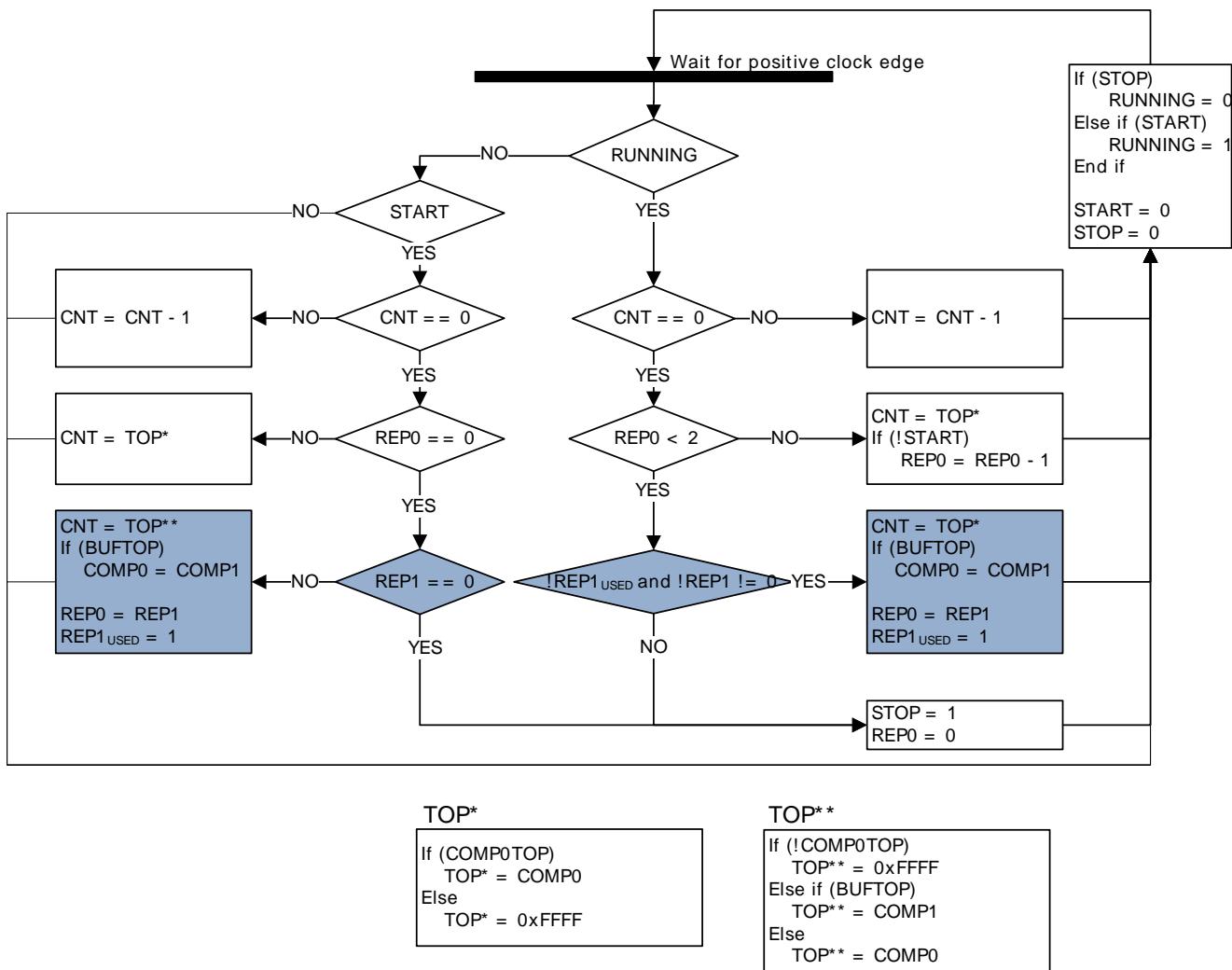
The Buffered repeat mode allows buffered timer operation. When started, the timer runs LETIMERn\_REPEAT number of times. If LETIMERn\_REPEAT has been written since the last time it was used and it is nonzero, LETIMERn\_REPEAT is then loaded into LETIMERn\_REPEAT0, and counting continues the new number of times. The timer keeps going as long as LETIMERn\_REPEAT is updated with a nonzero value before LETIMERn\_REPEAT0 is finished counting down.

If the timer is started when both LETIMERn\_CNT and LETIMERn\_REPEAT0 are zero but LETIMERn\_REPEAT is non-zero, LETIMERn\_REPEAT is loaded into LETIMERn\_REPEAT0, and the counter counts the loaded number of times. The state machine for the one-shot repeat mode is shown in Figure 23.3 (p. 583).

Used in conjunction with a buffered top value, enabled by setting BUFTOP in LETIMERn\_CTRL, the buffered mode allows buffered values of both the top and repeat values of the timer, and the timer can for instance be set to run 4 times with period 7 (top value 6), 6 times with period 200, then 3 times with period 50.

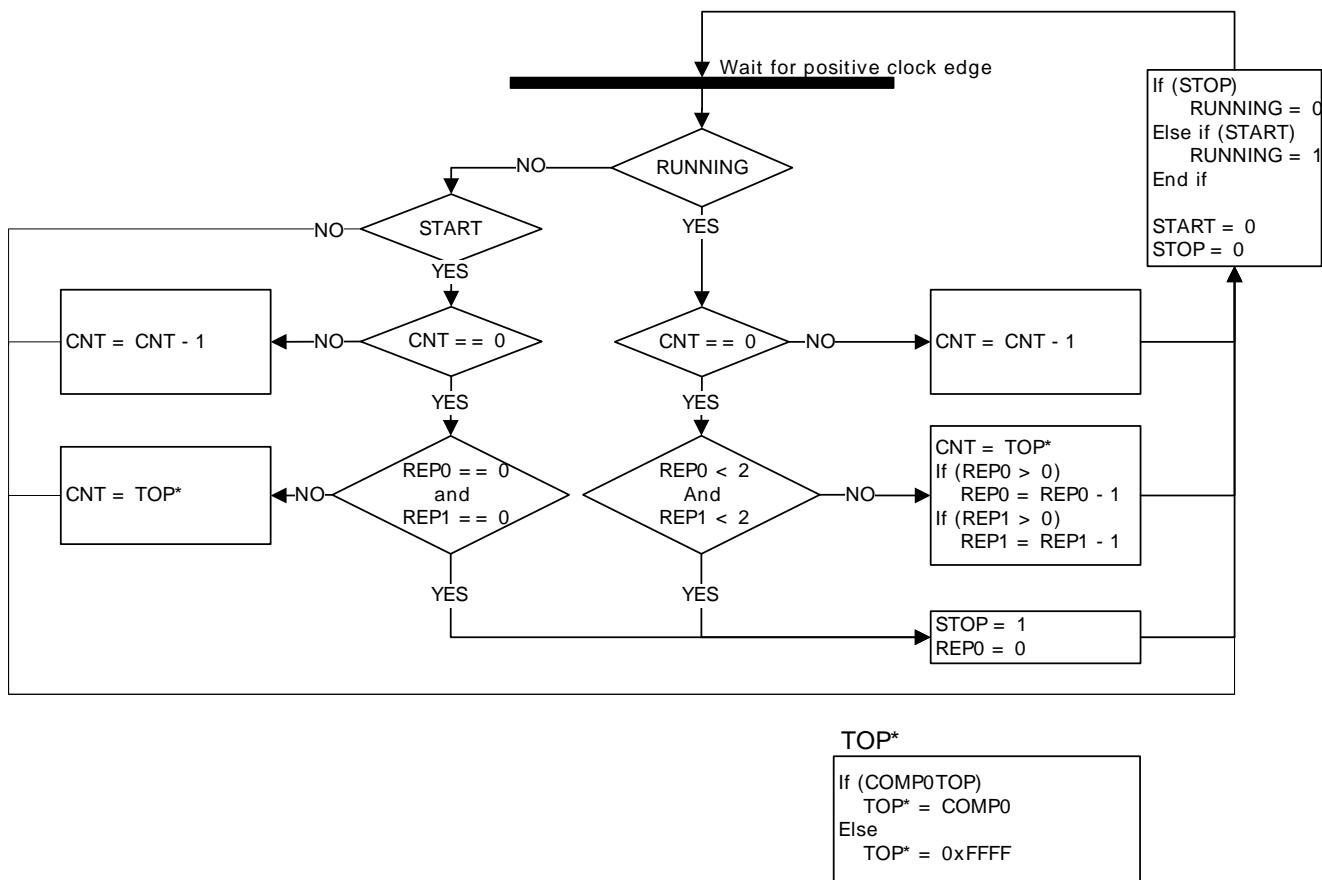
A state machine for the buffered repeat mode is shown in Figure 23.4 (p. 584). REP1\_USED shown in the state machine is an internal variable that keeps track of whether the value in LETIMERn\_REPEAT1 has been loaded into LETIMERn\_REPEAT0 or not. The purpose of this is that a value written to LETIMERn\_REPEAT1 should only be counted once. REP1\_USED is cleared whenever LETIMERn\_REPEAT1 is written.

**Figure 23.4. LETIMER Buffered Repeat State Machine**



#### **23.3.3.2.4 Double Mode**

The Double repeat mode works much like the one-shot repeat mode. The difference is that, where the one-shot mode counts as long as LETIMERn\_REPO is larger than 0, the double mode counts as long as either LETIMERn\_REPO or LETIMERn\_REP1 is larger than 0. As an example, say LETIMERn\_REPO is 3 and LETIMERn\_REP1 is 10 when the timer is started. If no further interaction is done with the timer, LETIMERn\_REPO will now be decremented 3 times, and LETIMERn\_REP1 will be decremented 10 times. The timer counts a total of 10 times, and LETIMERn\_REPO is 0 after the first three timer underflows and stays at 0. LETIMERn\_REPO and LETIMERn\_REP1 can be written at any time. After a write to either of these, the timer is guaranteed to underflow at least the written number of times if the timer is running. Use the Double repeat mode to generate output on both the LETIMER outputs at the same time. The state machine for this repeat mode can be seen in Figure 23.5 (p. 585) .

**Figure 23.5. LETIMER Double Repeat State Machine**

### 23.3.3.3 Clock Source

The LETIMER clock source and its prescaler value are defined in the Clock Management Unit (CMU). The LFACLK<sub>LETIMERn</sub> has a frequency given by Equation 23.1 (p. 585) .

#### LETIMER Clock Frequency

$$f_{LFACLK\_LETIMERn} = 32.768/2^{LETIMERn} \quad (23.1)$$

where the exponent LETIMERn is a 4 bit value in the CMU\_LFAPRESC0 register.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0, in addition to the module clock.

### 23.3.3.4 RTC Trigger

The LETIMER can be configured to start on compare match events from the Real Time Counter (RTC). If RTCC0TEN in LETIMERn\_CTRL is set, the LETIMER will start on a compare match on RTC compare channel 0. In the same way, RTCC1TEN in LETIMERn\_CTRL enables the LETIMER to start on a compare match with RTC compare channel 1.

#### Note

The LETIMER can only use compare match events from the RTC if the LETIMER runs at a higher than or equal frequency than the RTC. Also, if the LETIMER runs at twice the frequency of the RTC, a compare match event in the RTC will trigger the LETIMER twice. Four times the frequency gives four consecutive triggers, etc. The LETIMER will only continue running if triggered while it is running, so the multiple-triggering will only have an effect if you try to disable the RTC when it is being triggered.

### 23.3.3.5 Debug

If DEBUGRUN in LETIMERn\_CTRL is cleared, the LETIMER automatically stops counting when the CPU is halted during a debug session, and resumes operation when the CPU continues. Because of synchronization, the LETIMER is halted two clock cycles after the CPU is halted, and continues running two clock cycles after the CPU continues. RUNNING in LETIMERn\_STATUS is not cleared when the LETIMER stops because of a debug-session.

Set DEBUGRUN in LETIMERn\_CTRL to allow the LETIMER to continue counting even when the CPU is halted in debug mode.

### 23.3.4 Underflow Output Action

For each of the repeat registers, an underflow output action can be set. The configured output action is performed every time the counter underflows while the respective repeat register is nonzero. In PWM mode, the output is similarly only changed on COMP1 match if the repeat register is nonzero. As an example, the timer will perform 7 output actions if LETIMERn\_REP0 is set to 7 when starting the timer in one-shot mode and leaving it untouched for a while.

The output actions can be set by configuring UFOA0 and UFOA1 in LETIMERn\_CTRL. UFOA0 defines the action on output 0, and is connected to LETIMERn\_REP0, while UFOA1 defines the action on output 1 and is connected to LETIMERn\_REP1. The possible actions are defined in Table 23.2 (p. 586) .

**Table 23.2. LETIMER Underflow Output Actions**

UF0A0/UF0A1	Mode	Description
00	Idle	The output is held at its idle value
01	Toggle	The output is toggled on LETIMERn_CNT underflow if LETIMERn_REPx is nonzero
10	Pulse	The output is held active for one clock cycle on LETIMERn_CNT underflow if LETIMERn_REPx is nonzero. It then returns to its idle value
11	PWM	The output is set idle on LETIMERn_CNT underflow and active on compare match with LETIMERn_COMP1 if LETIMERn_REPx is nonzero.

#### Note

For the Pulse and PWM modes, the outputs will return to their idle states regardless of the state of the corresponding LETIMERn\_REPx registers. They will only be set active if the LETIMERn\_REPx registers are nonzero however.

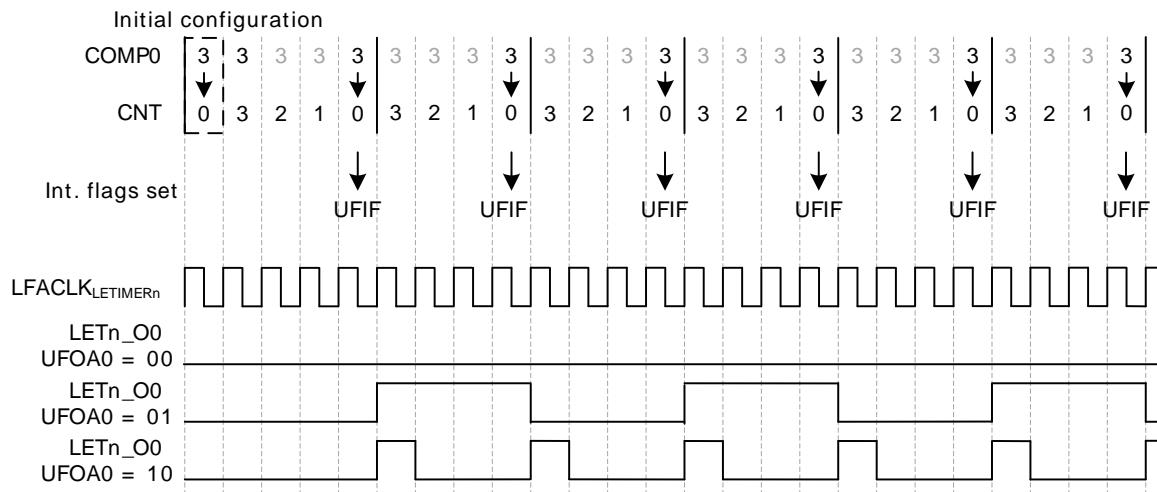
The polarity of the outputs can be set individually by configuring OPOL0 and OPOL1 in LETIMERn\_CTRL. When these are cleared, their respective outputs have a low idle value and a high active value. When they are set, the idle value is high, and the active value is low.

When using the toggle action, the outputs can be driven to their idle values by setting their respective CTO0/CTO1 command bits in LETIMERn\_CTRL. This can be used to put the output in a well-defined state before beginning to generate toggle output, which may be important in some applications. The command bit can also be used while the timer is running.

Some simple waveforms generated with the different output modes are shown in Figure 23.6 (p. 587) . For the example, REPMODE in LETIMERn\_CTRL has been cleared, COMP0TOP also in LETIMERn\_CTRL has been set and LETIMERn\_COMP0 has been written to 3. As seen in the figure, LETIMERn\_COMP0 now decides the length of the signal periods. For the toggle mode, the period of the output signal is  $2(\text{LETIMERn_COMP0} + 1)$ , and for the pulse modes, the periods of the output signals

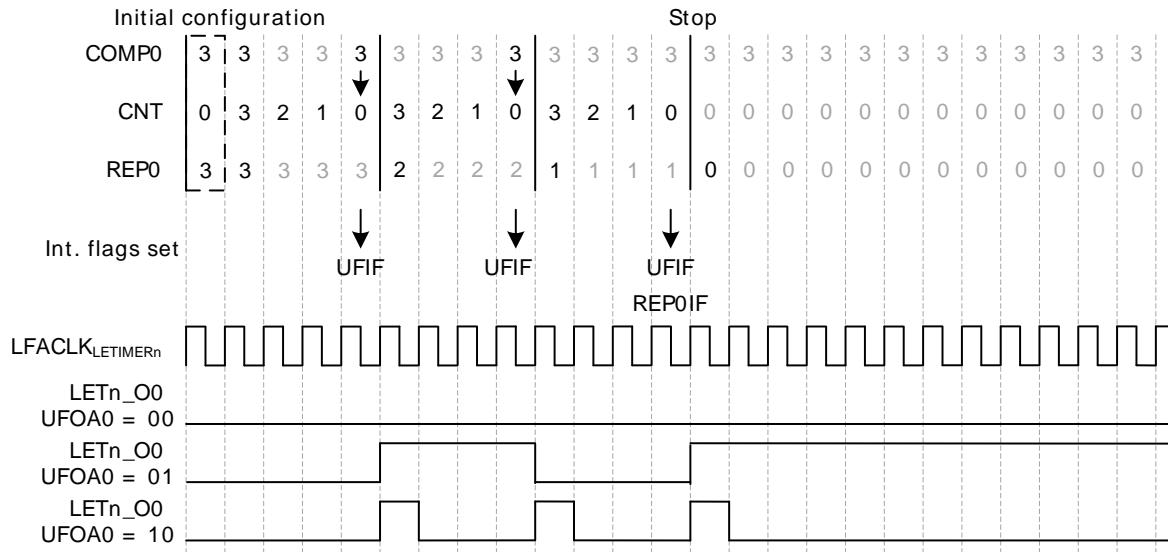
are LETIMERn\_COMP0+1. Note that the pulse outputs are delayed by one period relative to the toggle output. The pulses come at the end of their periods.

**Figure 23.6. LETIMER Simple Waveforms Output**



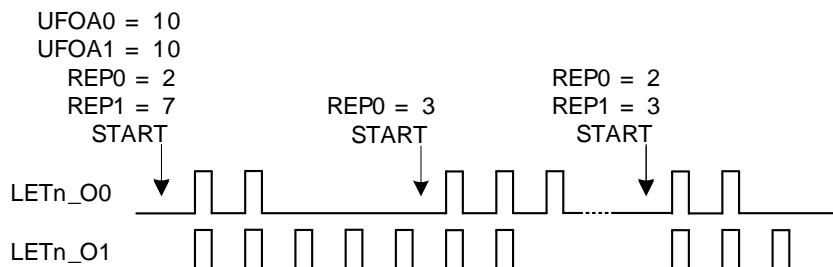
For the example in Figure 23.7 (p. 587) , the One-shot repeat mode has been selected, and LETIMERn\_REPEAT0 has been written to 3. The resulting behavior is pretty similar to that shown in Figure 6, but in this case, the timer stops after counting to zero LETIMERn\_REPEAT0 times. By using LETIMERn\_REPEAT0 the user has full control of the number of pulses/toggles generated on the output.

**Figure 23.7. LETIMER Repeated Counting**



Using the Double repeat mode, output can be generated on both the LETIMER outputs. Figure 23.8 (p. 587) shows an example of this. UFOA0 and UFOA1 in LETIMERn\_CTRL are configured for pulse output and the outputs are configured for low idle polarity. As seen in the figure, the number written to the repeat registers determine the number of pulses generated on each of the outputs.

**Figure 23.8. LETIMER Dual Output**



## 23.3.5 Examples

This section presents a couple of usage examples for the LETIMER.

### 23.3.5.1 Triggered Output Generation

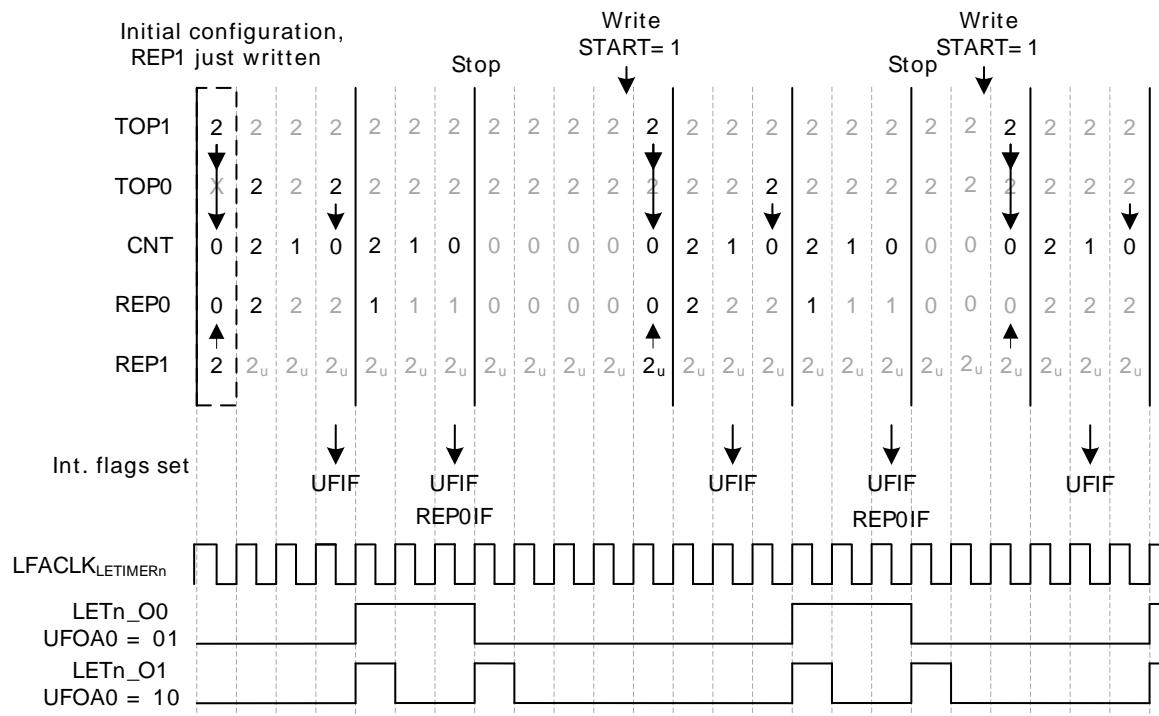
#### *Example 23.1. LETIMER Triggered Output Generation*

If both LETIMERn\_CNT and LETIMERn REP0 are 0 in buffered mode, and COMP0TOP and BUFTOP in LETIMERn\_CTRL are set, the values of LETIMERn\_COMP1 and LETIMERn REP1 are loaded into LETIMERn\_CNT and LETIMERn REP0 respectively when the timer is started. If no additional writes to LETIMERn REP1 are done before the timer stops, LETIMERn REP1 determines the number of pulses/toggles generated on the output, and LETIMERn COMP1 determines the period lengths.

As the RTC can be used to start the LETIMER, the RTC and LETIMER can thus be combined to generate specific pulse-trains at given intervals. Software can update LETIMERn COMP1 and LETIMERn REP1 to change the number of pulses and pulse-period in each train, but if changes are not required, software does not have to update the registers between each pulse train.

For the example in Figure 23.9 (p. 588), the initial values cause the LETIMER to generate two pulses with 3 cycle periods, or a single pulse 3 cycles wide every time the LETIMER is started. After the output has been generated, the LETIMER stops, and is ready to be triggered again.

**Figure 23.9. LETIMER Triggered Operation**



### 23.3.5.2 Continuous Output Generation

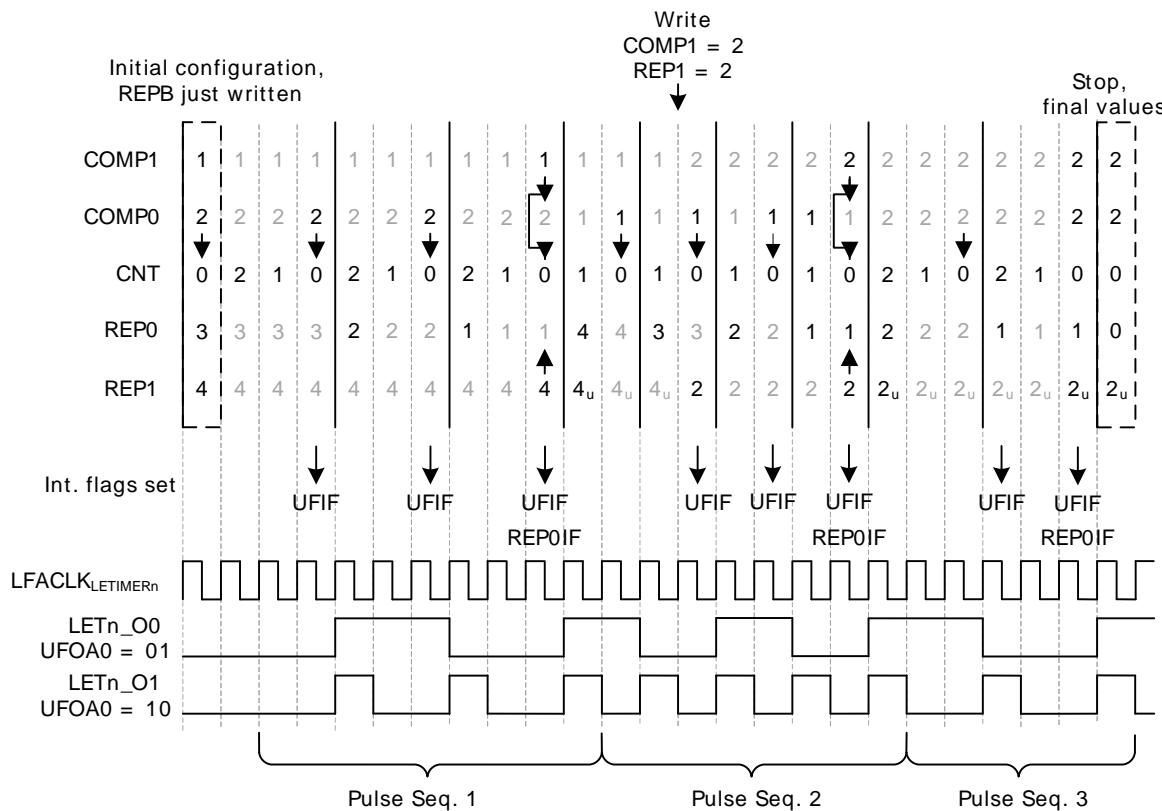
#### Example 23.2. LETIMER Continuous Output Generation

In some scenarios, it might be desired to make LETIMER generate a continuous waveform. Very simple constant waveforms can be generated without the repeat counter as shown in Figure 23.6 (p. 587), but to generate changing waveforms, using the repeat counter and buffer registers can prove advantageous.

For the example in Figure 23.10 (p. 589), the goal is to produce a pulse train consisting of 3 sequences with the following properties:

- 3 pulses with periods of 3 cycles
- 4 pulses with periods of 2 cycles
- 2 pulses with periods of 3 cycles

**Figure 23.10. LETIMER Continuous Operation**



The first two sequences are loaded into the LETIMER before the timer is started.

LETIMERn\_COMP0 is set to 2 (cycles – 1), and LETIMERn\_REPO is set to 3 for the first sequence, and the second sequence is loaded into the buffer registers, i.e. COMP1 is set to 1 and LETIMERn\_REPO is set to 4.

The LETIMER is set to trigger an interrupt when LETIMERn\_REPO is done by setting REP0 in LETIMERn\_IEN. This interrupt is a good place to update the values of the buffers. Last but not least REPMODE in LETIMERn\_CTRL is set to buffered mode, and the timer is started.

In the interrupt routine the buffers are updated with the values for the third sequence. If this had not been done, the timer would have stopped after the second sequence.

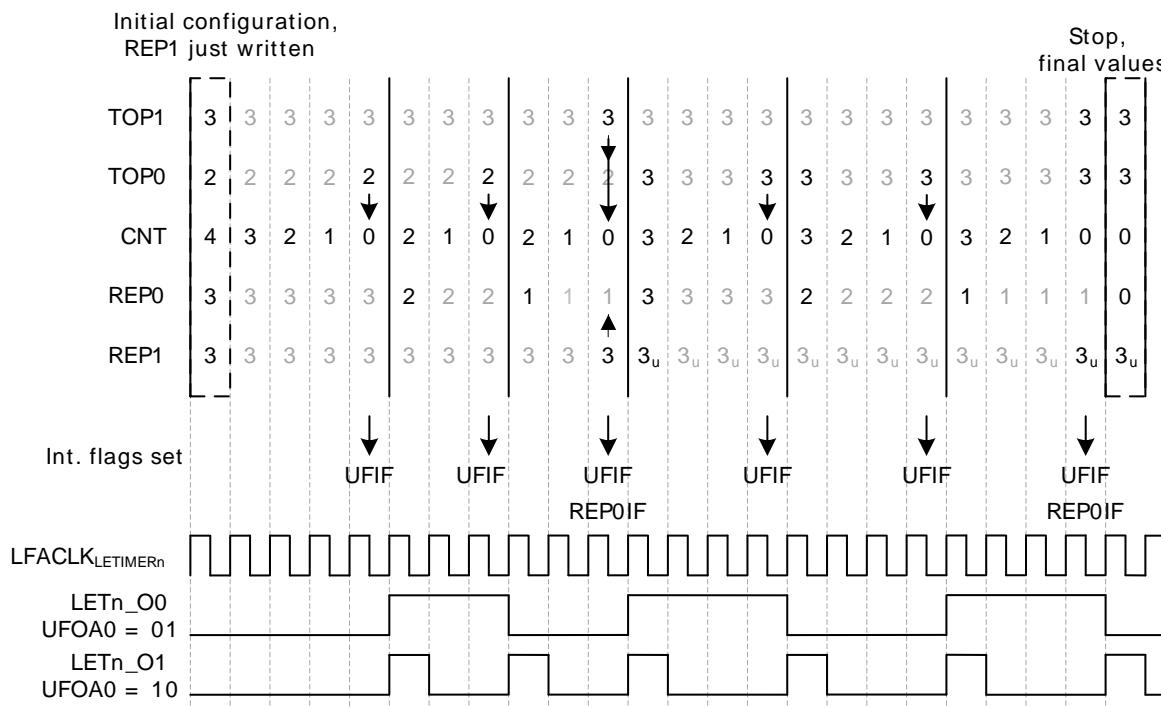
The final result is shown in Figure 23.10 (p. 589). The pulse output is grouped to show which sequence generated which output. Toggle output is also shown in the figure. Note that the toggle output is not aligned with the pulse outputs.

**Note**

Multiple LETIMER cycles are required to write a value to the LETIMER registers. The example in Figure 23.10 (p. 589) assumes that writes are done in advance so they arrive in the LETIMER as described in the figure.

Figure 23.11 (p. 590) shows an example where the LETIMER is started while LETIMERn\_CNT is nonzero. In this case the length of the first repetition is given by the value in LETIMERn\_CNT.

**Figure 23.11. LETIMER LETIMERn\_CNT Not Initialized to 0**



### 23.3.5.3 PWM Output

**Example 23.3. LETIMER PWM Output**

There are several ways of generating PWM output with the LETIMER, but the most straight-forward way is using the PWM output mode. This mode is enabled by setting UFOA0 or OFUA1 in LETIMERn\_CTRL to 3. In PWM mode, the output is set idle on timer underflow, and active on LETIMERn\_COMP1 match, so if for instance COMP0TOP = 1 and OPOL0 = 0 in LETIMERn\_CTRL, LETIMERn\_COMP0 determines the PWM period, and LETIMERn\_LETIMERn\_COMP1 determines the active period.

The PWM period in PWM mode is LETIMERn\_COMP0 + 1. There is no special handling of the case where LETIMERn\_COMP1 > LETIMERn\_COMP0, so if LETIMERn\_COMP1 > LETIMERn\_COMP0, the PWM output is given by the idle output value. This means that for OPOLx = 0 in LETIMERn\_CTRL, the PWM output will always be 0 for at least one clock cycle, and for OPOLx = 1 LETIMERn\_CTRL, the PWM output will always be 1 for at least one clock cycle.

To generate a PWM signal using the full PWM range, invert OPOLx when LETIMERn\_COMP1 is set to a value larger than LETIMERn\_COMP0.

### 23.3.5.4 Interrupts

**Example 23.4. LETIMER PWM Output**

The interrupts generated by the LETIMER are combined into one interrupt vector. If the interrupt for the LETIMER is enabled, an interrupt will be made if one or more of the interrupt flags in LETIMERn\_IF and their corresponding bits in LETIMER\_IEN are set.

### 23.3.6 Register access

This module is a Low Energy Peripheral, and supports immediate synchronization. For description regarding immediate synchronization, the reader is referred to Section 5.3.1.1 (p. 21) .

## 23.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	LETIMERn_CTRL	RW	Control Register
0x004	LETIMERn_CMD	W1	Command Register
0x008	LETIMERn_STATUS	R	Status Register
0x00C	LETIMERn_CNT	RWH	Counter Value Register
0x010	LETIMERn_COMP0	RW	Compare Value Register 0
0x014	LETIMERn_COMP1	RW	Compare Value Register 1
0x018	LETIMERn_REPO	RW	Repeat Counter Register 0
0x01C	LETIMERn_REP1	RW	Repeat Counter Register 1
0x020	LETIMERn_IF	R	Interrupt Flag Register
0x024	LETIMERn_IFS	W1	Interrupt Flag Set Register
0x028	LETIMERn_IFC	W1	Interrupt Flag Clear Register
0x02C	LETIMERn_IEN	RW	Interrupt Enable Register
0x030	LETIMERn_FREEZE	RW	Freeze Register
0x034	LETIMERn_SYNCBUSY	R	Synchronization Busy Register
0x040	LETIMERn_ROUTE	RW	I/O Routing Register

## 23.5 Register Description

### 23.5.1 LETIMERn\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																														
	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
Reset																			0	0	0	0	0	0	0	0	0	0	0	0	
Access																			RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	
Name																			DEBUGRUN	RTCC1TEN	RTCC0TEN	COMP0TOP	BUFTOP	OPOL1	OPOLO	UFOA1	UFOAO	REP/MODE			

Bit	Name	Reset	Access	Description
31:13	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

12	DEBUGRUN	0	RW	Debug Mode Run Enable
Set to keep the LETIMER running in debug mode.				
Value		Description		
0		LETIMER is frozen in debug mode		
1		LETIMER is running in debug mode		

11	RTCC1TEN	0	RW	RTC Compare 1 Trigger Enable
Allows the LETIMER to be started on a compare match on RTC compare channel 1.				
Value		Description		
0		LETIMER is not affected by RTC compare channel 1		

Bit	Name	Reset	Access	Description	
	Value	Description			
	1	A compare match on RTC compare channel 1 starts the LETIMER if the LETIMER is not already started			
10	RTCC0TEN	0	RW	<b>RTC Compare 0 Trigger Enable</b>	
	Allows the LETIMER to be started on a compare match on RTC compare channel 0.				
	Value	Description			
	0	LETIMER is not affected by RTC compare channel 0			
	1	A compare match on RTC compare channel 0 starts the LETIMER if the LETIMER is not already started			
9	COMP0TOP	0	RW	<b>Compare Value 0 Is Top Value</b>	
	When set, the counter is cleared in the clock cycle after a compare match with compare channel 0.				
	Value	Description			
	0	The top value of the LETIMER is 65535 (0xFFFF)			
	1	The top value of the LETIMER is given by COMP0			
8	BUFTOP	0	RW	<b>Buffered Top</b>	
	Set to load COMP1 into COMP0 when REP0 reaches 0, allowing a buffered top value				
	Value	Description			
	0	COMP0 is only written by software			
	1	COMP1 is set to COMP1 when REP0 reaches 0			
7	OPOL1	0	RW	<b>Output 1 Polarity</b>	
	Defines the idle value of output 1.				
6	OPOL0	0	RW	<b>Output 0 Polarity</b>	
	Defines the idle value of output 0.				
5:4	UFOA1	0x0	RW	<b>Underflow Output Action 1</b>	
	Defines the action on LETn_O1 on a LETIMER underflow.				
	Value	Mode	Description		
	0	NONE	LETn_O1 is held at its idle value as defined by OPOL1.		
	1	TOGGLE	LETn_O1 is toggled on CNT underflow.		
	2	PULSE	LETn_O1 is held active for one LFACLK <sub>LETIMER0</sub> clock cycle on CNT underflow. The output then returns to its idle value as defined by OPOL1.		
	3	PWM	LETn_O1 is set idle on CNT underflow, and active on compare match with COMP1		
3:2	UFOA0	0x0	RW	<b>Underflow Output Action 0</b>	
	Defines the action on LETn_O0 on a LETIMER underflow.				
	Value	Mode	Description		
	0	NONE	LETn_O0 is held at its idle value as defined by OPOL0.		
	1	TOGGLE	LETn_O0 is toggled on CNT underflow.		
	2	PULSE	LETn_O0 is held active for one LFACLK <sub>LETIMER0</sub> clock cycle on CNT underflow. The output then returns to its idle value as defined by OPOL0.		
	3	PWM	LETn_O0 is set idle on CNT underflow, and active on compare match with COMP1		
1:0	REPMODE	0x0	RW	<b>Repeat Mode</b>	
	Allows the repeat counter to be enabled and disabled.				
	Value	Mode	Description		
	0	FREE	When started, the LETIMER counts down until it is stopped by software.		
	1	ONESHOT	The counter counts REP0 times. When REP0 reaches zero, the counter stops.		
	2	BUFFERED	The counter counts REP0 times. If REP1 has been written, it is loaded into REP0 when REP0 reaches zero. Else the counter stops		
	3	DOUBLE	Both REP0 and REP1 are decremented when the LETIMER wraps around. The LETIMER counts until both REP0 and REP1 are zero		

## 23.5.2 LETIMERn\_CMD - Command Register

Offset	Bit Position																										
0x004	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
Reset																									W1	0	4
Access																									W1	0	3
Name																									W1	0	2
																									W1	0	1
																									W1	0	0

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	CTO1	0	W1	<b>Clear Toggle Output 1</b>
				Set to drive toggle output 1 to its idle value
3	CTO0	0	W1	<b>Clear Toggle Output 0</b>
				Set to drive toggle output 0 to its idle value
2	CLEAR	0	W1	<b>Clear LETIMER</b>
				Set to clear LETIMER
1	STOP	0	W1	<b>Stop LETIMER</b>
				Set to stop LETIMER
0	START	0	W1	<b>Start LETIMER</b>
				Set to start LETIMER

## 23.5.3 LETIMERn\_STATUS - Status Register

Offset	Bit Position																																
0x008	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	0
Reset																									R	0	0						
Access																									R	0	0						
Name																									RUNNING	0	0						

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	RUNNING	0	R	<b>LETIMER Running</b>
				Set when LETIMER is running.

### 23.5.4 LETIMERn\_CNT - Counter Value Register

Offset	Bit Position																															
0x00C	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																	0x0000															
Access																	RWH															
Name																	CNT															

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	CNT	0x0000	RWH	<b>Counter Value</b>  Use to read the current value of the LETIMER.

### 23.5.5 LETIMERn\_COMP0 - Compare Value Register 0 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x010	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																	0x0000															
Access																	RW															
Name																	COMP0															

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	COMP0	0x0000	RW	<b>Compare Value 0</b>  Compare and optionally top value for LETIMER

### 23.5.6 LETIMERn\_COMP1 - Compare Value Register 1 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x014	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x0000
Access																									RW
Name																									COMP1

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	COMP1	0x0000	RW	<b>Compare Value 1</b>  Compare and optionally buffered top value for LETIMER

### 23.5.7 LETIMERn\_REPEAT0 - Repeat Counter Register 0 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								0							
0x018	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																									0x00							
Access																									RW							
Name																									REP0							

Bit	Name	Reset	Access	Description
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
7:0	REP0	0x00	RW	<b>Repeat Counter 0</b>  Optional repeat counter.

### 23.5.8 LETIMERn\_REPEAT1 - Repeat Counter Register 1 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							0								
0x01C	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																									0x00							
Access																									RW							
Name																									REP1							

Bit	Name	Reset	Access	Description
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

Bit	Name	Reset	Access	Description
7:0	REP1	0x00	RW	<b>Repeat Counter 1</b> Optional repeat counter or buffer for REP0

### 23.5.9 LETIMERn\_IF - Interrupt Flag Register

Offset	Bit Position																												
0x020	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		
Reset																										R	0	4	
Access																										R	0	3	
Name																										UF	R	0	2

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	REP1	0	R	<b>Repeat Counter 1 Interrupt Flag</b> Set when repeat counter 1 reaches zero.
3	REP0	0	R	<b>Repeat Counter 0 Interrupt Flag</b> Set when repeat counter 0 reaches zero or when the REP1 interrupt flag is loaded into the REP0 interrupt flag.
2	UF	0	R	<b>Underflow Interrupt Flag</b> Set on LETIMER underflow.
1	COMP1	0	R	<b>Compare Match 1 Interrupt Flag</b> Set when LETIMER reaches the value of COMP1
0	COMP0	0	R	<b>Compare Match 0 Interrupt Flag</b> Set when LETIMER reaches the value of COMP0

### 23.5.10 LETIMERn\_IFS - Interrupt Flag Set Register

Offset	Bit Position																												
0x024	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		
Reset																										W1	0	4	
Access																										W1	0	3	
Name																										UF	W1	0	2

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	REP1	0	W1	<b>Set Repeat Counter 1 Interrupt Flag</b> Write to 1 to set the REP1 interrupt flag.
3	REP0	0	W1	<b>Set Repeat Counter 0 Interrupt Flag</b> Write to 1 to set the REP0 interrupt flag.
2	UF	0	W1	<b>Set Underflow Interrupt Flag</b> Write to 1 to set the UF interrupt flag.

Bit	Name	Reset	Access	Description
1	COMP1	0	W1	<b>Set Compare Match 1 Interrupt Flag</b> Write to 1 to set the COMP1 interrupt flag.
0	COMP0	0	W1	<b>Set Compare Match 0 Interrupt Flag</b> Write to 1 to set the COMP0 interrupt flag.

### 23.5.11 LETIMERn\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																
0x028	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																												0	0	0	0	0	0
Access																												W1	W1	W1	W1	W1	W1
Name																												REP1	REP0	UF	COMP1	COMP0	COMP0

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	REP1	0	W1	<b>Clear Repeat Counter 1 Interrupt Flag</b> Write to 1 to clear the REP1 interrupt flag.
3	REP0	0	W1	<b>Clear Repeat Counter 0 Interrupt Flag</b> Write to 1 to clear the REP0 interrupt flag.
2	UF	0	W1	<b>Clear Underflow Interrupt Flag</b> Write to 1 to clear the UF interrupt flag.
1	COMP1	0	W1	<b>Clear Compare Match 1 Interrupt Flag</b> Write to 1 to clear the COMP1 interrupt flag.
0	COMP0	0	W1	<b>Clear Compare Match 0 Interrupt Flag</b> Write to 1 to clear the COMP0 interrupt flag.

### 23.5.12 LETIMERn\_IEN - Interrupt Enable Register

Offset	Bit Position																																
0x02C	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																												RW	0	RW	RW	RW	RW
Access																												UF	COMP1	COMP0	COMP0	COMP0	COMP0
Name																												REP1	REP0	UF	COMP1	COMP0	COMP0

Bit	Name	Reset	Access	Description
31:5	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
4	REP1	0	RW	<b>Repeat Counter 1 Interrupt Enable</b> Set to enable interrupt on the REP1 interrupt flag.
3	REP0	0	RW	<b>Repeat Counter 0 Interrupt Enable</b> Set to enable interrupt on the REP0 interrupt flag.

Bit	Name	Reset	Access	Description
2	UF	0	RW	<b>Underflow Interrupt Enable</b> Set to enable interrupt on the UF interrupt flag.
1	COMP1	0	RW	<b>Compare Match 1 Interrupt Enable</b> Set to enable interrupt on the COMP1 interrupt flag.
0	COMP0	0	RW	<b>Compare Match 0 Interrupt Enable</b> Set to enable interrupt on the COMP0 interrupt flag.

### 23.5.13 LETIMERn\_FREEZE - Freeze Register

Offset	Bit Position																																	
0x030	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																																		
Access																																		
Name																																		

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	REGFREEZE	0	RW	<b>Register Update Freeze</b> With the immediate write synchronization scheme the REGFREEZE register is no longer used.
Value		Mode	Description	
0		UPDATE	Each write access to a LETIMER register is updated into the Low Frequency domain as soon as possible.	
1		FREEZE	The LETIMER is not updated with the new written value.	

### 23.5.14 LETIMERn\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																	
0x034	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																																		
Access																																		
Name																																		

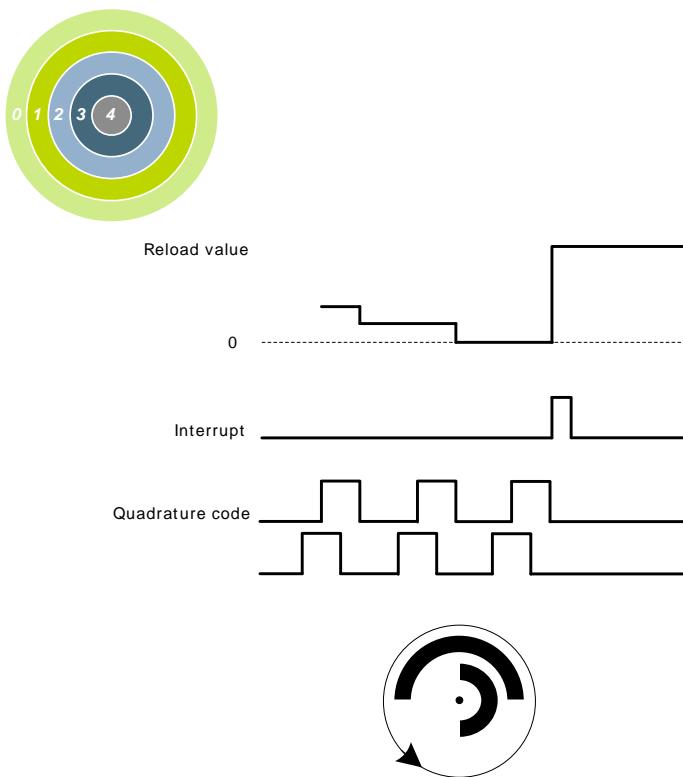
Bit	Name	Reset	Access	Description
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	REP1	0	R	<b>LETIMERn_REPO1 Register Busy</b> Set when the value written to LETIMERn_REPO1 is being synchronized.
4	REP0	0	R	<b>LETIMERn_REPO0 Register Busy</b> Set when the value written to LETIMERn_REPO0 is being synchronized.
3	COMP1	0	R	<b>LETIMERn_COMP1 Register Busy</b> Set when the value written to LETIMERn_COMP1 is being synchronized.
2	COMP0	0	R	<b>LETIMERn_COMP0 Register Busy</b>

Bit	Name	Reset	Access	Description
Set when the value written to LETIMERn_COMP0 is being synchronized.				
1	CMD	0	R	<b>LETIMERn_CMD Register Busy</b>
Set when the value written to LETIMERn_CMD is being synchronized.				
0	CTRL	0	R	<b>LETIMERn_CTRL Register Busy</b>
Set when the value written to LETIMERn_CTRL is being synchronized.				

## 23.5.15 LETIMERn\_ROUTE - I/O Routing Register

Bit	Name	Reset	Access	Description															
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
10:8	<b>LOCATION</b>	0x0	RW	<b>I/O Location</b>  Decides the location of the LETIMER I/O pins															
				<table border="1"> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> <tr> <td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr> <td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr> <td>2</td><td>LOC2</td><td>Location 2</td></tr> <tr> <td>3</td><td>LOC3</td><td>Location 3</td></tr> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2	3	LOC3	Location 3
Value	Mode	Description																	
0	LOC0	Location 0																	
1	LOC1	Location 1																	
2	LOC2	Location 2																	
3	LOC3	Location 3																	
7:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>															
1	<b>OUT1PEN</b>	0	RW	<b>Output 1 Pin Enable</b>  When set, output 1 of the LETIMER is enabled															
				<table border="1"> <tr> <th>Value</th><th>Description</th></tr> <tr> <td>0</td><td>The LETn_O1 pin is disabled</td></tr> <tr> <td>1</td><td>The LETn_O1 pin is enabled</td></tr> </table>	Value	Description	0	The LETn_O1 pin is disabled	1	The LETn_O1 pin is enabled									
Value	Description																		
0	The LETn_O1 pin is disabled																		
1	The LETn_O1 pin is enabled																		
0	<b>OUT0PEN</b>	0	RW	<b>Output 0 Pin Enable</b>  When set, output 0 of the LETIMER is enabled															
				<table border="1"> <tr> <th>Value</th><th>Description</th></tr> <tr> <td>0</td><td>The LETn_O0 pin is disabled</td></tr> <tr> <td>1</td><td>The LETn_O0 pin is enabled</td></tr> </table>	Value	Description	0	The LETn_O0 pin is disabled	1	The LETn_O0 pin is enabled									
Value	Description																		
0	The LETn_O0 pin is disabled																		
1	The LETn_O0 pin is enabled																		

## 24 PCNT - Pulse Counter



### Quick Facts

#### What?

The Pulse Counter (PCNT) decodes incoming pulses. The module has a quadrature mode which may be used to decode the speed and direction of a mechanical shaft. PCNT can operate in EM0-EM3.

#### Why?

The PCNT generates an interrupt after a specific number of pulses (or rotations), eliminating the need for timing- or I/O interrupts and CPU processing to measure pulse widths, etc.

#### How?

PCNT uses the LFACLK or may be externally clocked from a pin. The module incorporates an 8/16-bit up/down-counter to keep track of incoming pulses or rotations.

### 24.1 Introduction

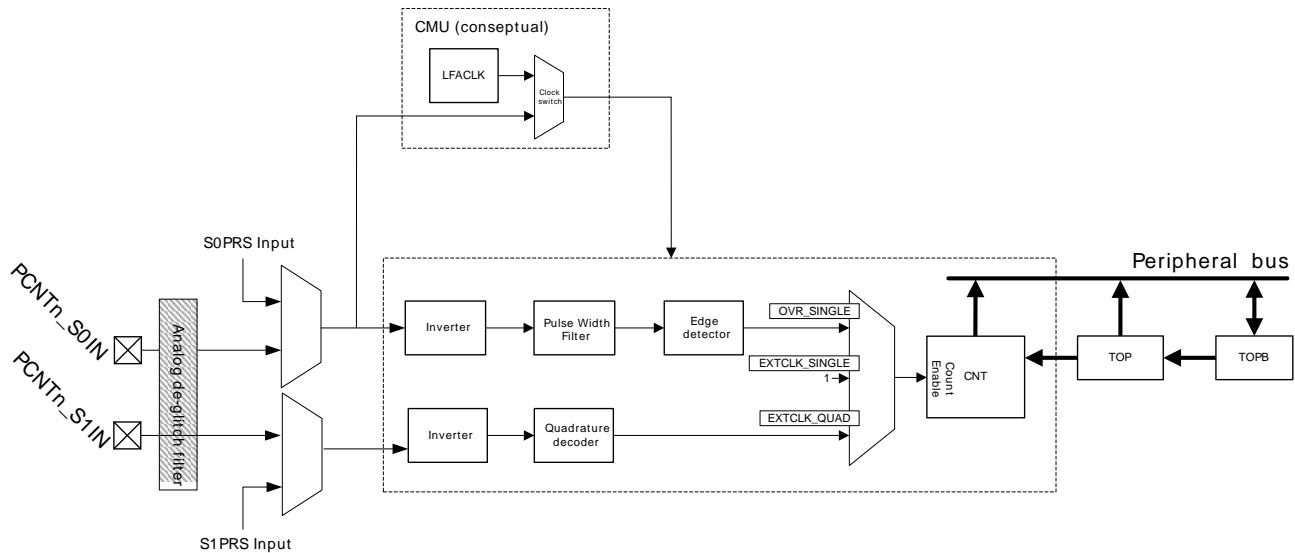
The Pulse Counter (PCNT) can be used for counting incoming pulses on a single input or to decode quadrature encoded inputs. It can run from the internal LFACLK (EM0-EM2) while counting pulses on the PCNTn\_S0IN pin or using this pin as an external clock source (EM0-EM3) that runs both the PCNT counter and register access.

### 24.2 Features

- 16/8-bit counter with reload register
- Single input oversampling up/down counter mode (EM0-EM2)
- Externally clocked single input pulse up/down counter mode (EM0-EM3)
- Externally clocked quadrature decoder mode (EM0-EM3)
- Interrupt on counter underflow and overflow
- Interrupt when a direction change is detected (quadrature decoder mode only)
- Optional pulse width filter
- Optional input inversion/edge detect select
- PRS S0IN and S1IN input

### 24.3 Functional Description

An overview of the PCNT module is shown in Figure 24.1 (p. 602).

**Figure 24.1. PCNT Overview**

## 24.3.1 Pulse Counter Modes

The pulse counter can operate in single input oversampling mode (OVSSINGLE), externally clocked single input counter mode (EXTCLKSINGLE) and externally clocked quadrature decoder mode (EXTCLKQUAD). The following sections describe operation of each of the three modes and how they are enabled. Input timing constraints are described in Section 24.3.5 (p. 605) and Section 24.3.6 (p. 605).

### 24.3.1.1 Single Input Oversampling Mode

This mode is enabled by writing OVSSINGLE (0x1) to the MODE field in the PCNTn\_CTRL register and disabled by writing DISABLE (0x0) to the same field. LFACLK is configured from the registers in the Clock Management Unit (CMU), Chapter 11 (p. 126).

The optional pulse width filter is enabled by setting the FILT bit in the PCNTn\_CTRL register. Additionally, the PCNTn\_S0IN input may be inverted, so that falling edges are counted, by setting the EDGE bit in the PCNTn\_CTRL register.

If S1CDIR is cleared, PCNTn\_S0IN is the only observed input in this mode. The PCNTn\_S0IN input is sampled by the LFACLK and the number of detected positive or negative edges on PCNTn\_S0IN appears in PCNTn\_CNT. The counter may be configured to count down by setting the CNTDIR bit in PCNTn\_CTRL. Default is to count up.

The counting direction can also be controlled externally in this mode by setting S1CDIR in PCNTn\_CTRL. This will make the input value on PCNTn\_S1IN decide the direction counted on a PCNTn\_S0IN edge. If PCNTn\_S1IN is high, the count is done according to CNTDIR in PCNTn\_CTRL. If low, the count direction is opposite.

### 24.3.1.2 Externally Clocked Single Input Counter Mode

This mode is enabled by writing EXTCLKSINGLE (0x2) to the MODE field in the PCNTn\_CTRL register and disabled by writing DISABLE (0x0) to the same field. The external pin clock source must be configured from the registers in the CMU (Chapter 11 (p. 126)).

Positive edges on PCNTn\_S0IN are used to clock the counter. Similar to the oversampled mode, PCNTn\_S1IN is used to determine the count direction if S1CDIR in PCNTn\_CTRL is set. If not, CNTDIR in PCNTn\_CTRL solely defines count direction. As the LFACLK is not used in this mode, the PCNT module can operate in EM3.

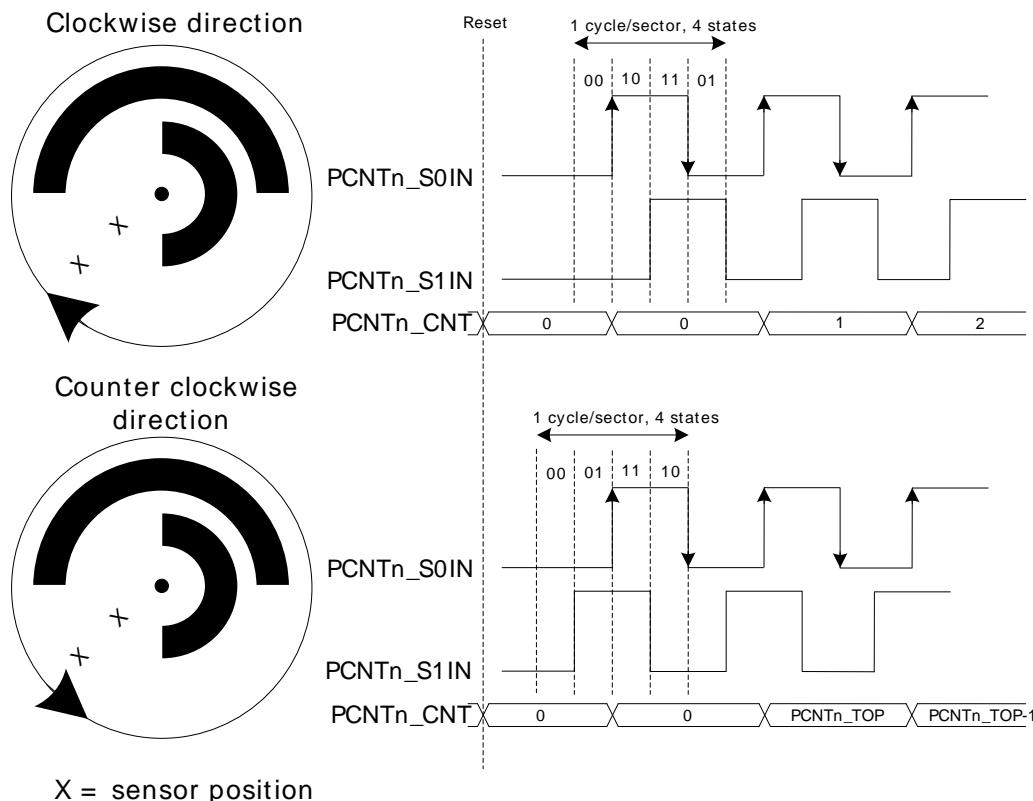
The digital pulse width filter is not available in this mode. The analog de-glitch filter in the GPIO pads is capable of removing some unwanted noise. However, this mode may be susceptible to spikes and unintended pulses from devices such as mechanical switches, and is therefore most suited to take input from electronic sensors etc. that generate single wire pulses.

#### 24.3.1.3 Externally Clocked Quadrature Decoder Mode

This mode is enabled by writing EXTCLKQUAD (0x3) to the MODE field in PCNTn\_CTRL and disabled by writing DISABLE (0x0) to the same field. The external pin clock source must be configured from the registers in the CMU, (Chapter 11 (p. 126) ).

Both edges on PCNTn\_S0IN pin are used to sample PCNTn\_S1IN pin to decode the quadrature code. Consequently, this mode does not depend on the internal LFACLK and may be operated in EM3. A quadrature coded signal contains information about the relative speed and direction of a rotating shaft as illustrated by Figure 24.2 (p. 603) , hence the direction of the counter register PCNTn\_CNT is controlled automatically.

**Figure 24.2. PCNT Quadrature Coding**



If PCNTn\_S0IN leads PCNTn\_S1IN in phase, the direction is clockwise, and if it lags in phase the direction is counter-clockwise. Although the direction is automatically detected, the detected direction may be inverted by writing 1 to the EDGE bit in the PCNTn\_CTRL register. Default behavior is illustrated by Figure 24.2 (p. 603) .

The counter direction may be read from the DIR bit in the PCNTn\_STATUS register. Additionally, the DIRCNG interrupt in the PCNTn\_IF register is generated when a direction change is detected. When a change is detected, the DIR bit in the PCNTn\_STATUS register must be read to determine the current new direction.

##### Note

The sector disc illustrated in the figure may be finer grained in some systems. Typically, they may generate 2-4 PCNTn\_S0IN wave periods per 360° rotation.

The direction of the quadrature code and control of the counter is generated by the simple binary function outlined by Table 24.1 (p. 604). Note that this function also filters some invalid inputs that may occur when the shaft changes direction or temporarily toggles direction.

**Table 24.1. PCNT QUAD Mode Counter Control Function**

Inputs		Control/Status	
S1IN posedge	S1IN negedge	Count Enable	CNTDIR status bit
0	0	0	0
0	1	1	0
1	0	1	1
1	1	0	0

#### Note

PCNTn\_S1IN is sampled on both edges of PCNTn\_S0IN.

### 24.3.2 Hysteresis

By default the pulse counter wraps to 0 when passing the configured top value, and wraps to the top value when counting down from 0. On these events, a system will likely want to wake up to store and track the overflow count. This is fine if the pulse counter is tracking a monotonic value or a value that does not change directions frequently. If you have the latter however, and the counter changes directions around the overflow/underflow point, the system will have to wake up a lot to keep track of the rotations, causing high current consumptions

To solve this, the pulse counter has a way of introducing hysteresis to the counter. When HYST in PCNTn\_CTRL is set, the pulse counter will always wrap to TOP/2 on underflows and overflows. This takes the counter away from the area where it might overflow or underflow, removing the problem.

Given a starting value of 0 for the counter, the absolute count value when hysteresis is enabled can be calculated with the equations Equation 24.1 (p. 604) or Equation 24.2 (p. 604), depending on whether the TOP value is even or odd.

#### Absolute position with hysteresis and even TOP value

$$CNT_{abs} = CNT - UF_{CNT} \times (TOP/2+1) + OF_{CNT} \times (TOP/2+1) \quad (24.1)$$

#### Absolute position with hysteresis and odd TOP value

$$CNT_{abs} = CNT - UF_{CNT} \times (TOP/2+1) + OF_{CNT} \times (TOP/2+2) \quad (24.2)$$

### 24.3.3 Auxillary counter

To be able to keep explicit track of counting in one direction in addition to the regular counter which counts both up and down, the auxillary counter can be used. The pulse counter can for instance be configured to keep track of the absolute rotation of the wheel, and at the same time the auxillary counter kan keep track of how much the wheel has reversed.

The auxillary counter is enabled by configuring AUXCNTEV in PCNTn\_CTRL. It will always count up, but it can be configured whether it should count up on up-events, down-events or both, keeping track of rotation either way or general movement. The value of the auxillary counter can be read from the PCNTn\_AUXCNT register.

Overflows on the auxillary counter happen when the auxillary counter passes the top value of the pulse counter, configured in PCNTn\_TOP. In that event, the AUXOF interrupt flag is set, and the auxillary counter wraps to 0.

As the auxillary counter, the main counter can be configured to count only on certain events. This is done through CNTEV in PCNTn\_CTRL, and it is possible like for the auxillary counter, to make the main counter count on only up and down events. The difference between the counters is that where the auxillary counter will only count up, the main counter will count up or down depending on the direction of the count event.

#### 24.3.4 Register Access

The counter-clock domain may be clocked externally. To update the counter-clock domain registers from software in this mode, 2-3 clock pulses on the external clock are needed to synchronize accesses to the externally clocked domain. Clock source switching is controlled from the registers in the CMU (Chapter 11 (p. 126) ).

When the RSTEN bit in the PCNTn\_CTRL register is set to 1, the PCNT clock domain is asynchronously held in reset. The reset is synchronously released two PCNT clock edges after the RSTEN bit in the PCNTn\_CTRL register is cleared by software. This asynchronous reset restores the reset values in PCNTn\_TOP, PCNTn\_CNT and other control registers in the PCNT clock domain.

Since this module is a Low Energy Peripheral, and runs off a clock which is asynchronous to the HFCORECLK, special considerations must be taken when accessing registers. Please refer to Section 5.3 (p. 20) for a description on how to perform register accesses to Low Energy Peripherals.

**Note**

PCNTn\_TOP and PCNTn\_CNT are read-only registers. When writing to PCNTn\_TOPB, make sure that the counter value, PCNTn\_CNT, can not exceed the value written to PCNTn\_TOPB within two clock cycles.

#### 24.3.5 Clock Sources

The 32 kHz LFACLK is one of two possible clock sources. The clock select register is described in Chapter 11 (p. 126) . The default clock source is the LFACLK.

This PCNT module may also use PCNTn\_S0IN as an external clock to clock the counter (EXTCLKSINGLE mode) and to sample PCNTn\_S1IN (EXTCLKQUAD mode). Setup, hold and max frequency constraints for PCNTn\_S0IN and PCNTn\_S1IN for these modes are specified in the device datasheet.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0, in addition to the module clock.

**Note**

PCNT Clock Domain Reset, RSTEN, should be set when changing clock source for PCNT. If changing to an external clock source, the clock pin has to be enabled as input prior to deasserting RSTEN. Changing clock source without asserting RSTEN results in undefined behaviour.

#### 24.3.6 Input Filter

An optional pulse width filter is available in OVSSINGLE mode. The filter is enabled by writing 1 to the FILT bit in the PCNTn\_CTRL register. When enabled, the high and low periods of PCNTn\_S0IN must be stable for 5 consecutive clock cycles before the edge is passed to the edge detector.

In EXTCLKSINGLE and EXTCLKQUAD mode, there is no digital pulse width filter available.

#### 24.3.7 Edge Polarity

The edge polarity can be set by configuring the EDGE bit in the PCNTn\_CTRL register. When this bit is cleared, the pulse counter counts positive edges in OVSSINGLE mode and negative edges if the bit is set.

In EXTCLKQUAD mode, the EDGE bit in PCNTn\_CTRL inverts the direction of the counter (which is automatically detected).

#### Note

The EDGE bit in PCNTn\_CTRL has no effect in EXTCLKSINGLE mode.

### 24.3.8 PRS S0IN and S1IN Input

It is possible to receive input from PRS on both S0IN and S1IN by setting S0PRSEN or S1PRSEN in PCNTn\_INPUT. The PRS channel used can be selected using S0PRSSEL in PCNTn\_INPUT.

### 24.3.9 Interrupts

The interrupt generated by PCNT uses the PCNTn\_INT interrupt vector. Software must read the PCNTn\_IF register to determine which module interrupt that generated the vector invocation.

#### 24.3.9.1 Underflow and Overflow Interrupts

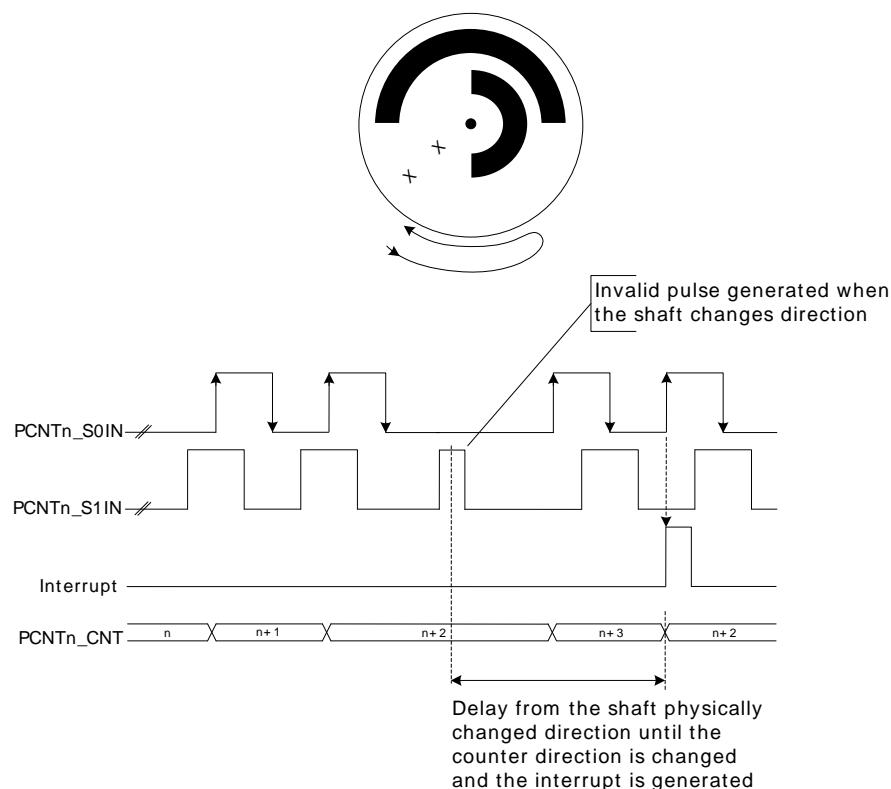
The underflow interrupt flag (UF) is set when the counter counts down from 0. I.e. when the value of the counter is 0 and a new pulse is received. The PCNTn\_CNT register is loaded with the PCNTn\_TOP value after this event.

The overflow interrupt flag (OF) is set when the counter counts up from the PCNTn\_TOP (reload) value. I.e. if PCNTn\_CNT = PCNTn\_TOP and a new pulse is received. The PCNTn\_CNT register is loaded with the value 0 after this event.

#### 24.3.9.2 Direction Change Interrupt

The PCNTn\_PCNT module sets the DIRCNG interrupt flag (PCNTn\_IF register) when the direction of the quadrature code changes. The behavior of this interrupt is illustrated by Figure 24.3 (p. 606) .

**Figure 24.3. PCNT Direction Change Interrupt (DIRCNG) Generation**



## 24.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	PCNTn_CTRL	RW	Control Register
0x004	PCNTn_CMD	W1	Command Register
0x008	PCNTn_STATUS	R	Status Register
0x00C	PCNTn_CNT	R	Counter Value Register
0x010	PCNTn_TOP	R	Top Value Register
0x014	PCNTn_TOPB	RW	Top Value Buffer Register
0x018	PCNTn_IF	R	Interrupt Flag Register
0x01C	PCNTn_IFS	W1	Interrupt Flag Set Register
0x020	PCNTn_IFC	W1	Interrupt Flag Clear Register
0x024	PCNTn_IEN	RW	Interrupt Enable Register
0x028	PCNTn_ROUTE	RW	I/O Routing Register
0x02C	PCNTn_FREEZE	RW	Freeze Register
0x030	PCNTn_SYNCBUSY	R	Synchronization Busy Register
0x038	PCNTn_AUXCNT	RWH	Auxillary Counter Value Register
0x03C	PCNTn_INPUT	RW	PCNT Input Register

## 24.5 Register Description

### 24.5.1 PCNTn\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position															
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset															15	14
Access															13	12
Name															11	10
															CNTEV	0x0
															S1CDIR	0
															HYST	0
																7
																6
															RSTEN	0
															FILT	0
															EDGE	0
															CNTDIR	0
															MODE	0

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:14	AUXCNTEV	0x0	RW	<b>Controls when the auxillary counter counts</b>
				Selects whether the auxillary counter responds to up-count events, down-count events or both
	Value	Mode		Description
	0	NONE		Never counts
	1	UP		Counts up on up-count events
	2	DOWN		Counts up on down-count events
	3	BOTH		Counts up on both up-count and down-count events
13:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
11:10	CNTEV	0x0	RW	<b>Controls when the counter counts</b>
				Selects whether the regular counter responds to up-count events, down-count events or both

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	BOTH		Counts up on up-count and down on down-count events
	1	UP		Only counts up on up-count events
	2	DOWN		Only counts down on down-count events
	3	NONE		Never counts
9	S1CDIR	0	RW	<b>Count direction determined by S1</b>
				S1 gives the direction of counting when in the OVSSINGLE or EXTCLKSINGLE modes. When S1 is high, the count direction is given by CNTDIR, and when S1 is low, the count direction is the opposite
8	HYST	0	RW	<b>Enable Hysteresis</b>
				When hysteresis is enabled, the PCNT will always overflow and underflow to TOP/2.
7:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
5	RSTEN	0	RW	<b>Enable PCNT Clock Domain Reset</b>
				The PCNT clock domain is asynchronously held in reset when this bit is set. The reset is synchronously released two PCNT clock edges after this bit is cleared. If external clock used the reset should be performed by setting and clearing the bit without pending for SYNCBUSY bit.
4	FILT	0	RW	<b>Enable Digital Pulse Width Filter</b>
				The filter passes all high and low periods that are at least 5 clock cycles long. This filter is only available in OVSSINGLE mode.
3	EDGE	0	RW	<b>Edge Select</b>
				Determines the polarity of the incoming edges. This bit should be written when PCNT is in DISABLE mode, otherwise the behavior is unpredictable. This bit is ignored in EXTCLKSINGLE mode.
	Value	Mode		Description
	0	POS		Positive edges on the PCNTn_S0IN inputs are counted in OVSSINGLE mode.
	1	NEG		Negative edges on the PCNTn_S0IN inputs are counted in OVSSINGLE mode, and the counter direction is inverted in EXTCLKQUAD mode.
2	CNTDIR	0	RW	<b>Non-Quadrature Mode Counter Direction Control</b>
				The direction of the counter must be set in the OVSSINGLE and EXTCLKSINGLE modes. This bit is ignored in EXTCLKQUAD mode as the direction is automatically detected.
	Value	Mode		Description
	0	UP		Up counter mode
	1	DOWN		Down counter mode
1:0	MODE	0x0	RW	<b>Mode Select</b>
				Selects the mode of operation. The corresponding clock source must be selected from the CMU.
	Value	Mode		Description
	0	DISABLE		The module is disabled
	1	OVSSINGLE		Single input LFACLK oversampling mode (available in EM0-EM2)
	2	EXTCLKSINGLE		Externally clocked single input counter mode (available in EM0-EM3)
	3	EXTCLKQUAD		Externally clocked quadrature decoder mode (available in EM0-EM3)

## 24.5.2 PCNTn\_CMD - Command Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x004	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																															0	0	0
Access																															W1	W1	
Name																															LTOPBIM	LCNTIM	

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	LTOPBIM	0	W1	<b>Load TOPB Immediately</b>  This bit has no effect since TOPB is not buffered and it is loaded directly into TOP.
0	LCNTIM	0	W1	<b>Load CNT Immediately</b>  Load PCNTn_TOP into PCNTn_CNT on the next counter clock cycle.

### **24.5.3 PCNTn\_STATUS - Status Register**

Bit	Name	Reset	Access	Description									
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
0	DIR	0	R	<b>Current Counter Direction</b>									
Current direction status of the counter. This bit is valid in EXTCLKQUAD mode only.													
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>UP</td><td>Up counter mode (clockwise in EXTCLKQUAD mode with the NEDGE bit in PCNTn_CTRL set to 0)</td></tr> <tr> <td>1</td><td>DOWN</td><td>Down counter mode</td></tr> </tbody> </table>					Value	Mode	Description	0	UP	Up counter mode (clockwise in EXTCLKQUAD mode with the NEDGE bit in PCNTn_CTRL set to 0)	1	DOWN	Down counter mode
Value	Mode	Description											
0	UP	Up counter mode (clockwise in EXTCLKQUAD mode with the NEDGE bit in PCNTn_CTRL set to 0)											
1	DOWN	Down counter mode											

## 24.5.4 PCNTn\_CNT - Counter Value Register

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	CNT	0x0000	R	<b>Counter Value</b>  Gives read access to the counter.

## 24.5.5 PCNTn\_TOP - Top Value Register

Offset	Bit Position																															
0x010	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																	0x00FF															
Access																	R															
Name																	TOP															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	TOP	0x00FF	R	<b>Counter Top Value</b>  When counting down, this value is reloaded into PCNTn_CNT when counting past 0. When counting up, 0 is written to the PCNTn_CNT register when counting past this value.

## 24.5.6 PCNTn\_TOPB - Top Value Buffer Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x014	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																	0x00FF															
Access																	RW															
Name																	TOPB															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	TOPB	0x00FF	RW	<b>Counter Top Buffer</b>  Loaded automatically to TOP when written.

## 24.5.7 PCNTn\_IF - Interrupt Flag Register

Offset	Bit Position																															
0x018	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																	0															
Access																	R															
Name																	AUXOF DIRCNG OF UF															

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3	AUXOF	0	R	<b>Overflow Interrupt Read Flag</b> Set when an Auxillary CNT overflow occurs
2	DIRCNG	0	R	<b>Direction Change Detect Interrupt Flag</b> Set when the count direction changes. Set in EXTCLKQUAD mode only.
1	OF	0	R	<b>Overflow Interrupt Read Flag</b> Set when a CNT overflow occurs
0	UF	0	R	<b>Underflow Interrupt Read Flag</b> Set when a CNT underflow occurs

#### 24.5.8 PCNTn\_IFS - Interrupt Flag Set Register

Offset	Bit Position																											
Reset	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
Access																												
Name																		AUXOF	W1	0	3							
																		DIRCNG	W1	0	2							
																		OF	W1	0	1							
																		UF	W1	0	0							

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3	AUXOF	0	W1	<b>Auxillary Overflow Interrupt Set</b> Write to 1 to set the auxillary overflow interrupt flag
2	DIRCNG	0	W1	<b>Direction Change Detect Interrupt Set</b> Write to 1 to set the direction change interrupt flag
1	OF	0	W1	<b>Overflow Interrupt Set</b> Write to 1 to set the overflow interrupt flag
0	UF	0	W1	<b>Underflow interrupt set</b> Write to 1 to set the underflow interrupt flag

## 24.5.9 PCNTn\_IFC - Interrupt Flag Clear Register

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3	AUXOF	0	W1	<b>Auxillary Overflow Interrupt Clear</b>

Bit	Name	Reset	Access	Description
Write to 1 to clear the auxillary overflow interrupt flag				
2	DIRCNG	0	W1	<b>Direction Change Detect Interrupt Clear</b>
Write to 1 to clear the direction change detect interrupt flag				
1	OF	0	W1	<b>Overflow Interrupt Clear</b>
Write to 1 to clear the overflow interrupt flag				
0	UF	0	W1	<b>Underflow Interrupt Clear</b>
Write to 1 to clear the underflow interrupt flag				

#### 24.5.10 PCNTn\_IEN - Interrupt Enable Register

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3	AUXOF	0	RW	<b>Auxillary Overflow Interrupt Enable</b>
	Enable the auxillary overflow interrupt			
2	DIRCNG	0	RW	<b>Direction Change Detect Interrupt Enable</b>
	Enable the direction change detect interrupt.			
1	OF	0	RW	<b>Overflow Interrupt Enable</b>
	Enable the overflow interrupt			
0	UF	0	RW	<b>Underflow Interrupt Enable</b>
	Enable the underflow interrupt			

## 24.5.11 PCNTn\_ROUTE - I/O Routing Register

Bit	Name	Reset	Access	Description
31:11	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
10:8	LOCATION	0x0	RW	<b>I/O Location</b>  Defines the location of the PCNT input pins. E.g. PCNTn_S0#0, #1 or #2.

Bit	Name	Reset	Access	Description
	Value	Mode		Description
1	LOC1			Location 1
2	LOC2			Location 2
3	LOC3			Location 3
7:0	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

## 24.5.12 PCNTn\_FREEZE - Freeze Register

Offset	Bit Position																																			
0x02C	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																																				
Access																																			RW	0
Name																																			REGFREEZE	

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	REGFREEZE	0	RW	<b>Register Update Freeze</b>
				When set, the update of the PCNT clock domain is postponed until this bit is cleared. Use this bit to update several registers simultaneously.
	Value	Mode		Description
	0	UPDATE		Each write access to a PCNT register is updated into the Low Frequency domain as soon as possible.
	1	FREEZE		The PCNT clock domain is not updated with the new written value.

## 24.5.13 PCNTn\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																			
0x030	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	TOPB	0					
Reset																																			CMD	0
Access																																			CTRL	0
Name																																				

Bit	Name	Reset	Access	Description
31:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	TOPB	0	R	<b>PCNTn_TOPB Register Busy</b>
				Set when the value written to PCNTn_TOPB is being synchronized.
1	CMD	0	R	<b>PCNTn_CMD Register Busy</b>
				Set when the value written to PCNTn_CMD is being synchronized.
0	CTRL	0	R	<b>PCNTn_CTRL Register Busy</b>
				Set when the value written to PCNTn_CTRL is being synchronized.

## 24.5.14 PCNTn\_AUXCNT - Auxillary Counter Value Register

Offset	Bit Position																															
0x038	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																	0x0000															
Access																	RWH															
Name																	AUXCNT															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	AUXCNT	0x0000	RWH	<b>Auxillary Counter Value</b>  Gives read access to the auxillary counter.

## 24.5.15 PCNTn\_INPUT - PCNT Input Register

Offset	Bit Position																																		
0x03C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	S1PRSEN	RW	0	10	9	8	7	6	5	4	3	2	1	0
Reset																	RW																		
Access																	RW																		
Name																	S1PRSSEL																		

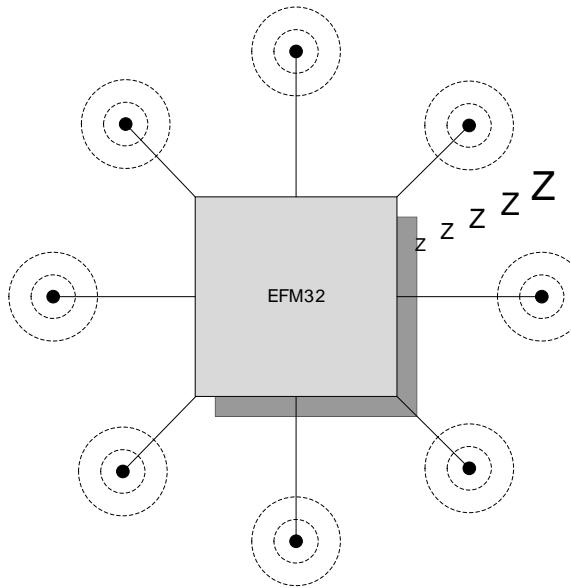
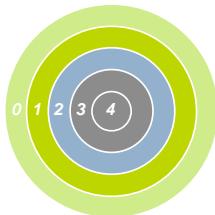
Bit	Name	Reset	Access	Description
31:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
10	S1PRSEN	0	RW	<b>S1IN PRS Enable</b>  When set, the PRS channel is selected as input to S1IN.
9:6	S1PRSSEL	0x0	RW	<b>S1IN PRS Channel Select</b>  Select PRS channel as input to S1IN.

Value	Mode	Description
0	PRSCH0	PRS Channel 0 selected
1	PRSCH1	PRS Channel 1 selected
2	PRSCH2	PRS Channel 2 selected
3	PRSCH3	PRS Channel 3 selected
4	PRSCH4	PRS Channel 4 selected
5	PRSCH5	PRS Channel 5 selected
6	PRSCH6	PRS Channel 6 selected
7	PRSCH7	PRS Channel 7 selected
8	PRSCH8	PRS Channel 8 selected
9	PRSCH9	PRS Channel 9 selected
10	PRSCH10	PRS Channel 10 selected
11	PRSCH11	PRS Channel 11 selected

5	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
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Bit	Name	Reset	Access	Description																																							
4	S0PRSEN	0	RW	<b>S0IN PRS Enable</b>																																							
		When set, the PRS channel is selected as input to S0IN.																																									
3:0	S0PRSSEL	0x0	RW	<b>S0IN PRS Channel Select</b>																																							
		Select PRS channel as input to S0IN.																																									
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS Channel 8 selected</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS Channel 9 selected</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS Channel 10 selected</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS Channel 11 selected</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected	1	PRSCH1	PRS Channel 1 selected	2	PRSCH2	PRS Channel 2 selected	3	PRSCH3	PRS Channel 3 selected	4	PRSCH4	PRS Channel 4 selected	5	PRSCH5	PRS Channel 5 selected	6	PRSCH6	PRS Channel 6 selected	7	PRSCH7	PRS Channel 7 selected	8	PRSCH8	PRS Channel 8 selected	9	PRSCH9	PRS Channel 9 selected	10	PRSCH10	PRS Channel 10 selected	11	PRSCH11	PRS Channel 11 selected
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# 25 LESENSE - Low Energy Sensor Interface



## Quick Facts

### What?

LESENSE is a low energy sensor interface capable of autonomously collecting and processing data from multiple sensors even when in EM2. Flexible configuration makes LESENSE a versatile sensor interface compatible with a wide range of sensors and measurement schemes.

### Why?

Capability to autonomously monitor sensors allows the EFM32LG to reside in a low energy mode for long periods of time while keeping track of sensor status and sensor events.

### How?

LESENSE is highly configurable and is capable of collecting data from a wide range of sensor types. Once the data is collected, the programmable state machine, LESENSE decoder, is capable of processing sensor data without CPU intervention. A large result buffer allows the chip to remain in EM2 for long periods of time while autonomously collecting data.

## 25.1 Introduction

LESENSE is a low energy sensor interface which utilizes on-chip peripherals to perform measurement of a configurable set of sensors. The results from sensor measurements can be processed by the LESENSE decoder, which is a configurable state machine with up to 16 states. The results can also be stored in a result buffer to be collected by CPU or DMA for further processing.

LESENSE operates in EM2, in addition to EM1 and EM0, and can wake up the CPU on configurable events.

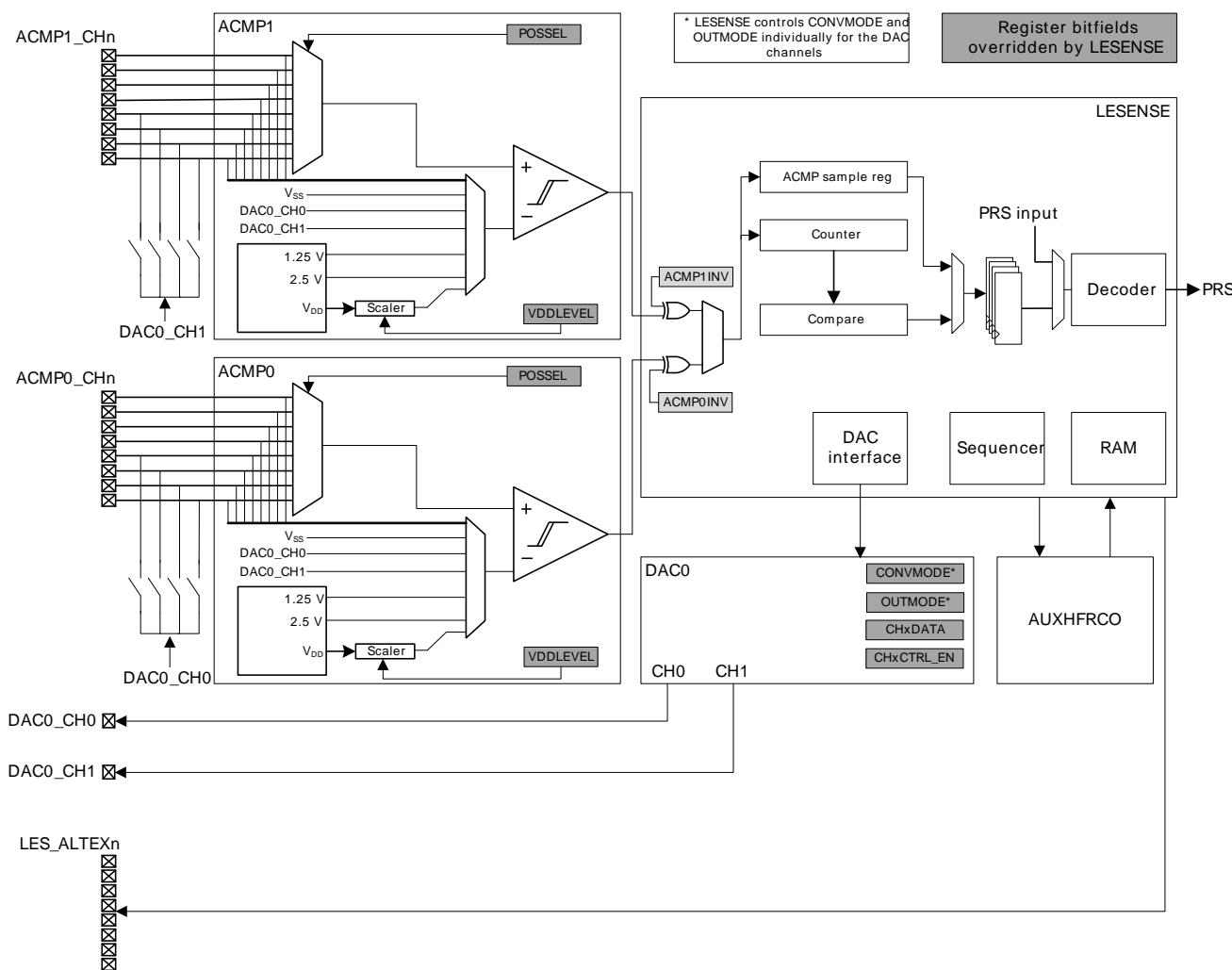
## 25.2 Features

- Up to 16 sensors
- Autonomous sensor monitoring in EM0, EM1, and EM2
- Highly configurable decoding of sensor results
- Interrupt on sensor events
- Configurable enable signals to external sensors
- Circular buffer for storage of up to 16 sensor results.
- Support for multiple sensor types
  - LC sensors
  - Capacitive sensing
  - General analog sensors

## 25.3 Functional description

LESENSE is a module capable of controlling on-chip peripherals in order to perform monitoring of different sensors with little or no CPU intervention. LESENSE uses the analog comparators, ACMP, for measurement of sensor signals. LESENSE can also control the DAC to generate accurate reference voltages. Figure 25.1 (p. 617) shows an overview of the LESENSE module. LESENSE consists of a sequencer, count and compare block, a decoder, and a RAM block used for configuration and result storage. The sequencer handles interaction with other peripherals as well as timing of sensor measurements. The count and compare block is used to count pulses from ACMP outputs before comparing with a configurable threshold. To autonomously analyze sensor results, the LESENSE decoder provides possibility to define a finite state machine with up to 16 states, and programmable actions upon state transitions. This allows the decoder to implement a wide range of decoding schemes, for instance quadrature decoding. A RAM block is used for storage of configuration and measurement results. This allows LESENSE to have a relatively large result buffer enabling the chip to remain in a low energy mode for long periods of time while collecting sensor data.

**Figure 25.1. LESENSE block diagram**



### 25.3.1 Channel configuration

LESENSE has 16 individually configurable channels, the first eight are mapped to the channels of ACMP0, while the last eight are mapped to the channels of ACMP1. Each LESENSE channel has its own set of configuration registers. Channel configuration is split into three registers; CHx\_TIMING, CHx\_INTERACT, and CHx\_EVAL. Individual timing for each sensor is configured in CHx\_TIMING, sensor interaction is configured in CHx\_INTERACT, and configurations regarding evaluation of the measurements are done in CHx\_EVAL. For improved readability, CHx\_CONF will be used to address

the channel configuration registers, CHx\_TIMING, CHx\_INTERACT, and CHx\_EVAL, throughout this chapter.

By default, the channel configuration registers are directly mapped to the channel number. Configuring SCANCONF in CTRL makes it possible to alter this mapping.

Configuring SCANCONF to INVMAP will make channels 0-7 use the channel configuration registers for channels 8-15, and vice versa. This feature allows an application to quickly and easily switch configuration set for the channels.

Setting SCANCONF to TOGGLE will make channel x alternate between using CH<sub>x</sub>\_CONF and CH<sub>x+8</sub>\_CONF. The configuration used is decided by the state of the corresponding bit in SCANRES. For instance, if channel 3 is performing a scan and bit 3 in SCANRES is set, CH<sub>11</sub>\_CONF will be used. Channels 8 through 15 will toggle between CH<sub>x</sub>\_CONF and CH<sub>x+8</sub>\_CONF. This mode provides an easy way for implementation of hysteresis on channel events as threshold values can be changed depending on sensor status.

Setting SCANCONF to DECDEF will make the state of the decoder define which scan configuration to be used. If the decoder state is at index 8 or higher, channel x will use CH<sub>x+8</sub>\_CONF, otherwise it will use CH<sub>x</sub> configuration. Similarly, channels 8 through 15 will use CH<sub>x</sub> configuration when decoder state index is less than 8 and CH<sub>x+8</sub>\_CONF when decoder state index is higher than 7. Allowing the decoder state to define which configuration to use, enables easy implementation of for instance hysteresis, as different threshold values can be used for the same channel, depending on the state of the application. Table 25.1 (p. 618) summarizes how channel configuration is selected for different setting of SCANCONF.

**Table 25.1. LESENSE scan configuration selection**

LESENSE channel x	SCANCONF						
	DIRMAP	INVMAP	TOGGLE		DECDEF		DECSTATE < 8
			SCANRES[n] = 0	SCANRES[n] = 1	DECSTATE >= 8		
0 <= x < 8	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	
8 <= x < 16	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	CH <sub>x</sub> _CONF	CH <sub>x+8</sub> _CONF	

Channels are enabled in the CHEN register, where bit x enables channel x. During a scan, all enabled channels are measured, starting with the lowest indexed channel. Figure 25.2 (p. 619) illustrates a scan sequence with channels 3, 5, and 9 enabled.

### 25.3.2 Scan sequence

LESENSE runs on LFACLK<sub>LESENSE</sub>, which is a prescaled version of LFACLK. The prescaling factor for LFACLK<sub>LESENSE</sub> is selected in the CMU, available prescaling factors are:

- DIV1: LFACLK<sub>LESENSE</sub> = LFACLK/1
- DIV2: LFACLK<sub>LESENSE</sub> = LFACLK/2
- DIV4: LFACLK<sub>LESENSE</sub> = LFACLK/4
- DIV8: LFACLK<sub>LESENSE</sub> = LFACLK/8

#### Note

LFACLK<sub>LESENSE</sub> should not exceed 50kHz.

All enabled channels are scanned each scan period. How a new scan is started is configured in the SCANMODE bit field in CTRL. If set to PERIODIC, the scan frequency is generated using a counter which

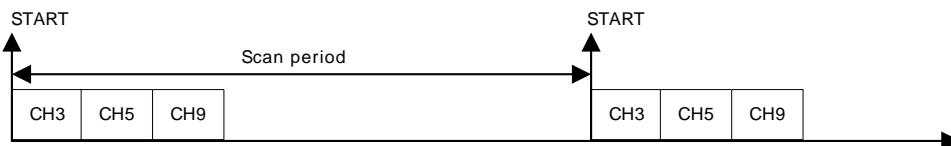
is clocked by LFACLK<sub>LESENSE</sub>. This counter has its own prescaler. This prescaling factor is configured in PCPRESC in TIMCTRL. A new scan sequence is started each time the counter reaches the top value, PCTOP. The scan frequency is calculated using Equation 25.1 (p. 619). If SCANMODE is set to ONESHOT, a single scan will be made when START in CMD is set. To start a new scan on a PRS event, set SCANMODE to PRS and configure PRS channel in PRSEL. The PRS start signal needs to be active for at least one LFACLK<sub>LESENSE</sub> cycle to make sure LESENSE is able to register it.

### Scan frequency

$$F_{\text{scan}} = \text{LFACLK}_{\text{LESENSE}} / ((1 + \text{PCTOP}) * 2^{\text{PCPRESC}}) \quad (25.1)$$

It is possible to interleave additional sensor measurements in between the periodic scans. Issuing a start command when LESENSE is idle will immediately start a new scan, without disrupting the frequency of the periodic scans. If the period counter overflows during the interleaved scan, the periodically scheduled scan will start immediately after the interleaved scan completes.

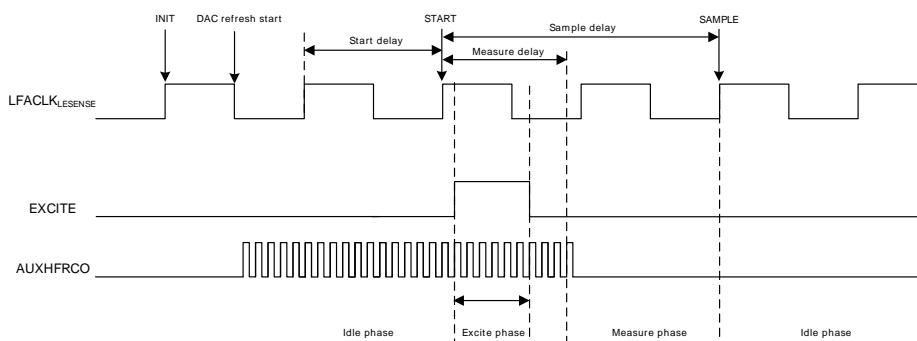
**Figure 25.2. Scan sequence**



### 25.3.3 Sensor timing

For each channel in the scan sequence, the LESENSE interface goes through three phases: Idle phase, excite phase, and measure phase. The durations of the excite and measure phases are configured in the CHx\_TIMING registers. Timing of the excite phase can be either a number of AUXHFRCO cycles or a number of LFACLK<sub>LESENSE</sub> cycles, depending on which one is selected in EXCLK. LESENSE includes two timers: A low frequency timer, running on LFACLK<sub>LESENSE</sub>, and a high frequency timer, running on AUXHFRCO. The low frequency timer can be prescaled by configuring LFPRESC in TIMCTRL, and the high frequency timer prescaling factor is configured in AXPRES in the same register. The duration of the measure phase is programmed via MEASUREDLY and SAMPLEDLY. The output of the ACMP will be inactive for MEASUREDLY EXCLK cycles after start of the sensor measurement. Sampling of the sensor will happen after SAMPLEDLY LFACLK<sub>LESENSE</sub>, or AUXHFRCO cycles, depending on the configuration of SAMPLECLK. Figure 25.3 (p. 619) depicts a sensor sequence where excitation and measure delay is timed using AUXHFRCO and the sample delay is timed using LFACLK<sub>LESENSE</sub>. The configurable measure- and sample delays enables LESENSE to easily define exact time windows for sensor measurements. A start delay can be inserted before sensor measurement begin by configuring STARTDLY in TIMCTRL. This delay can be used to ensure that the DAC is done and voltages have stabilized before sensor measurement begins.

**Figure 25.3. Timing diagram, short excitation**



## 25.3.4 Sensor interaction

Many sensor types require some type of excitation in order to work. LESENSE can generate a variety of sensor stimuli, both on the same pin as the measurement is to be made on, and on alternative pins.

By default, excitation is performed on the pin associated with the channel, i.e. excitation and sensor measurement is performed on the same pin. The mode of the pin during the excitation phase is configured in EXMODE in CHx\_INTERACT. The available modes during the excite phase are:

- DISABLED: The pin is disabled.
- HIGH: The pin is driven high.
- LOW: The pin is driven low.
- DACOUT: The pin is connected to the output of a DAC channel.

### Note

Excitation with DAC output is only available on channels 0, 1, 2, and 3 (DAC0\_CH0) and channels 12, 13, 14, and 15 (DAC0\_CH1).

If the DAC is in opamp-mode, setting EXMODE to DACOUT will result in excitation with output from the opamp.

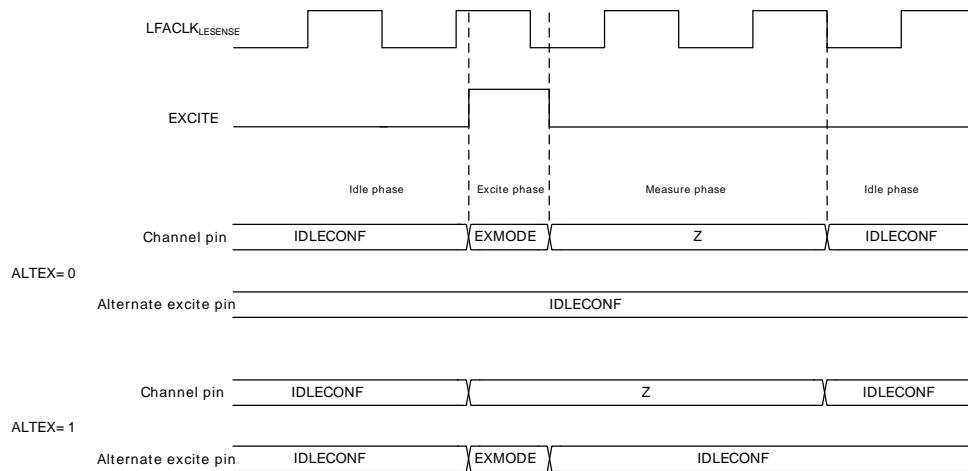
LESENSE is able to perform sensor excitation on another pin than the one to be measured. When ALTEX in CHx\_INTERACT is set, the excitation will occur on the alternative excite pin associated with the given channel. All LESENSE channels mapped to ACMP0 have their alternative channel mapped to the corresponding channel on ACMP1, and vice versa. Alternatively, the alternative excite pins can be routed to the LES\_ALTEX pins. Mapping of the alternative excite pins is configured in ALTEXMAP in CTRL. Table 25.2 (p. 620) summarizes the mapping of excitation pins for different configurations.

**Table 25.2. LESENSE excitation pin mapping**

LESENSE channel	ALTEX = 0	ALTEX = 1	
		ALTEXMAP = ACMP	ALTEXMAP = ALTEX
0	ACMP0_CH0	ACMP1_CH0	LES_ALTEX0
1	ACMP0_CH1	ACMP1_CH1	LES_ALTEX1
2	ACMP0_CH2	ACMP1_CH2	LES_ALTEX2
3	ACMP0_CH3	ACMP1_CH3	LES_ALTEX3
4	ACMP0_CH4	ACMP1_CH4	LES_ALTEX4
5	ACMP0_CH5	ACMP1_CH5	LES_ALTEX5
6	ACMP0_CH6	ACMP1_CH6	LES_ALTEX6
7	ACMP0_CH7	ACMP1_CH7	LES_ALTEX7
8	ACMP1_CH0	ACMP0_CH0	LES_ALTEX0
9	ACMP1_CH1	ACMP0_CH1	LES_ALTEX1
10	ACMP1_CH2	ACMP0_CH2	LES_ALTEX2
11	ACMP1_CH3	ACMP0_CH3	LES_ALTEX3
12	ACMP1_CH4	ACMP0_CH4	LES_ALTEX4
13	ACMP1_CH5	ACMP0_CH5	LES_ALTEX5
14	ACMP1_CH6	ACMP0_CH6	LES_ALTEX6
15	ACMP1_CH7	ACMP0_CH7	LES_ALTEX7

Figure 25.4 (p. 621) illustrates the sequencing of the pin associated with the active channel and its alternative excite pin.

**Figure 25.4. Pin sequencing**



The alternative excite pins, LES\_ALTEXn, have the possibility to excite regardless of what channel is active. Setting AEXn in ALTEXCONF will make LES\_ALTEXn excite for all channels using alternative excitation, i.e. ALTEX in CHx\_INTERACT is set.

#### Note

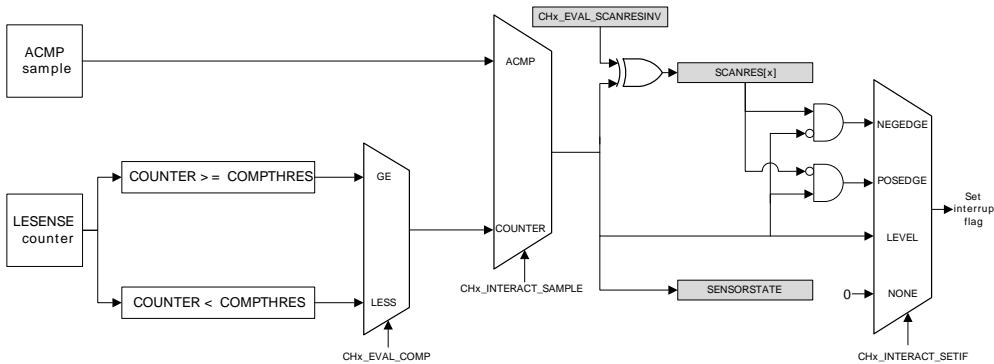
When exciting on the pin associated with the active channel, the pin will go through a tristated phase before returning to the idle configuration. This will not happen on pins used as alternative excitation pins.

The pin configuration for the idle phase can be configured individually for each LESENSE channel and alternative excite pin in the IDLECONF and ALTEXCONF registers. The modes available are the same as the modes available in the excitation phase. In the measure phase, the pin mode on the active channel is always disabled (analog input).

To enable LESENSE to control GPIO, the pin has to be enabled in the ROUTE register. In addition, the given pin must be configured as push-pull. IDLECONF configuration should not be altered when pin enable for the given pin is set in ROUTE.

### 25.3.5 Sensor evaluation

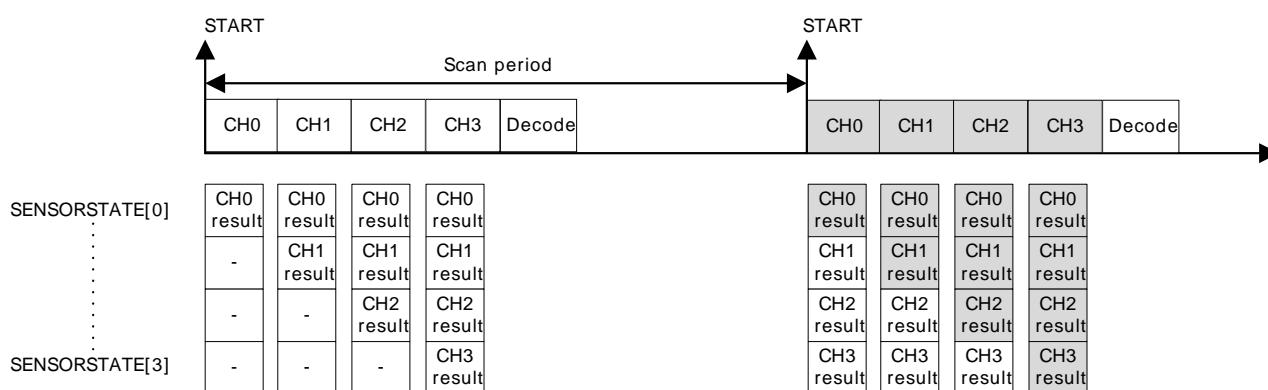
Sensor evaluation can be based on either analog comparator outputs, or the counter output. This is configured in the SAMPLE bitfield in CHx\_INTERACT. The LESENSE counter is used to count pulses on the ACMP output in the measurement phase. When a measurement phase is completed, the counter value is compared to the value configured in COMPTHRES in CHx\_EVAL. By configuring COMP, it is possible to choose comparison mode: Less than, or greater than or equal. If a comparison for a channel triggers, the corresponding bit in the result register, SCANRES, is set. To set an interrupt flag on a sensor event, configure SETIF in CHx\_INTERACT. Figure 25.5 (p. 622) illustrates how the counter value or ACMP sample is used for evaluation and interrupt generation.

**Figure 25.5. Scan result and interrupt generation**

LESENSE includes the possibility to sample both analog comparators simultaneously, effectively cutting the time spent on sensor interaction in some applications in half. Setting DUALSAMPLE in CTRL enables this mode. In dual sample mode, the channels of ACMP0 are paired together with the corresponding channel on ACMP1, i.e. channel x on ACMP0 and channel x on ACMP1 are sampled simultaneously. The results from sensor measurements can be fed into the decoder register and/or stored in the result buffer. In this mode, the samples from the AMCPs are placed in the two LSBs of the result stored in the result buffer. Results from both ACMPs will be evaluated for interrupt generation.

### 25.3.6 Decoder

Many applications require some sort of processing of the sensor readings, for instance in the case of quadrature decoding. In quadrature decoding, the sensors repeatedly pass through a set of states which corresponds to the position of the sensors. This sequence, and many other decoding schemes, can be described as a finite state machine. To support this type of decoding without CPU intervention, LESENSE includes a highly configurable decoder, capable of decoding input from up to four sensors. The decoder is implemented as a programmable state machine with up to 16 states. When doing a sensor scan, the results from the sensors are placed in the decoder input register, SENSORSTATE, if DECODE in CHx\_INTERACT is set. The resulting position after a scan is illustrated in Figure 25.6 (p. 622), where the bottom blocks show how the SENSORSTATE register is filled. When the scan sequence is complete, the decoder evaluates the state of the sensors chosen for decoding, as depicted in Figure 25.6 (p. 622)

**Figure 25.6. Sensor scan and decode sequence**

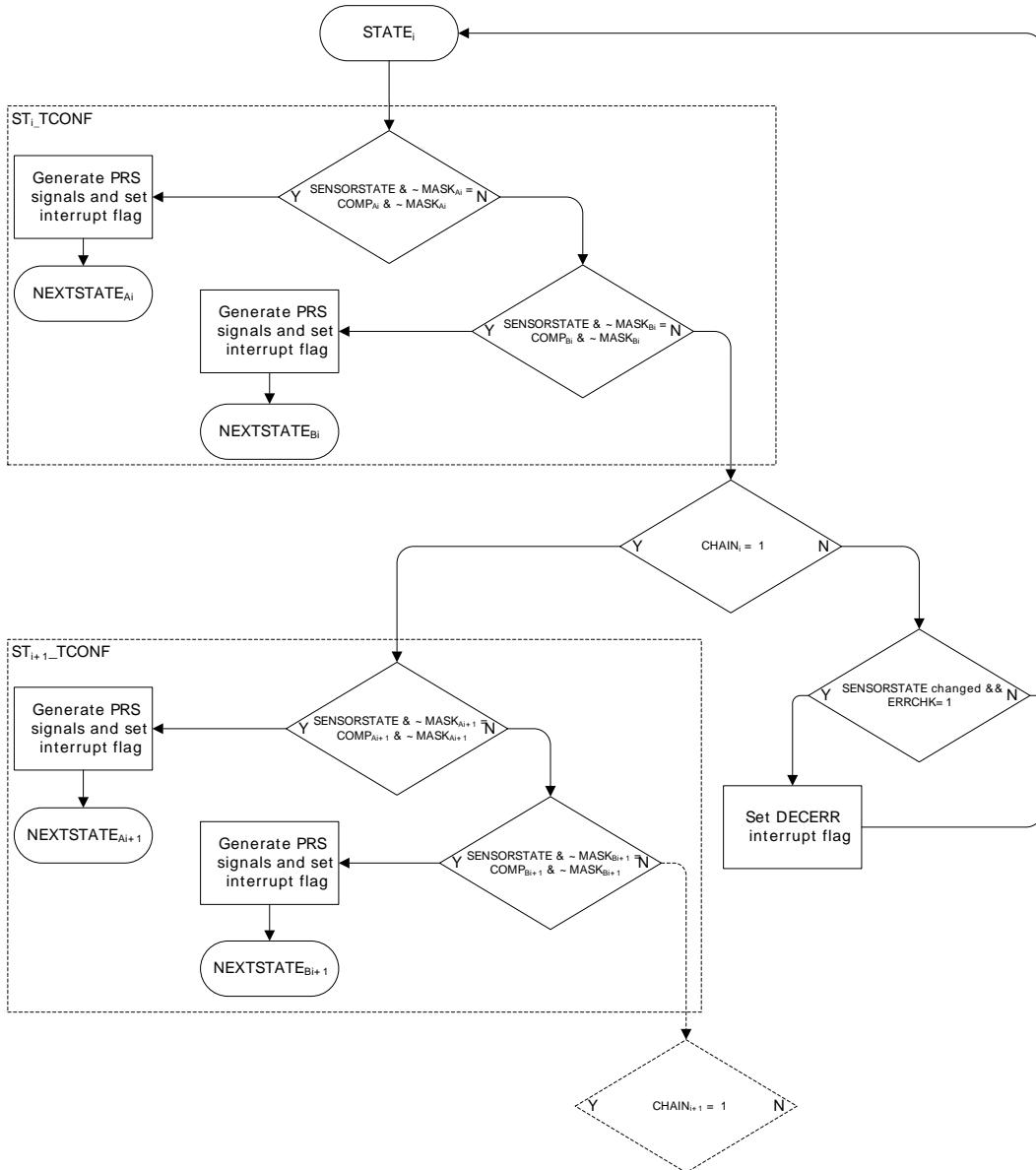
The decoder is a programmable state machine with support for up to 16 states. The behavior of each state is individually configured in the STx\_TCONFA and STx\_TCONFB registers. The registers define possible transitions from the present state. If the sensor state matches COMP in either STx\_TCONFA or STx\_TCONFB, a transition to the state defined in NEXTSTATE will be made. It is also possible to mask out one or more sensors using the MASK bit field. The state of a masked sensor is interpreted as don't care.

Upon a state transition, LESENSE can generate a pulse on one or more of the decoder PRS channels. Which channel to generate a pulse on is configured in the PRSACT bit field. If PRSCNT in DECCTRL is set, count signals will be generated on decoder PRS channels 0 and 1 according to the PRSACT configuration. In this mode, channel 0 will pulse each time a count event occurs while channel 1 indicates the count direction, 1 being up and 0 being down. The count direction will be kept at its previous state in between count events. The EFM32LG pulse counter may be used to keep track of events based on these PRS outputs.

If SETIF is set, the DECODER interrupt flag will be set when the transition occurs. If INTMAP in DECCTRL and SETIF is set, a transition from state x will set the CHx interrupt flag in addition to the DECODER flag.

Setting CHAIN in STx\_TCONFA enables the decoder to evaluate more than two possible transitions for each state. If none of the transitions defined in STx\_TCONFA or STx\_TCONFB matches, the decoder will jump to the next descriptor pair and evaluate the transitions defined there. The decoder uses two LFACLK<sub>LESENSE</sub> cycles for each descriptor pair to be evaluated. If ERRCHK in CTRL is set, the decoder will check that the sensor state has not changed if none of the defined transitions match. The DECERR interrupt flag will be set if none of the transitions match and the sensor state has changed. Figure 25.7 (p. 623) illustrates state transitions. The "Generate PRS signals and set interrupt flag" blocks will perform actions according to the configuration in STx\_TCONFA and STx\_TCONFB.

**Figure 25.7. Decoder state transition evaluation**

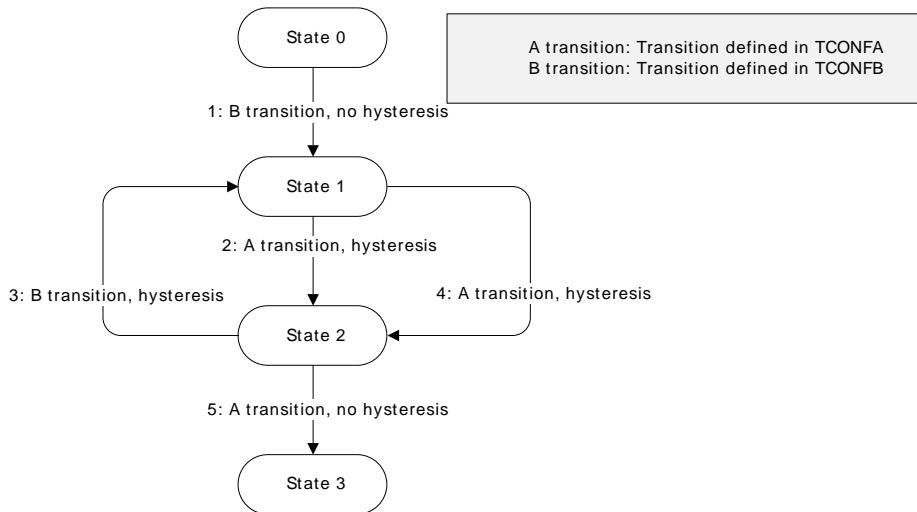


**Note**

If only one transition from a state is used, STx\_TCONFA and STx\_TCONFb should be configured equally.

To prevent unnecessary interrupt requests or PRS outputs when the decoder toggles back and forth between two states, a hysteresis option is available. The hysteresis function is triggered if a type A transition is preceded by a type B transition, and vice versa. A type A transition is a transition defined in STx\_TCONFA, and a type B transition is a transition defined in STx\_TCONFb. When descriptor chaining is used, a jump to another descriptor will cancel out the hysteresis effect. Figure 25.8 (p. 624) illustrates how the hysteresis triggers upon state transitions.

**Figure 25.8. Decoder hysteresis**



The events suppressed by the hysteresis are configured in bit fields HYSTPRS0-2 and HYSTIRQ in DECCTRL.

- When HYSTPRSx is set, PRS signal x is suppressed when the hysteresis triggers.
- When HYSTIRQ is set, interrupt requests are suppressed when the hysteresis triggers.

**Note**

The decoder error interrupt flag, DECERR, is not affected by the hysteresis.

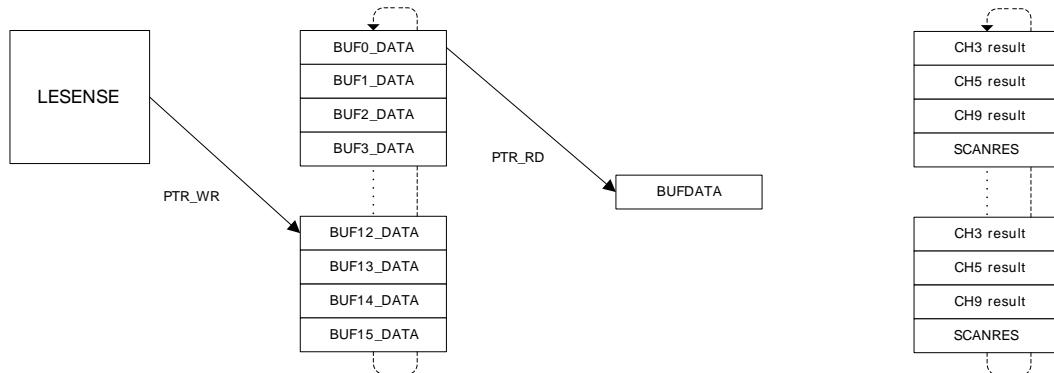
### 25.3.7 Measurement results

Part of the LESENSE RAM is treated as a circular buffer for storage of up to 16 results from sensor measurements. Each time LESENSE writes data to the result buffer, the result write pointer, PTR\_WR, is incremented. Each time a new result is read through the BUFDATA register, the result read pointer, PTR\_RD, is incremented. The read pointer will not be incremented if there is no valid, unread data in the result buffer. By default LESENSE will not write additional data to a full result buffer until the data is read by software or DMA. Setting BUFWF in CTRL enables LESENSE to write to the result buffer, even if it is full. In this mode, the result read pointer will follow the write pointer if the buffer is full. The result of this is that data read from the result read register, BUFDATA, is the oldest unread result. The location pointers are available in PTR. The result buffer has three status flags; BUFDATAV, BUFHALFFULL, and BUFFULL. The flags indicate when new data is available, when the buffer is half full, and when it is full, respectively. The interrupt flag BUFDATAV is set when data is available in the buffer. BUFSIZE is set when the buffer is either full or halffull, depending on the configuration of BUFDL in CTRL. If the result buffer overflows, the BUFOF interrupt flag will be set.

During a scan, the state of each sensor is stored in SCANRES. If a sensor triggers, a 1 is stored in SCANRES, else a 0 is stored in SCANRES. Whether or not a sensor is said to be triggered depends of the configuration for the given channel. If SAMPLE is set to ACMP, the sensor is said to be triggered if the output from the analog comparator is 1 when sensor sampling is performed. If SAMPLE is set to COUNTER, a sensor is said to be triggered if the LESENSE counter value is greater than or equal, or

less than COMPTHRES, depending on the configuration of COMP. If STRSAMPLE in CHx\_EVAL is set, the counter value or ACMP sample for each channel will be stored in the LESENSE result buffer. If STRSCANRES in CTRL is set, the result vector, SCANRES, will also be stored in the result buffer. This will be stored after each scan and will be interleaved with the counter values. The contents of the result buffer can be read from BUFDATA or from BUF[x]\_DATA. When reading from BUF[x]\_DATA, neither the result read pointer or the status flags BUFDATAV, BUHALFFULL, or BUFFULL will be updated. When reading through the BUFDATA register, the oldest unread result will be read.

**Figure 25.9. Circular result buffer**



The right hand side of Figure 25.9 (p. 625) illustrates how the result buffer would be filled when channels 3,5, and 9 are enabled and have STRSAMPLE in CHx\_EVAL set, in addition to STRSCANRES in CTRL. The measurement result from the three channels will be sequentially written during the scan, while SCANRES is written to the result buffer upon scan completion.

### 25.3.8 DAC interface

LESENSE is able to drive the DAC for generation of accurate reference voltages. DAC channels 0 and 1 are individually configured in the PERCTRL register. The conversion mode can be set to either continuous, sample/hold or sample/off. For further details about these modes, refer to Section 29.3.1 (p. 705). Both DAC channels are refreshed prior to each sensor measurement, as depicted in Figure 25.3 (p. 619). The conversion data is either taken from the data registers in the EFM32LG DAC interface (DAC0\_CH0DATA and DAC0\_CH1DATA) or from the ACMPTHRES bitfield in the CHx\_INTERACT register for the active LESENSE channel. DAC data used is configured in DACCHxDATA in PERCTRL.

The DAC interface runs on AUXHFRCO and will enable this when it is needed. The DACPRESC bitfield in PERCTRL is used to prescale the AUXHFRCO to achieve wanted clock frequency for the LESENSE DAC interface. The frequency should not exceed 500kHz, i.e. DACPRESC has to be set to at least 1. The prescaler may also be used to tune how long the DAC should drive its outputs in sample/off mode.

Bias configuration, calibration and reference selection is done in the EFM32LG DAC module and LESENSE will not override these configurations. If a bandgap reference is selected for the DAC, the DACREF bit in PERCTRL should be set to BANDGAP.

LESENSE has the possibility to control switches that connect the DAC outputs to the pins associated with ACMP0\_CH0-3 and ACMP1\_CH12-15. This makes LESENSE able to excite sensors with output from the DAC channels.

The DAC may be chosen as reference to the analog comparators for accurate reference generation. If the DAC is configured in continuous or sample/hold mode this does not require any external components. If sample/off mode is used, an external capacitor is needed to keep the voltage in between samples. To connect the input from the DAC to the ACMP to this external capacitor, connect the capacitor to the DAC pin for the given channel and set OPAXSHORT in DAC\_OPACTRL.

#### Note

The DAC mode should not be altered while DACACTIVE in STATUS is set

## 25.3.9 ACMP interface

The ACMPs are used to measure the sensors, and have to be configured according to the application in order for LESENSE to work properly. Depending on the configuration in the ACMP0MODE and ACMP1MODE bitfields in PERCTRL, LESENSE will take control of the positive input mux and the Vdd scaling factor (VDDLEVEL) for ACMP0 and ACMP1. The remaining configuration of the analog comparators are done in the ACMP register interface. It is recommended to set the MUXEN bit in ACMPn\_CTRL for the ACMPs used by LESENSE. Each channel has the possibility to control the value of the Vdd scaling factor on the negative input of the ACMP, VDDLEVEL in ACMP\_INPUTSEL. This is done in the 6 LSBs of ACMPTHRES in CHx\_INTERACT. LESENSE automatically controls the ACMP mux to connect the correct channel.

## 25.3.10 ACMP and DAC duty cycling

By default, the analog comparators and DAC are shut down in between LESENSE scans to save energy. If this is not wanted, WARMUPMODE in PERCTRL can be configured to prevent them from being shut down.

Both the DAC and analog comparators rely on a bias module for correct operation. This bias module has a low power mode which consumes less energy at the cost of reduced accuracy. BIASEMODE in BIASECTRL configures how the bias module is controlled by LESENSE. When set to DUTYCYCLE, LESENSE will set the bias module in high accuracy mode whenever LESENSE is active, and keep it in the low power mode otherwise. When BIASEMODE is set to HIGHACC, the high accuracy mode is always selected. When set to DONTTOUCH, LESENSE will not control the bias module.

## 25.3.11 DMA requests

LESENSE issues a DMA request when the result buffer is either full or half full, depending on the configuration of BUFIDL in CTRL. The request is cleared when the buffer level drops below the threshold defined in BUFIDL. A single DMA request is also set whenever there is unread data in the buffer. DMAWU in CTRL configures at which buffer level LESENSE should wake up the DMA when in EM2.

**Note**

The DMA controller should always fetch data from the BUFDATA register.

## 25.3.12 PRS output

LESENSE is an asynchronous PRS producer and has nineteen PRS outputs. The decoder has three outputs and in addition, all bits in the SCANRES register are available as PRS outputs. For further information on the decoder PRS output, refer to Section 25.3.6 (p. 622).

## 25.3.13 RAM

LESENSE includes a RAM block used for storage of configuration and results. If LESENSE is not used, this RAM block can be powered down eliminating its current consumption due to leakage. The RAM is powered down by setting the RAM bit in the POWERDOWN register. Once the RAM has been shut down it cannot be turned back on without a reset of the chip. Registers mapped to the RAM include: STx\_TCONFA, STx\_TCONFb, BUFX\_DATA, BUFDATA, CHx\_TIMING, CHx\_INTERACT, and CHx\_EVAL. These registers have unknown value out of reset and have to be initialized before use.

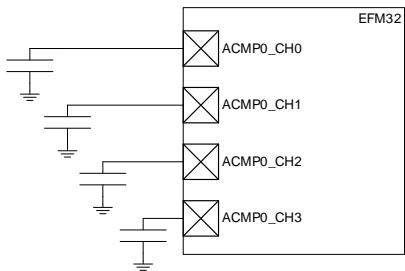
**Note**

Read-modify-write operations on uninitialized RAM register produces undefined values.

## 25.3.14 Application examples

### 25.3.14.1 Capacitive sense

Figure 25.10 (p. 627) illustrates how the EFM32LG can be configured to monitor four capacitive buttons.

**Figure 25.10. Capacitive sense setup**

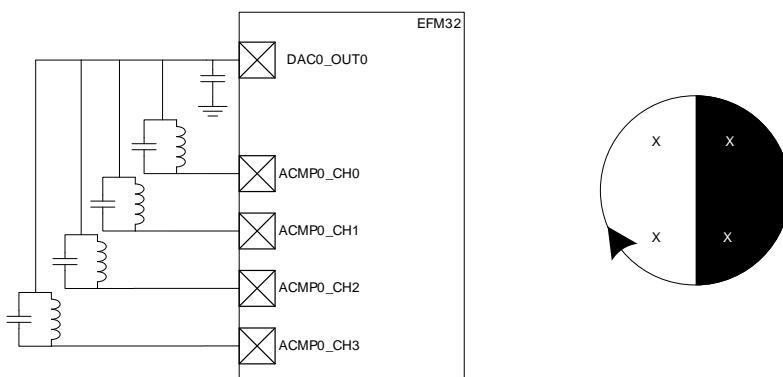
The following steps show how to configure LESENSE to scan through the four buttons 100 times per second, issuing an interrupt if one of them is pressed.

1. Assuming LFACLK<sub>LESENSE</sub> is 32kHz, set PCPRESC to 3 and PCTOP to 39 in CTRL. This will make the LESENSE scan frequency 100Hz.
2. Enable channels 0 through 3 in CHEN and set IDLECONF for these channels to DISABLED. In capacitive sense mode, the GPIO should always be disabled (analog input).
3. Configure the ACMP to operate in CAPSENSE mode, refer to Section 26.3.5 (p. 664) for details.
4. Configure the following bit fields in CHx\_CONF, for channels 0 through 3:
  - a. Set EXTIME to 0. No excitation is needed in this mode.
  - b. Set SAMPLE to COUNTER and COMP to LESS. This makes LESENSE interpret a sensor as active if the frequency on a channel drops below the threshold, i.e. the button is pressed.
  - c. Set SAMPLEDLY to an appropriate value, each sensor will be measured for SAMPLEDLY/LFACLK<sub>LESENSE</sub> seconds. MEASUREDLY should be set to 0
5. Set CTRTHRESHOLD to an appropriate value. An interrupt will be issued if the counter value for a sensor is below this threshold after the measurement phase.
6. Enable interrupts on channels 0 through 3.
7. Start scan sequence by writing a 1 to START in CMD.

In a capacitive sense application, it might be required to calibrate the threshold values on a periodic basis, this is done in order to compensate for humidity and other physical variations. LESENSE is able to store up to 16 counter values from a configurable number of channels, making it possible to collect sample data while in EM2. When calibration is to be performed, the CPU only has to be woken up for a short period of time as the data to be processed already lies in the result registers. To enable storing of the count value for a channel, set STRSAMPLE in the CHx\_INTERACT register.

### 25.3.14.2 LC sensor

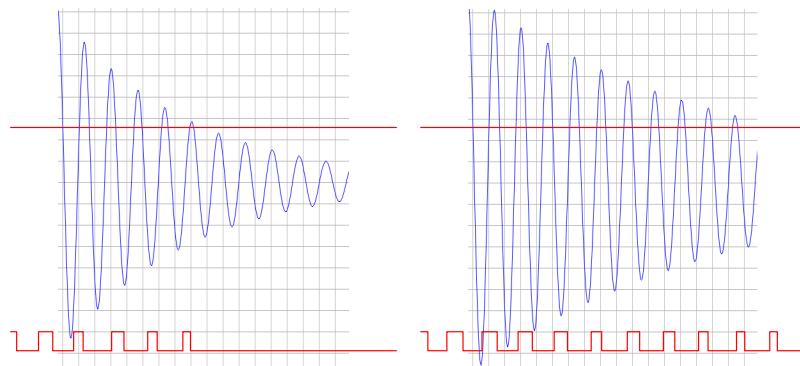
Figure 25.11 (p. 627) below illustrates how the EFM32LG can be set up to monitor four LC sensors.

**Figure 25.11. LC sensor setup**

LESENSE can be used to excite and measure the damping factor in LC sensor oscillations. To measure the damping factor, the ACMP can be used to generate a high output each time the sensor voltage exceeds a certain level. These pulses are counted using an asynchronous counter and compared with

the threshold in COMPTHRES in the CHx\_EVAL register. If the number of pulses exceeds the threshold level, the sensor is said to be active, otherwise it is inactive. Figure 25.12 (p. 628) illustrates how the output pulses from the ACMP correspond to damping of the oscillations. The results from sensor evaluation can automatically be fed into the decoder in order to keep track of rotations.

**Figure 25.12. LC sensor oscillations**



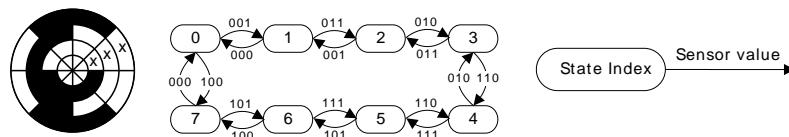
The following steps show how to configure LESENSE to scan through the four LC sensors 100 times per second.

1. Assuming LFACLK<sub>LESENSE</sub> is 32kHz, set PCPRESC to 3 and PCTOP to 39 in CTRL. This will make the LESENSE scan frequency 100Hz.
  2. Enable the DAC and configure it to produce a voltage of Vdd/2.
  3. Enable channels 0 through 3 in CHEN. Set IDLECONF for the active channels to DACOUT. The channel pins should be set to Vdd/2 in the idle phase to damp the oscillations.
  4. Configure the ACMP to use scaled Vdd as negative input, refer to ACMP chapter for details.
  5. Enable and configure PCNT and asynchronous PRS.
  6. Configure the GPIOs used as PUSH/PULL.
  7. Configure the following bit fields in CHx\_CONF, for channels 0 through 3:
    - a. Set EXCLK to AUXHFRCO. AUXHFRCO is needed to achieve short excitation time.
    - b. Set EXTIME to an appropriate value. Excitation will last for EXTIME/AUXHFRCO seconds.
    - c. Set EXMODE to LOW. The LC sensors are excited by pulling the excitation pin low.
    - d. Set SAMPLE to COUNTER and COMP to LESS. Status of each sensor is evaluated based on the number of pulses generated by the ACMP. If they are less than the threshold value, the sensor is said to be active.
    - e. Set SAMPLEDLY to an appropriate value, each sensor will be measured for SAMPLEDLY/LFACLK<sub>LESENSE</sub> seconds.
  8. Set CTRTHRESHOLD to an appropriate value. If the sensor is active, the counter value after the measurement phase should be less than the threshold. If it inactive, the counter value should be greater than the threshold.
  9. Start scan sequence by writing a 1 to START in CMD.

### **25.3.14.3 LESENSE decoder 1**

The example below illustrates how the LESENSE module can be used for decoding using three sensors

**Figure 25.13. FSM example 1**



To set up the decoder to decode rotation using the encoding scheme seen in Figure 25.13 (p. 628), configure the following LESENSE registers:

1. Configure the channels to be used, be sure to set DECODE in CHx\_EVAL.
2. Set PRSCNT to enable generation of count waveforms on PRS. Also configure a PCNT to listen to the PRS channels and count accordingly.
3. Configure the following in STx\_TCONFA and STx\_TCONFBB:
  - a. Set MASK = 0b1000 in STx\_TCONFA and STx\_TCONFBB for all used states. This enables three sensors to be evaluated by the decoder.
  - b. Configure the remaining bit fields in STx\_TCONFA and STx\_TCONFBB as described in Table 25.3 (p. 629) .

**Table 25.3. LESENSE decoder configuration**

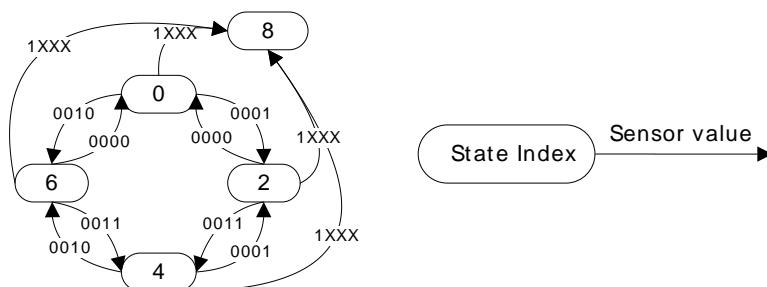
Register	TCONFA_NEXT	TCONFA_COMP	TCONFA_PRSACT	TCONFBB_NEXT	TCONFBB_COMP	TCONFBB_PRSACT
ST0	1	0b001	UP	7	0b100	DOWN
ST1	2	0b011	UP	0	0b000	DOWN
ST2	3	0b010	UP	1	0b001	DOWN
ST3	4	0b110	UP	2	0b011	DOWN
ST4	5	0b111	UP	3	0b010	DOWN
ST5	6	0b101	UP	4	0b110	DOWN
ST6	7	0b100	UP	5	0b111	DOWN
ST7	0	0b000	UP	6	0b101	DOWN

4. To initialize the decoder, run one scan, and read the present sensor status from SENSORSTATE. Then write the index of this state to DECSTATE.
5. Write to START in CMD to start scanning of sensors and decoding.

#### 25.3.14.4 LESENSE decoder 2

The example below illustrates how the LESENSE decoder can be used to implement the state machine seen in Figure 25.14 (p. 629) .

**Figure 25.14. FSM example 2**



1. Configure STx\_TCONFA and STx\_TCONFBB as described in Table 25.4 (p. 630) .

**Table 25.4. LESENSE decoder configuration**

Register	NEXTSTATE	COMP	MASK	CHAIN
ST0_TCONFA	8	0b1000	0b0111	1
ST0_TCONFBB	2	0b0001	0b1000	-
ST1_TCONFA	6	0b0010	0b1000	0
ST1_TCONFBB	6	0b0010	0b1000	-
ST2_TCONFA	8	0b1000	0b0111	1
ST2_TCONFBB	4	0b0011	0b1000	-
ST3_TCONFA	0	0b0000	0b1000	0
ST3_TCONFBB	0	0b0000	0b1000	-
ST4_TCONFA	8	0b1000	0b0111	1
ST4_TCONFBB	6	0b0010	0b1000	-
ST5_TCONFA	2	0b0001	0b1000	0
ST5_TCONFBB	2	0b0001	0b1000	-
ST6_TCONFA	8	0b1000	0b0111	1
ST6_TCONFBB	0	0b0000	0b1000	-
ST7_TCONFA	4	0b0011	0b1000	0
ST7_TCONFBB	4	0b0011	0b1000	-

2. To initialize the decoder, run one scan, and read the present sensor status from SENSORSTATE. Then write the index of this state to DECSTATE.
3. Write to START in CMD to start scanning of sensors and decoding.

## 25.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	LESENSE_CTRL	RW	Control Register
0x004	LESENSE_TIMCTRL	RW	Timing Control Register
0x008	LESENSE_PERCTRL	RW	Peripheral Control Register
0x00C	LESENSE_DECCTRL	RW	Decoder control Register
0x010	LESENSE_BIASCTRL	RW	Bias Control Register
0x014	LESENSE_CMD	W1	Command Register
0x018	LESENSE_CHEN	RW	Channel enable Register
0x01C	LESENSE_SCANRES	R	Scan result register
0x020	LESENSE_STATUS	R	Status Register
0x024	LESENSE_PTR	R	Result buffer pointers
0x028	LESENSE_BUFDATA	R	Result buffer data register
0x02C	LESENSE_CURCH	R	Current channel index
0x030	LESENSE_DECSTATE	RWH	Current decoder state
0x034	LESENSE_SENSORSTATE	RWH	Decoder input register
0x038	LESENSE_IDLECONF	RW	GPIO Idlephase configuration
0x03C	LESENSE_ALTEXCONF	RW	Alternative excite pin configuration
0x040	LESENSE_IF	R	Interrupt Flag Register
0x044	LESENSE_IFC	W1	Interrupt Flag Clear Register
0x048	LESENSE_IFS	W1	Interrupt Flag Set Register
0x04C	LESENSE_IEN	RW	Interrupt Enable Register
0x050	LESENSE_SYNCBUSY	R	Synchronization Busy Register
0x054	LESENSE_ROUTE	RW	I/O Routing Register
0x058	LESENSE_POWERDOWN	RW	LESENSE RAM power-down register
0x200	LESENSE_ST0_TCONFA	RW	State transition configuration A
0x204	LESENSE_ST0_TCONFB	RW	State transition configuration B
...	LESENSE_STx_TCONFA	RW	State transition configuration A
...	LESENSE_STx_TCONFB	RW	State transition configuration B
0x278	LESENSE_ST15_TCONFA	RW	State transition configuration A
0x27C	LESENSE_ST15_TCONFB	RW	State transition configuration B
0x280	LESENSE_BUF0_DATA	RW	Scan results
...	LESENSE_BUFx_DATA	RW	Scan results
0x2BC	LESENSE_BUF15_DATA	RW	Scan results
0x2C0	LESENSE_CH0_TIMING	RW	Scan configuration
0x2C4	LESENSE_CH0_INTERACT	RW	Scan configuration
0x2C8	LESENSE_CH0_EVAL	RW	Scan configuration
...	LESENSE_CHx_TIMING	RW	Scan configuration
...	LESENSE_CHx_INTERACT	RW	Scan configuration
...	LESENSE_CHx_EVAL	RW	Scan configuration
0x3B0	LESENSE_CH15_TIMING	RW	Scan configuration
0x3B4	LESENSE_CH15_INTERACT	RW	Scan configuration

Offset	Name	Type	Description
0x3B8	LESENSE_CH15_EVAL	RW	Scan configuration

## 25.5 Register Description

### 25.5.1 LESENSE\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20).

Offset	Bit Position															
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
<b>Reset</b>																
<b>Access</b>																
<b>Name</b>																
	DEBUGRUN	RW	0	22	DMAWU	RW	0x0	20	BUFIDL	RW	0	18	STRSCANRES	RW	0	17
	DUALSAMPLE	RW	0	13												
	ALTEXMAP	RW	0	11												
	ACMP1INV	RW	0	10												
	ACMP0INV	RW	0	9												
	SCANCONF	RW	0x0	7												
	PRSEL	RW	0x0	6												
	SCANMODE	RW	0x0	0												

Bit	Name	Reset	Access	Description												
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
22	DEBUGRUN	0	RW	<b>Debug Mode Run Enable</b>												
				Set to keep LESENSE running in debug mode.												
				<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>LESENSE can not start new scans in debug mode</td> </tr> <tr> <td>1</td> <td>LESENSE can start new scans in debug mode</td> </tr> </table>	Value	Description	0	LESENSE can not start new scans in debug mode	1	LESENSE can start new scans in debug mode						
Value	Description															
0	LESENSE can not start new scans in debug mode															
1	LESENSE can start new scans in debug mode															
21:20	DMAWU	0x0	RW	<b>DMA wakeup from EM2</b>												
				<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>DISABLE</td> <td>No DMA wakeup from EM2</td> </tr> <tr> <td>1</td> <td>BUFDATAV</td> <td>DMA wakeup from EM2 when data is valid in the result buffer</td> </tr> <tr> <td>2</td> <td>BUFLEVEL</td> <td>DMA wakeup from EM2 when the result buffer is full/halffull depending on BUFIDL configuration</td> </tr> </table>	Value	Mode	Description	0	DISABLE	No DMA wakeup from EM2	1	BUFDATAV	DMA wakeup from EM2 when data is valid in the result buffer	2	BUFLEVEL	DMA wakeup from EM2 when the result buffer is full/halffull depending on BUFIDL configuration
Value	Mode	Description														
0	DISABLE	No DMA wakeup from EM2														
1	BUFDATAV	DMA wakeup from EM2 when data is valid in the result buffer														
2	BUFLEVEL	DMA wakeup from EM2 when the result buffer is full/halffull depending on BUFIDL configuration														
19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
18	BUFIDL	0	RW	<b>Result buffer interrupt and DMA trigger level</b>												
				<table border="1"> <tr> <td>Value</td> <td>Mode</td> <td>Description</td> </tr> <tr> <td>0</td> <td>HALFFULL</td> <td>DMA and interrupt flags set when result buffer is halffull</td> </tr> <tr> <td>1</td> <td>FULL</td> <td>DMA and interrupt flags set when result buffer is full</td> </tr> </table>	Value	Mode	Description	0	HALFFULL	DMA and interrupt flags set when result buffer is halffull	1	FULL	DMA and interrupt flags set when result buffer is full			
Value	Mode	Description														
0	HALFFULL	DMA and interrupt flags set when result buffer is halffull														
1	FULL	DMA and interrupt flags set when result buffer is full														
17	STRSCANRES	0	RW	<b>Enable storing of SCANRES</b>												
				When set, SCANRES will be stored in the result buffer after each scan												
16	BUFOW	0	RW	<b>Result buffer overwrite</b>												
				If set, LESENSE will always write to the result buffer, even if it is full												
15:14	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
13	DUALSAMPLE	0	RW	<b>Enable dual sample mode</b>												
				When set, both ACMPs will be sampled simultaneously.												
12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)												
11	ALTEXMAP	0	RW	<b>Alternative excitation map</b>												

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	ALTEX		Alternative excitation is mapped to the LES_ALTEX pins.
	1	ACMP		Alternative excitation is mapped to the pins of the other ACMP.
10	ACMP1INV	0	RW	<b>Invert analog comparator 1 output</b>
9	ACMP0INV	0	RW	<b>Invert analog comparator 0 output</b>
8	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
7:6	SCANCONF	0x0	RW	<b>Select scan configuration</b>
	These bits control which CHx_CONF registers to be used.			
	Value	Mode		Description
	0	DIRMAP		The channel configuration register registers used are directly mapped to the channel number.
	1	INVMAP		The channel configuration register registers used are CH <sub>x+8</sub> _CONF for channels 0-7 and CH <sub>x-8</sub> _CONF for channels 8-15.
	2	TOGGLE		The channel configuration register registers used toggles between CH <sub>x</sub> _CONF and CH <sub>x+8</sub> _CONF when channel x triggers
	3	DECDEF		The decoder state defines the CONF registers to be used.
5:2	PRSSEL	0x0	RW	<b>Scan start PRS select</b>
	Select PRS source for scan start if SCANMODE is set to PRS.			
	Value	Mode		Description
	0	PRSCH0		PRS Channel 0 selected as input
	1	PRSCH1		PRS Channel 1 selected as input
	2	PRSCH2		PRS Channel 2 selected as input
	3	PRSCH3		PRS Channel 3 selected as input
	4	PRSCH4		PRS Channel 4 selected as input
	5	PRSCH5		PRS Channel 5 selected as input
	6	PRSCH6		PRS Channel 6 selected as input
	7	PRSCH7		PRS Channel 7 selected as input
	8	PRSCH8		PRS Channel 8 selected as input
	9	PRSCH9		PRS Channel 9 selected as input
	10	PRSCH10		PRS Channel 10 selected as input
	11	PRSCH11		PRS Channel 11 selected as input
1:0	SCANMODE	0x0	RW	<b>Configure scan mode</b>
	These bits control how the scan frequency is decided			
	Value	Mode		Description
	0	PERIODIC		A new scan is started each time the period counter overflows
	1	ONESHOT		A single scan is performed when START in CMD is set
	2	PRS		Pulse on PRS channel

## 25.5.2 LESENSE\_TIMCTRL - Timing Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																
0x004	31	30	29	28	27	26	25	24	23	20	19	18	17	16	15	14	
<b>Reset</b>					0x0				0x00				0x0				0x0
<b>Access</b>					RW				RW				RW			RW	
<b>Name</b>					STARTDLY				PCTOP				PCPRESC			LFPRESC	AUXPRESC

Bit	Name	Reset	Access	Description
31:24	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
23:22	STARTDLY	0x0	RW	<b>Start delay configuration</b>
				Delay sensor interaction STARTDELAY LFACLK <sub>LESENSE</sub> cycles for each channel
21:20	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
19:12	PCTOP	0x00	RW	<b>Period counter top value</b>
				These bits contain the top value for the period counter.
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
10:8	PCPRESC	0x0	RW	<b>Period counter prescaling</b>

Value	Mode	Description
0	DIV1	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /1
1	DIV2	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /2
2	DIV4	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /4
3	DIV8	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /8
4	DIV16	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /16
5	DIV32	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /32
6	DIV64	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /64
7	DIV128	The period counter clock frequency is LFACLK <sub>LESENSE</sub> /128

7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:4	LFPRESC	0x0	RW	<b>Prescaling factor for low frequency timer</b>

Value	Mode	Description
0	DIV1	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /1
1	DIV2	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /2
2	DIV4	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /4
3	DIV8	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /8
4	DIV16	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /16
5	DIV32	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /32
6	DIV64	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /64
7	DIV128	Low frequency timer is clocked with LFACLK <sub>LESENSE</sub> /128

3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1:0	AUXPRESC	0x0	RW	<b>Prescaling factor for high frequency timer</b>

Value	Mode	Description
0	DIV1	High frequency timer is clocked with AUXHFRCO/1
1	DIV2	High frequency timer is clocked with AUXHFRCO/2
2	DIV4	High frequency timer is clocked with AUXHFRCO/4
3	DIV8	High frequency timer is clocked with AUXHFRCO/8

### 25.5.3 LESENSE\_PERCTRL - Peripheral Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Bit	Name	Reset	Access	Description
31:28	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
27:26	WARMUPMODE	0x0	RW	ACMP and DAC duty cycle mode

Value	Mode	Description
0	NORMAL	The analog comparators and DAC are shut down when LESENSE is idle
1	KEEPACMPWARM	The analog comparators are kept powered up when LESENSE is idle
2	KEEPDACWARM	The DAC is kept powered up when LESENSE is idle
3	KEEPACMPDACPWARM	The analog comparators and DAC are kept powered up when LESENSE is idle

25:24 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

23:22 ACMP1MODE 0x0 RW ACMP1 mode

## Configure how LESENSE controls ACMP1

Value	Mode	Description
0	DISABLE	LESENSE does not control ACMP1
1	MUX	LESENSE controls the input mux (POSSEL) of ACMP1
2	MUXTHRES	LESENSE controls the input mux and the threshold value (VDDLEVEL) of ACMP1

21:20 ACMP0MODE 0x0 RW ACMP0 mode

Configure how LESENSE controls ACMP0

Value	Mode	Description
0	DISABLE	LESENSE does not control ACMP0
1	MUX	LESENSE controls the input mux (POSSEL) of ACMP0
2	MUXTHRES	LESENSE controls the input mux (POSSEL) and the threshold value (VDDLEVEL) of ACMP0

19 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)

18 DACREF 0 RW **DAC bandgap reference used**

Set to BANDGAP if the DAC is configured to use bandgap reference

Value	Mode	Description
0	VDD	DAC uses VDD reference
1	BANDGAP	DAC uses bandgap reference

*To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)*

14:10 DACPRES<sub>C</sub> 0x00 RW **DAC prescaler configuration.**

## Prescaling factor of DACPRESC+1 for the LESENSE DAC interface

9:8      DACCH1OUT      0x0      RW      **DAC channel 1 output mode**

Value	Mode	Description
0	DISABLE	DAC CH1 output to pin and ACMP/ADC disabled

Bit	Name	Reset	Access	Description	
7:6	Value		Mode		
	1	PIN			DAC CH1 output to pin enabled, output to ADC and ACMP disabled
	2	ADCACMP			DAC CH1 output to pin disabled, output to ADC and ACMP enabled
	3	PINADCACMP			DAC CH1 output to pin, ADC, and ACMP enabled.
7:6	DACCH0OUT	0x0	RW	<b>DAC channel 0 output mode</b>	
5:4	Value		Mode		
	0	DISABLE			DAC CH0 output to pin and ACMP/ADC disabled
	1	PIN			DAC CH0 output to pin enabled, output to ADC and ACMP disabled
	2	ADCACMP			DAC CH0 output to pin disabled, output to ADC and ACMP enabled
5:4	DACCH1CONV	0x0	RW	<b>DAC channel 1 conversion mode</b>	
3:2	Value		Mode		
	0	DISABLE			LESENSE does not control DAC CH1.
	1	CONTINUOUS			DAC channel 1 is driven in continuous mode.
	2	SAMPLEHOLD			DAC channel 1 is driven in sample hold mode.
3:2	DACCH0CONV	0x0	RW	<b>DAC channel 0 conversion mode</b>	
1	Value		Mode		
	0	DISABLE			LESENSE does not control DAC CH0.
	1	CONTINUOUS			DAC channel 0 is driven in continuous mode.
	2	SAMPLEHOLD			DAC channel 0 is driven in sample hold mode.
1	DACCH1DATA	0	RW	<b>DAC CH1 data selection.</b>	
Configure DAC data control.					
0	Value		Mode		
	0	DADATA			DAC data is defined by CH1DATA in the DAC interface.
	1	ACMPTHRES			DAC data is defined by ACMPTHRES in CHx_INTERACT.
0	DACCH0DATA	0	RW	<b>DAC CH0 data selection.</b>	
	Value		Mode		
	0	DADATA			DAC data is defined by CH0DATA in the DAC interface.
	1	ACMPTHRES			DAC data is defined by ACMPTHRES in CHx_INTERACT.

## 25.5.4 LESENSE\_DECCTRL - Decoder control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
Reset	0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9
Access																								
Name																								
PRSEL3																								
PRSEL2																								
PRSEL1																								
PRSEL0																								
INPUT																								
PRSCNT																								
HYSTIRQ																								
HYSTPRS2																								
HYSTPRS1																								
HYSTPRS0																								
INTMAP																								
ERRCHK																								
DISABLE																								

Bit	Name	Reset	Access	Description																																							
31:26	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																							
25:22	PRSSEL3	0x0	RW	Select PRS input for bit 3 of the LESENSE decoder																																							
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as input</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as input</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as input</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as input</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as input</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as input</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as input</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as input</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS Channel 8 selected as input</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS Channel 9 selected as input</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS Channel 10 selected as input</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS Channel 11 selected as input</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input	3	PRSCH3	PRS Channel 3 selected as input	4	PRSCH4	PRS Channel 4 selected as input	5	PRSCH5	PRS Channel 5 selected as input	6	PRSCH6	PRS Channel 6 selected as input	7	PRSCH7	PRS Channel 7 selected as input	8	PRSCH8	PRS Channel 8 selected as input	9	PRSCH9	PRS Channel 9 selected as input	10	PRSCH10	PRS Channel 10 selected as input	11	PRSCH11	PRS Channel 11 selected as input
Value	Mode	Description																																									
0	PRSCH0	PRS Channel 0 selected as input																																									
1	PRSCH1	PRS Channel 1 selected as input																																									
2	PRSCH2	PRS Channel 2 selected as input																																									
3	PRSCH3	PRS Channel 3 selected as input																																									
4	PRSCH4	PRS Channel 4 selected as input																																									
5	PRSCH5	PRS Channel 5 selected as input																																									
6	PRSCH6	PRS Channel 6 selected as input																																									
7	PRSCH7	PRS Channel 7 selected as input																																									
8	PRSCH8	PRS Channel 8 selected as input																																									
9	PRSCH9	PRS Channel 9 selected as input																																									
10	PRSCH10	PRS Channel 10 selected as input																																									
11	PRSCH11	PRS Channel 11 selected as input																																									
21:18	PRSSEL2	0x0	RW	Select PRS input for bit 2 of the LESENSE decoder																																							
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as input</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as input</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as input</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as input</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as input</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as input</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as input</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as input</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS Channel 8 selected as input</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS Channel 9 selected as input</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS Channel 10 selected as input</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS Channel 11 selected as input</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input	3	PRSCH3	PRS Channel 3 selected as input	4	PRSCH4	PRS Channel 4 selected as input	5	PRSCH5	PRS Channel 5 selected as input	6	PRSCH6	PRS Channel 6 selected as input	7	PRSCH7	PRS Channel 7 selected as input	8	PRSCH8	PRS Channel 8 selected as input	9	PRSCH9	PRS Channel 9 selected as input	10	PRSCH10	PRS Channel 10 selected as input	11	PRSCH11	PRS Channel 11 selected as input
Value	Mode	Description																																									
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1	PRSCH1	PRS Channel 1 selected as input																																									
2	PRSCH2	PRS Channel 2 selected as input																																									
3	PRSCH3	PRS Channel 3 selected as input																																									
4	PRSCH4	PRS Channel 4 selected as input																																									
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8	PRSCH8	PRS Channel 8 selected as input																																									
9	PRSCH9	PRS Channel 9 selected as input																																									
10	PRSCH10	PRS Channel 10 selected as input																																									
11	PRSCH11	PRS Channel 11 selected as input																																									
17:14	PRSSEL1	0x0	RW	Select PRS input for the bit 1 of the LESENSE decoder																																							
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as input</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as input</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as input</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS Channel 3 selected as input</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS Channel 4 selected as input</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS Channel 5 selected as input</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS Channel 6 selected as input</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS Channel 7 selected as input</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS Channel 8 selected as input</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS Channel 9 selected as input</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS Channel 10 selected as input</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS Channel 11 selected as input</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input	3	PRSCH3	PRS Channel 3 selected as input	4	PRSCH4	PRS Channel 4 selected as input	5	PRSCH5	PRS Channel 5 selected as input	6	PRSCH6	PRS Channel 6 selected as input	7	PRSCH7	PRS Channel 7 selected as input	8	PRSCH8	PRS Channel 8 selected as input	9	PRSCH9	PRS Channel 9 selected as input	10	PRSCH10	PRS Channel 10 selected as input	11	PRSCH11	PRS Channel 11 selected as input
Value	Mode	Description																																									
0	PRSCH0	PRS Channel 0 selected as input																																									
1	PRSCH1	PRS Channel 1 selected as input																																									
2	PRSCH2	PRS Channel 2 selected as input																																									
3	PRSCH3	PRS Channel 3 selected as input																																									
4	PRSCH4	PRS Channel 4 selected as input																																									
5	PRSCH5	PRS Channel 5 selected as input																																									
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9	PRSCH9	PRS Channel 9 selected as input																																									
10	PRSCH10	PRS Channel 10 selected as input																																									
11	PRSCH11	PRS Channel 11 selected as input																																									
13:10	PRSSEL0	0x0	RW	Select PRS input for the bit 0 of the LESENSE decoder																																							
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PRSCH0</td><td>PRS Channel 0 selected as input</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS Channel 1 selected as input</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS Channel 2 selected as input</td></tr> </tbody> </table>	Value	Mode	Description	0	PRSCH0	PRS Channel 0 selected as input	1	PRSCH1	PRS Channel 1 selected as input	2	PRSCH2	PRS Channel 2 selected as input																											
Value	Mode	Description																																									
0	PRSCH0	PRS Channel 0 selected as input																																									
1	PRSCH1	PRS Channel 1 selected as input																																									
2	PRSCH2	PRS Channel 2 selected as input																																									

Bit	Name	Reset	Access	Description
	Value	Mode		Description
3	PRSCH3			PRS Channel 3 selected as input
4	PRSCH4			PRS Channel 4 selected as input
5	PRSCH5			PRS Channel 5 selected as input
6	PRSCH6			PRS Channel 6 selected as input
7	PRSCH7			PRS Channel 7 selected as input
8	PRSCH8			PRS Channel 8 selected as input
9	PRSCH9			PRS Channel 9 selected as input
10	PRSCH10			PRS Channel 10 selected as input
11	PRSCH11			PRS Channel 11 selected as input
9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	INPUT	0	RW	Select input to the LESENSE decoder
	Value	Mode		Description
	0	SENSORSTATE		The SENSORSTATE register is used as input to the decoder.
	1	PRS		PRS channels are used as input to the decoder.
7	PRSCNT	0	RW	<b>Enable count mode on decoder PRS channels 0 and 1</b>
				When set, decoder PRS0 and PRS1 will be used to produce output which can be used by a PCNT to count up or down.
6	HYSTIRQ	0	RW	<b>Enable decoder hysteresis on interrupt requests</b>
				When set, hysteresis is enabled in the decoder, suppressing interrupt requests.
5	HYSTPRS2	0	RW	<b>Enable decoder hysteresis on PRS2 output</b>
				When set, hysteresis is enabled in the decoder, suppressing changes on PRS channel 2
4	HYSTPRS1	0	RW	<b>Enable decoder hysteresis on PRS1 output</b>
				When set, hysteresis is enabled in the decoder, suppressing changes on PRS channel 1
3	HYSTPRS0	0	RW	<b>Enable decoder hysteresis on PRS0 output</b>
				When set, hysteresis is enabled in the decoder, suppressing changes on PRS channel 0
2	INTMAP	0	RW	<b>Enable decoder to channel interrupt mapping</b>
				When set, a transition from state x in the decoder will set interrupt flag CHx
1	ERRCHK	0	RW	<b>Enable check of current state</b>
				When set, the decoder checks the current state in addition to the states defined in TCONF
0	DISABLE	0	RW	<b>Disable the decoder</b>
				When set, the decoder is disabled. When disabled the decoder will keep its current state

### **25.5.5 LESENSE\_BIASCTRL - Bias Control Register (Async Reg)**

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
Reset	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
Access																										RW	0x0					
Name																										BIASMODE						
Bit	Name	Reset	Access	Description																												
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																												

Bit	Name	Reset	Access	Description												
1:0	BIASMODE	0x0	RW	<b>Select bias mode</b>												
		<table border="1"> <tr> <td>Value</td><td>Mode</td><td>Description</td></tr> <tr> <td>0</td><td>DUTYCYCLE</td><td>Bias module duty cycled between low power and high accuracy mode</td></tr> <tr> <td>1</td><td>HIGHACC</td><td>Bias module always in high accuracy mode</td></tr> <tr> <td>2</td><td>DONTTOUCH</td><td>Bias module is controlled by the EMU and not affected by LESENSE</td></tr> </table>			Value	Mode	Description	0	DUTYCYCLE	Bias module duty cycled between low power and high accuracy mode	1	HIGHACC	Bias module always in high accuracy mode	2	DONTTOUCH	Bias module is controlled by the EMU and not affected by LESENSE
Value	Mode	Description														
0	DUTYCYCLE	Bias module duty cycled between low power and high accuracy mode														
1	HIGHACC	Bias module always in high accuracy mode														
2	DONTTOUCH	Bias module is controlled by the EMU and not affected by LESENSE														

## 25.5.6 LESENSE\_CMD - Command Register

Offset	Bit Position																												
0x014	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	
Reset																													
Access																													
Name																													

Bit	Name	Reset	Access	Description
31:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3	CLEARBUF	0	W1	<b>Clear result buffer</b>
2	DECODE	0	W1	<b>Start decoder</b>
1	STOP	0	W1	<b>Stop scanning of sensors</b> If issued during a scan, the command will take effect after scan completion.
0	START	0	W1	<b>Start scanning of sensors.</b>

## 25.5.7 LESENSE\_CHEN - Channel enable Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x018	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																													0x0000				
Access																														RW			
Name																															CHEN		

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	CHEN	0x0000	RW	<b>Enable scan channel</b>

Bit	Name	Reset	Access	Description
				Set bit X to enable channel X

## 25.5.8 LESENSE\_SCANRES - Scan result register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x01C	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																									0x0000							
Access																									R							
Name																									SCANRES							

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	SCANRES	0x0000	R	<b>Scan results</b>

Bit X will be set depending on channel X evaluation

## 25.5.9 LESENSE\_STATUS - Status Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x020	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						
Reset																																
Access																									R							
Name																									DACACTIVE	R	0	5				

Bit	Name	Reset	Access	Description																										
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																										
5	DACACTIVE	0	R	<b>LESENSE DAC interface is active</b>																										
4	SCANACTIVE	0	R	<b>LESENSE is currently interfacing sensors.</b>																										
3	RUNNING	0	R	<b>LESENSE is active</b>																										
2	BUFFULL	0	R	<b>Result buffer full</b>																										
	Set when the result buffer is full																								R	0	2			
1	BUFHALFFULL	0	R	<b>Result buffer half full</b>																										
	Set when the result buffer is half full																								R	0	1			

Bit	Name	Reset	Access	Description
0	BUFDATAV	0	R	<b>Result data valid</b>
Set when data is available in the result buffer. Cleared when the buffer is empty.				

## 25.5.10 LESENSE\_PTR - Result buffer pointers (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x024	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																								0x0	
Access																									R
Name																									WR
																									RD

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8:5	WR	0x0	R	<b>Result buffer write pointer.</b>
	These bits show the next index in the result buffer to be written to. Incremented when LESENSE writes to result buffer			
4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3:0	RD	0x0	R	<b>Result buffer read pointer.</b>
	These bits show the index of the oldest unread data in the result buffer. Incremented on read from BUFDATA.			

## 25.5.11 LESENSE\_BUFDATA - Result buffer data register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x028	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
Reset																									0xFFFF
Access																									R
Name																									BUFDATA

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	BUFDATA	0xFFFF	R	<b>Result data</b>
This register can be used to read the oldest unread data from the result buffer.				

## 25.5.12 LESENSE\_CURCH - Current channel index (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																			
0x02C	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																																				0x0
Access																																			R	
Name																																			CURCH	

Bit	Name	Reset	Access	Description
31:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3:0	CURCH	0x0	R	<b>Shows the index of the current channel</b>

## 25.5.13 LESENSE\_DECSTATE - Current decoder state (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																		
0x030	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																																		0x0	
Access																																		RW	
Name																																			DECSTATE

Bit	Name	Reset	Access	Description
31:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3:0	DECSTATE	0x0	RWH	<b>Shows the current decoder state</b>

## 25.5.14 LESENSE\_SENSORSTATE - Decoder input register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																		
0x034	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																																	0x0		
Access																																		RW	
Name																																			SENSORSTATE

Bit	Name	Reset	Access	Description
31:4	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
3:0	SENSORSTATE	0x0	RWH	<b>Shows the status of sensors chosen as input to the decoder</b>

## 25.5.15 LESENSE\_IDLECONF - GPIO Idlephase configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																	
	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	RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		RW	0x0		
Access	RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW		RW	
Name	CH15		CH14		CH13		CH12		CH11		CH10		CH9		CH8		CH7		CH6		CH5		CH4		CH3		CH2		CH1		CH0			
Bit	Name	Reset	Access	Description																														
31:30	CH15	0x0	RW	Channel 15 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH15 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH15 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>CH15 output is low in idle phase</td></tr> <tr> <td>3</td><td>DACCH1</td><td>CH15 output is connected to DAC CH1 output in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH15 output is disabled in idle phase	1	HIGH	CH15 output is high in idle phase	2	LOW	CH15 output is low in idle phase	3	DACCH1	CH15 output is connected to DAC CH1 output in idle phase															
Value	Mode	Description																																
0	DISABLE	CH15 output is disabled in idle phase																																
1	HIGH	CH15 output is high in idle phase																																
2	LOW	CH15 output is low in idle phase																																
3	DACCH1	CH15 output is connected to DAC CH1 output in idle phase																																
29:28	CH14	0x0	RW	Channel 14 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH14 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH14 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>CH14 output is low in idle phase</td></tr> <tr> <td>3</td><td>DACCH1</td><td>CH14 output is connected to DAC CH1 output in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH14 output is disabled in idle phase	1	HIGH	CH14 output is high in idle phase	2	LOW	CH14 output is low in idle phase	3	DACCH1	CH14 output is connected to DAC CH1 output in idle phase															
Value	Mode	Description																																
0	DISABLE	CH14 output is disabled in idle phase																																
1	HIGH	CH14 output is high in idle phase																																
2	LOW	CH14 output is low in idle phase																																
3	DACCH1	CH14 output is connected to DAC CH1 output in idle phase																																
27:26	CH13	0x0	RW	Channel 13 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH13 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH13 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>CH13 output is low in idle phase</td></tr> <tr> <td>3</td><td>DACCH1</td><td>CH13 output is connected to DAC CH1 output in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH13 output is disabled in idle phase	1	HIGH	CH13 output is high in idle phase	2	LOW	CH13 output is low in idle phase	3	DACCH1	CH13 output is connected to DAC CH1 output in idle phase															
Value	Mode	Description																																
0	DISABLE	CH13 output is disabled in idle phase																																
1	HIGH	CH13 output is high in idle phase																																
2	LOW	CH13 output is low in idle phase																																
3	DACCH1	CH13 output is connected to DAC CH1 output in idle phase																																
25:24	CH12	0x0	RW	Channel 12 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH12 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH12 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>CH12 output is low in idle phase</td></tr> <tr> <td>3</td><td>DACCH1</td><td>CH12 output is connected to DAC CH1 output in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH12 output is disabled in idle phase	1	HIGH	CH12 output is high in idle phase	2	LOW	CH12 output is low in idle phase	3	DACCH1	CH12 output is connected to DAC CH1 output in idle phase															
Value	Mode	Description																																
0	DISABLE	CH12 output is disabled in idle phase																																
1	HIGH	CH12 output is high in idle phase																																
2	LOW	CH12 output is low in idle phase																																
3	DACCH1	CH12 output is connected to DAC CH1 output in idle phase																																
23:22	CH11	0x0	RW	Channel 11 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH11 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH11 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>CH11 output is low in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH11 output is disabled in idle phase	1	HIGH	CH11 output is high in idle phase	2	LOW	CH11 output is low in idle phase																		
Value	Mode	Description																																
0	DISABLE	CH11 output is disabled in idle phase																																
1	HIGH	CH11 output is high in idle phase																																
2	LOW	CH11 output is low in idle phase																																
21:20	CH10	0x0	RW	Channel 10 idlephase configuration																														
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>CH10 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>CH10 output is high in idle phase</td></tr> </tbody> </table>	Value	Mode	Description	0	DISABLE	CH10 output is disabled in idle phase	1	HIGH	CH10 output is high in idle phase																					
Value	Mode	Description																																
0	DISABLE	CH10 output is disabled in idle phase																																
1	HIGH	CH10 output is high in idle phase																																

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	2	LOW	CH10 output is low in idle phase		
19:18	CH9	0x0	RW	<b>Channel 9 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH9 output is disabled in idle phase		
	1	HIGH	CH9 output is high in idle phase		
	2	LOW	CH9 output is low in idle phase		
17:16	CH8	0x0	RW	<b>Channel 8 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH8 output is disabled in idle phase		
	1	HIGH	CH8 output is high in idle phase		
	2	LOW	CH8 output is low in idle phase		
15:14	CH7	0x0	RW	<b>Channel 7 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH7 output is disabled in idle phase		
	1	HIGH	CH7 output is high in idle phase		
	2	LOW	CH7 output is low in idle phase		
13:12	CH6	0x0	RW	<b>Channel 6 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH6 output is disabled in idle phase		
	1	HIGH	CH6 output is high in idle phase		
	2	LOW	CH6 output is low in idle phase		
11:10	CH5	0x0	RW	<b>Channel 5 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH5 output is disabled in idle phase		
	1	HIGH	CH5 output is high in idle phase		
	2	LOW	CH5 output is low in idle phase		
9:8	CH4	0x0	RW	<b>Channel 4 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH4 output is disabled in idle phase		
	1	HIGH	CH4 output is high in idle phase		
	2	LOW	CH4 output is low in idle phase		
7:6	CH3	0x0	RW	<b>Channel 3 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH3 output is disabled in idle phase		
	1	HIGH	CH3 output is high in idle phase		
	2	LOW	CH3 output is low in idle phase		
	3	DACCH0	CH3 output is connected to DAC CH0 output in idle phase		
5:4	CH2	0x0	RW	<b>Channel 2 idlephase configuration</b>	

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	0	DISABLE	CH2 output is disabled in idle phase		
	1	HIGH	CH2 output is high in idle phase		
	2	LOW	CH2 output is low in idle phase		
	3	DACCH0	CH2 output is connected to DAC CH0 output in idle phase		
3:2	CH1	0x0	RW	<b>Channel 1 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH1 output is disabled in idle phase		
	1	HIGH	CH1 output is high in idle phase		
	2	LOW	CH1 output is low in idle phase		
	3	DACCH0	CH1 output is connected to DAC CH0 output in idle phase		
1:0	CH0	0x0	RW	<b>Channel 0 idlephase configuration</b>	
	Value	Mode	Description		
	0	DISABLE	CH0 output is disabled in idle phase		
	1	HIGH	CH0 output is high in idle phase		
	2	LOW	CH0 output is low in idle phase		
	3	DACCH0	CH0 output is connected to DAC CH0 output in idle phase		

## 25.5.16 LESENSE\_ALTEXCONF - Alternative excite pin configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20).

Offset	Bit Position															
Reset	31	30	29	28	27	26	25	24	23	0	22	0	21	0	20	0
Access	RW	RW	RW	RW	RW	RW	RW	RW	AEX7	AEX6	AEX5	AEX4	AEX3	AEX2	AEX1	AEX0
Name	IDLECONF7	IDLECONF6	IDLECONF5	IDLECONF4	IDLECONF3	IDLECONF2	IDLECONF1	IDLECONF0	31	13	11	9	7	5	3	1
Bit	Name	Reset	Access	Description												
31:24	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)														
23	AEX7	0	RW	<b>ALTEX7 always excite enable</b>												
22	AEX6	0	RW	<b>ALTEX6 always excite enable</b>												
21	AEX5	0	RW	<b>ALTEX5 always excite enable</b>												
20	AEX4	0	RW	<b>ALTEX4 always excite enable</b>												
19	AEX3	0	RW	<b>ALTEX3 always excite enable</b>												
18	AEX2	0	RW	<b>ALTEX2 always excite enable</b>												

Bit	Name	Reset	Access	Description												
17	AEX1	0	RW	<b>ALTEX1 always excite enable</b>												
16	AEX0	0	RW	<b>ALTEX0 always excite enable</b>												
15:14	IDLECONF7	0x0	RW	<b>ALTEX7 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX7 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX7 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX7 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX7 output is disabled in idle phase	1	HIGH	ALTEX7 output is high in idle phase	2	LOW	ALTEX7 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX7 output is disabled in idle phase														
1	HIGH	ALTEX7 output is high in idle phase														
2	LOW	ALTEX7 output is low in idle phase														
13:12	IDLECONF6	0x0	RW	<b>ALTEX6 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX6 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX6 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX6 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX6 output is disabled in idle phase	1	HIGH	ALTEX6 output is high in idle phase	2	LOW	ALTEX6 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX6 output is disabled in idle phase														
1	HIGH	ALTEX6 output is high in idle phase														
2	LOW	ALTEX6 output is low in idle phase														
11:10	IDLECONF5	0x0	RW	<b>ALTEX5 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX5 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX5 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX5 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX5 output is disabled in idle phase	1	HIGH	ALTEX5 output is high in idle phase	2	LOW	ALTEX5 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX5 output is disabled in idle phase														
1	HIGH	ALTEX5 output is high in idle phase														
2	LOW	ALTEX5 output is low in idle phase														
9:8	IDLECONF4	0x0	RW	<b>ALTEX4 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX4 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX4 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX4 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX4 output is disabled in idle phase	1	HIGH	ALTEX4 output is high in idle phase	2	LOW	ALTEX4 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX4 output is disabled in idle phase														
1	HIGH	ALTEX4 output is high in idle phase														
2	LOW	ALTEX4 output is low in idle phase														
7:6	IDLECONF3	0x0	RW	<b>ALTEX3 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX3 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX3 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX3 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX3 output is disabled in idle phase	1	HIGH	ALTEX3 output is high in idle phase	2	LOW	ALTEX3 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX3 output is disabled in idle phase														
1	HIGH	ALTEX3 output is high in idle phase														
2	LOW	ALTEX3 output is low in idle phase														
5:4	IDLECONF2	0x0	RW	<b>ALTEX2 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX2 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX2 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX2 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX2 output is disabled in idle phase	1	HIGH	ALTEX2 output is high in idle phase	2	LOW	ALTEX2 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX2 output is disabled in idle phase														
1	HIGH	ALTEX2 output is high in idle phase														
2	LOW	ALTEX2 output is low in idle phase														
3:2	IDLECONF1	0x0	RW	<b>ALTEX1 idle phase configuration</b>												
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>ALTEX1 output is disabled in idle phase</td></tr> <tr> <td>1</td><td>HIGH</td><td>ALTEX1 output is high in idle phase</td></tr> <tr> <td>2</td><td>LOW</td><td>ALTEX1 output is low in idle phase</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	ALTEX1 output is disabled in idle phase	1	HIGH	ALTEX1 output is high in idle phase	2	LOW	ALTEX1 output is low in idle phase
Value	Mode	Description														
0	DISABLE	ALTEX1 output is disabled in idle phase														
1	HIGH	ALTEX1 output is high in idle phase														
2	LOW	ALTEX1 output is low in idle phase														
1:0	IDLECONF0	0x0	RW	<b>ALTEX0 idle phase configuration</b>												

Bit	Name	Reset	Access	Description
	Value	Mode		
	0	DISABLE		
	1	HIGH		
	2	LOW		

## 25.5.17 LESENSE\_IF - Interrupt Flag Register

Offset	Bit Position															
0x040	31	30	29	28	27	26	25	24	23	CNTOF	R	0	22	R	0	20
										BUFOF	R	0	21	R	0	19
										BUFLVEL	R	0	20	R	0	18
										BUFDATAV	R	0	19	DECERR	R	0
										DEC	R	0	17	SCANCOMPLETE	R	0
										CH15	R	0	15	CH14	R	0
										CH14	R	0	14	CH13	R	0
										CH13	R	0	13	CH12	R	0
										CH12	R	0	12	CH11	R	0
										CH11	R	0	11	CH10	R	0
										CH10	R	0	10	CH9	R	0
										CH9	R	0	9	CH8	R	0
										CH8	R	0	8	CH7	R	0
										CH7	R	0	7	CH6	R	0
										CH6	R	0	6	CH5	R	0
										CH5	R	0	5	CH4	R	0
										CH4	R	0	4	CH3	R	0
										CH3	R	0	3	CH2	R	0
										CH2	R	0	2	CH1	R	0
										CH1	R	0	1	CH0	R	0

Bit	Name	Reset	Access	Description
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
22	CNTOF	0	R	Set when the LESENSE counter overflows.
21	BUFOF	0	R	Set when the result buffer overflows
20	BUFLVEL	0	R	Set when the data buffer is full.
19	BUFDATAV	0	R	Set when data is available in the result buffer.
18	DECERR	0	R	Set when the decoder detects an error
17	DEC	0	R	Set when the decoder has issued and interrupt request
16	SCANCOMPLETE	0	R	Set when a scan sequence is completed
15	CH15	0	R	Set when channel 15 triggers
14	CH14	0	R	Set when channel 14 triggers
13	CH13	0	R	Set when channel 13 triggers
12	CH12	0	R	Set when channel 12 triggers
11	CH11	0	R	Set when channel 11 triggers
10	CH10	0	R	Set when channel 10 triggers
9	CH9	0	R	Set when channel 9 triggers

Bit	Name	Reset	Access	Description
8	CH8	0	R	Set when channel 8 triggers
7	CH7	0	R	Set when channel 7 triggers
6	CH6	0	R	Set when channel 6 triggers
5	CH5	0	R	Set when channel 5 triggers
4	CH4	0	R	Set when channel 4 triggers
3	CH3	0	R	Set when channel 3 triggers
2	CH2	0	R	Set when channel 2 triggers
1	CH1	0	R	Set when channel 1 triggers
0	CH0	0	R	Set when channel 0 triggers

### 25.5.18 LESENSE\_IFC - Interrupt Flag Clear Register

Offset	Bit Position															
0x044	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset										W1	0	W1	0	W1	0	W1
Access										BUFOF	W1	0	BUFLEVEL	W1	0	W1
Name										CNTOF	W1	0	BUFDATAV	W1	0	W1
										DECERR	W1	0	DEC	W1	0	W1
										SCANCOMPLETE	W1	0	CH15	W1	0	W1
										CH14	W1	0	CH13	W1	0	W1
										CH12	W1	0	CH11	W1	0	W1
										CH10	W1	0	CH9	W1	0	W1
										CH8	W1	0	CH7	W1	0	W1
										CH6	W1	0	CH5	W1	0	W1
										CH4	W1	0	CH3	W1	0	W1
										CH2	W1	0	CH1	W1	0	W1
										CH0	W1	0				

Bit	Name	Reset	Access	Description
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
22	CNTOF	0	W1	Write to 1 to clear CNTOF interrupt flag
21	BUFOF	0	W1	Write to 1 to clear BUFOF interrupt flag
20	BUFLEVEL	0	W1	Write to 1 to clear BUFLEVEL interrupt flag
19	BUFDATAV	0	W1	Write to 1 to clear BUFDATAV interrupt flag
18	DECERR	0	W1	Write to 1 to clear DECERR interrupt flag
17	DEC	0	W1	Write to 1 to clear DEC interrupt flag
16	SCANCOMPLETE	0	W1	

Bit	Name	Reset	Access	Description
Write to 1 to clear SCANCOMPLETE interrupt flag				
15	CH15	0	W1	
Write to 1 to clear CH15 interrupt flag				
14	CH14	0	W1	
Write to 1 to clear CH14 interrupt flag				
13	CH13	0	W1	
Write to 1 to clear CH13 interrupt flag				
12	CH12	0	W1	
Write to 1 to clear CH12 interrupt flag				
11	CH11	0	W1	
Write to 1 to clear CH11 interrupt flag				
10	CH10	0	W1	
Write to 1 to clear CH10 interrupt flag				
9	CH9	0	W1	
Write to 1 to clear CH9 interrupt flag				
8	CH8	0	W1	
Write to 1 to clear CH8 interrupt flag				
7	CH7	0	W1	
Write to 1 to clear CH7 interrupt flag				
6	CH6	0	W1	
Write to 1 to clear CH6 interrupt flag				
5	CH5	0	W1	
Write to 1 to clear CH5 interrupt flag				
4	CH4	0	W1	
Write to 1 to clear CH4 interrupt flag				
3	CH3	0	W1	
Write to 1 to clear CH3 interrupt flag				
2	CH2	0	W1	
Write to 1 to clear CH2 interrupt flag				
1	CH1	0	W1	
Write to 1 to clear CH1 interrupt flag				
0	CH0	0	W1	
Write to 1 to clear CH0 interrupt flag				

## 25.5.19 LESENSE\_IFS - Interrupt Flag Set Register

Offset	Bit Position																
0x048	31	30	29	28	27	26	25	24	23	CNTOF	W1	0	22	SCANCOMPLETE	W1	0	16
<b>Reset</b>										BUFOF	W1	0	21	BUFLEVEL	W1	0	20
<b>Access</b>										BUFDATAV	W1	0	19	DECERR	W1	0	18
<b>Name</b>										DEC	W1	0	17	CH15	W1	0	15
										CH14	W1	0	14	CH13	W1	0	13
										CH12	W1	0	12	CH11	W1	0	11
										CH10	W1	0	10	CH9	W1	0	9
										CH8	W1	0	8	CH7	W1	0	7
										CH6	W1	0	6	CH5	W1	0	5
										CH4	W1	0	4	CH3	W1	0	3
										CH2	W1	0	2	CH1	W1	0	1
										CH0	W1	0	0				

Bit	Name	Reset	Access	Description
31:23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
22	CNTOF	0	W1	Write to 1 to set the CNTOF interrupt flag
21	BUFOF	0	W1	Write to 1 to set the BUFOF interrupt flag
20	BUFLEVEL	0	W1	Write to 1 to set the BUFLEVEL interrupt flag
19	BUFDATAV	0	W1	Write to 1 to set the BUFDATAV interrupt flag
18	DECERR	0	W1	Write to 1 to set the DECERR interrupt flag
17	DEC	0	W1	Write to 1 to set the DEC interrupt flag
16	SCANCOMPLETE	0	W1	Write to 1 to set the SCANCOMPLETE interrupt flag
15	CH15	0	W1	Write to 1 to set the CH15 interrupt flag
14	CH14	0	W1	Write to 1 to set the CH14 interrupt flag
13	CH13	0	W1	Write to 1 to set the CH13 interrupt flag
12	CH12	0	W1	Write to 1 to set the CH12 interrupt flag
11	CH11	0	W1	Write to 1 to set the CH11 interrupt flag
10	CH10	0	W1	Write to 1 to set the CH10 interrupt flag
9	CH9	0	W1	Write to 1 to set the CH9 interrupt flag
8	CH8	0	W1	Write to 1 to set the CH8 interrupt flag
7	CH7	0	W1	Write to 1 to set the CH7 interrupt flag
6	CH6	0	W1	Write to 1 to set the CH6 interrupt flag
5	CH5	0	W1	Write to 1 to set the CH5 interrupt flag
4	CH4	0	W1	Write to 1 to set the CH4 interrupt flag
3	CH3	0	W1	Write to 1 to set the CH3 interrupt flag
2	CH2	0	W1	Write to 1 to set the CH2 interrupt flag
1	CH1	0	W1	Write to 1 to set the CH1 interrupt flag

Bit	Name	Reset	Access	Description
0	CH0	0	W1	Write to 1 to set the CH0 interrupt flag

## 25.5.20 LESENSE\_IEN - Interrupt Enable Register

Offset	Bit Position																
0x04C	31	30	29	28	27	26	25	24	23	CNTOF	RW	0	22	BUFOF	RW	0	21
										BUFLVEL	RW	0	20	BUFDATAV	RW	0	19
										DECERR	RW	0	18	DEC	RW	0	17
										SCANCOMPLETE	RW	0	16	CH15	RW	0	15
										CH14	RW	0	14	CH13	RW	0	13
										CH12	RW	0	12	CH11	RW	0	11
										CH10	RW	0	10	CH9	RW	0	9
										CH8	RW	0	8	CH7	RW	0	7
										CH6	RW	0	6	CH5	RW	0	5
										CH4	RW	0	4	CH3	RW	0	3
										CH2	RW	0	2	CH1	RW	0	1
										CH0	RW	0	0				

Bit	Name	Reset	Access	Description
31:23	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
22	CNTOF	0	RW	Set to enable interrupt on the CNTOF interrupt flag
21	BUFOF	0	RW	Set to enable interrupt on the BUFOF interrupt flag
20	BUFLVEL	0	RW	Set to enable interrupt on the BUFLVEL interrupt flag
19	BUFDATAV	0	RW	Set to enable interrupt on the BUFDATAV interrupt flag
18	DECERR	0	RW	Set to enable interrupt on the DECERR interrupt flag
17	DEC	0	RW	Set to enable interrupt on the DEC interrupt flag
16	SCANCOMPLETE	0	RW	Set to enable interrupt on the SCANCOMPLETE interrupt flag
15	CH15	0	RW	Set to enable interrupt on the CH15 interrupt flag
14	CH14	0	RW	Set to enable interrupt on the CH14 interrupt flag
13	CH13	0	RW	Set to enable interrupt on the CH13 interrupt flag
12	CH12	0	RW	Set to enable interrupt on the CH12 interrupt flag
11	CH11	0	RW	Set to enable interrupt on the CH11 interrupt flag
10	CH10	0	RW	Set to enable interrupt on the CH10 interrupt flag
9	CH9	0	RW	Set to enable interrupt on the CH9 interrupt flag

Bit	Name	Reset	Access	Description
8	CH8	0	RW	Set to enable interrupt on the CH8 interrupt flag
7	CH7	0	RW	Set to enable interrupt on the CH7 interrupt flag
6	CH6	0	RW	Set to enable interrupt on the CH6 interrupt flag
5	CH5	0	RW	Set to enable interrupt on the CH5 interrupt flag
4	CH4	0	RW	Set to enable interrupt on the CH4 interrupt flag
3	CH3	0	RW	Set to enable interrupt on the CH3 interrupt flag
2	CH2	0	RW	Set to enable interrupt on the CH2 interrupt flag
1	CH1	0	RW	Set to enable interrupt on the CH1 interrupt flag
0	CH0	0	RW	Set to enable interrupt on the CH0 interrupt flag

## 25.5.21 LESENSE\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																
0x050	31	30	29	28	27	26	EV/AL	R	0	25	INTERACT	R	0	24	TIMING	R	0
							DATA	R	0	23	TCONFB	R	0	22	TCONFA	R	0
							RIPCNT	R	0	20	TESTCTRL	R	0	19	FEATURECONF	R	0
							POWERDOWN	R	0	17	ROUTE	R	0	16	ALTEXCONF	R	0
							ALTEXCONF	R	0	15	IDLECONF	R	0	14	SENSORSTATE	R	0
							DECSTATE	R	0	12	DECSTATE	R	0	10	CURCH	R	0
							BUFDATA	R	0	9	PTR	R	0	8	STATUS	R	0
							PTR	R	0	7	SCANRES	R	0	6	CHEN	R	0
							CMD	R	0	5	DECCTRL	R	0	4	BIASCTRL	R	0
							PERCTRL	R	0	3	TIMCTRL	R	0	2	PERCTRL	R	0
							TIMCTRL	R	0	1	CTRL	R	0	0	CTRL	R	0

Bit	Name	Reset	Access	Description
31:27	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
26	EVAL	0	R	<b>LESENSE_CHx_EVAL Register Busy</b> Set when the value written to LESENSE_CHx_EVAL is being synchronized.
25	INTERACT	0	R	<b>LESENSE_CHx_INTERACT Register Busy</b> Set when the value written to LESENSE_CHx_INTERACT is being synchronized.
24	TIMING	0	R	<b>LESENSE_CHx_TIMING Register Busy</b> Set when the value written to LESENSE_CHx_TIMING is being synchronized.
23	DATA	0	R	<b>LESENSE_BUFx_DATA Register Busy</b> Set when the value written to LESENSE_BUFx_DATA is being synchronized.
22	TCONFB	0	R	<b>LESENSE_STx_TCONFB Register Busy</b> Set when the value written to LESENSE_STx_TCONFB is being synchronized.
21	TCONFA	0	R	<b>LESENSE_STx_TCONFA Register Busy</b> Set when the value written to LESENSE_STx_TCONFA is being synchronized.
20	RIPCNT	0	R	<b>LESENSE_RIPCNT Register Busy</b>

Bit	Name	Reset	Access	Description
Set when the value written to LESENSE_RIPCNT is being synchronized.				
19	TESTCTRL	0	R	LESENSE_TESTCTRL Register Busy
Set when the value written to LESENSE_TESTCTRL is being synchronized.				
18	FEATURECONF	0	R	LESENSE_FEATURECONF Register Busy
Set when the value written to LESENSE_FEATURECONF is being synchronized.				
17	POWERDOWN	0	R	LESENSE_POWERDOWN Register Busy
Set when the value written to LESENSE_POWERDOWN is being synchronized.				
16	ROUTE	0	R	LESENSE_ROUTE Register Busy
Set when the value written to LESENSE_ROUTE is being synchronized.				
15	ALTEXCONF	0	R	LESENSE_ALTEXCONF Register Busy
Set when the value written to LESENSE_ALTEXCONF is being synchronized.				
14	IDLECONF	0	R	LESENSE_IDLECONF Register Busy
Set when the value written to LESENSE_IDLECONF is being synchronized.				
13	SENSORSTATE	0	R	LESENSE_SENSORSTATE Register Busy
Set when the value written to LESENSE_SENSORSTATE is being synchronized.				
12	DECSTATE	0	R	LESENSE_DECSTATE Register Busy
Set when the value written to LESENSE_DECSTATE is being synchronized.				
11	CURCH	0	R	LESENSE_CURCH Register Busy
Set when the value written to LESENSE_CURCH is being synchronized.				
10	BUFDATA	0	R	LESENSE_BUFDATA Register Busy
Set when the value written to LESENSE_BUFDATA is being synchronized.				
9	PTR	0	R	LESENSE_PTR Register Busy
Set when the value written to LESENSE_PTR is being synchronized.				
8	STATUS	0	R	LESENSE_STATUS Register Busy
Set when the value written to LESENSE_STATUS is being synchronized.				
7	SCANRES	0	R	LESENSE_SCANRES Register Busy
Set when the value written to LESENSE_SCANRES is being synchronized.				
6	CHEN	0	R	LESENSE_CHEN Register Busy
Set when the value written to LESENSE_CHEN is being synchronized.				
5	CMD	0	R	LESENSE_CMD Register Busy
Set when the value written to LESENSE_CMD is being synchronized.				
4	BIASCTRL	0	R	LESENSE_BIASCTRL Register Busy
Set when the value written to LESENSE_BIASCTRL is being synchronized.				
3	DECCTRL	0	R	LESENSE_DECCTRL Register Busy
Set when the value written to LESENSE_DECCTRL is being synchronized.				
2	PERCTRL	0	R	LESENSE_PERCTRL Register Busy
Set when the value written to LESENSE_PERCTRL is being synchronized.				
1	TIMCTRL	0	R	LESENSE_TIMCTRL Register Busy
Set when the value written to LESENSE_TIMCTRL is being synchronized.				
0	CTRL	0	R	LESENSE_CTRL Register Busy
Set when the value written to LESENSE_CTRL is being synchronized.				

## 25.5.22 LESENSE\_ROUTE - I/O Routing Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position						
0x054	31	30	29	28	27	26	25
Reset							24
Access							
Name	ALTEX7PEN	RW	0	23	ALTEX6PEN	RW	0
	ALTEX6PEN	RW	0	22	ALTEX5PEN	RW	0
	ALTEX5PEN	RW	0	21	ALTEX4PEN	RW	0
	ALTEX4PEN	RW	0	20	ALTEX3PEN	RW	0
	ALTEX3PEN	RW	0	19	ALTEX2PEN	RW	0
	ALTEX2PEN	RW	0	18	ALTEX1PEN	RW	0
	ALTEX1PEN	RW	0	17	ALTEX0OPEN	RW	0
	ALTEX0OPEN	RW	0	16	CH15PEN	RW	0
	CH15PEN	RW	0	15	CH14PEN	RW	0
	CH14PEN	RW	0	14	CH13PEN	RW	0
	CH13PEN	RW	0	13	CH12PEN	RW	0
	CH12PEN	RW	0	12	CH11PEN	RW	0
	CH11PEN	RW	0	11	CH10OPEN	RW	0
	CH10OPEN	RW	0	10	CH9PEN	RW	0
	CH9PEN	RW	0	9	CH8PEN	RW	0
	CH8PEN	RW	0	8	CH7PEN	RW	0
	CH7PEN	RW	0	7	CH6PEN	RW	0
	CH6PEN	RW	0	6	CH5PEN	RW	0
	CH5PEN	RW	0	5	CH4PEN	RW	0
	CH4PEN	RW	0	4	CH3PEN	RW	0
	CH3PEN	RW	0	3	CH2PEN	RW	0
	CH2PEN	RW	0	2	CH1PEN	RW	0
	CH1PEN	RW	0	1	CH0OPEN	RW	0
	CH0OPEN	RW	0	0			

Bit	Name	Reset	Access	Description
31:24	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
23	ALTEX7PEN	0	RW	<b>ALTEX7 Pin Enable</b>
22	ALTEX6PEN	0	RW	<b>ALTEX6 Pin Enable</b>
21	ALTEX5PEN	0	RW	<b>ALTEX5 Pin Enable</b>
20	ALTEX4PEN	0	RW	<b>ALTEX4 Pin Enable</b>
19	ALTEX3PEN	0	RW	<b>ALTEX3 Pin Enable</b>
18	ALTEX2PEN	0	RW	<b>ALTEX2 Pin Enable</b>
17	ALTEX1PEN	0	RW	<b>ALTEX1 Pin Enable</b>
16	ALTEX0OPEN	0	RW	<b>ALTEX0 Pin Enable</b>
15	CH15PEN	0	RW	<b>CH15 Pin Enable</b>
14	CH14PEN	0	RW	<b>CH14 Pin Enable</b>
13	CH13PEN	0	RW	<b>CH13 Pin Enable</b>
12	CH12PEN	0	RW	<b>CH12 Pin Enable</b>
11	CH11PEN	0	RW	<b>CH11 Pin Enable</b>
10	CH10OPEN	0	RW	<b>CH10 Pin Enable</b>
9	CH9PEN	0	RW	<b>CH9 Pin Enable</b>
8	CH8PEN	0	RW	<b>CH8 Pin Enable</b>
7	CH7PEN	0	RW	<b>CH7 Pin Enable</b>
6	CH6PEN	0	RW	<b>CH6 Pin Enable</b>

Bit	Name	Reset	Access	Description
5	CH5PEN	0	RW	<b>CH5 Pin Enable</b>
4	CH4PEN	0	RW	<b>CH4 Pin Enable</b>
3	CH3PEN	0	RW	<b>CH3 Pin Enable</b>
2	CH2PEN	0	RW	<b>CH2 Pin Enable</b>
1	CH1PEN	0	RW	<b>CH0 Pin Enable</b>
0	CH0PEN	0	RW	<b>CH0 Pin Enable</b>

## 25.5.23 LESENSE\_POWERDOWN - LESENSE RAM power-down register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x058	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																									RAM	RW	0	0				
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:1	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
0	RAM	0	RW	<b>LESENSE RAM power-down</b>

Shut off power to the LESENSE RAM. Once it is powered down, it cannot be powered up again

## 25.5.24 LESENSE\_STx\_TCONFA - State transition configuration A (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x200	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																										RW	0xx	1	0				
Access																																	
Name																																	

Bit	Name	Reset	Access	Description
31:19	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

Bit	Name	Reset	Access	Description																																																																																					
18	CHAIN	X	RW	<b>Enable state descriptor chaining</b> When set, descriptor in the next location will also be evaluated																																																																																					
17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																																																																					
16	SETIF	X	RW	<b>Set interrupt flag enable</b> Set interrupt flag when sensor state equals COMP																																																																																					
15	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																																																																					
14:12	PRSACT	0xX	RW	<b>Configure transition action</b> Configure which action to perform when sensor state equals COMP																																																																																					
<table border="1"> <tr> <td>DECCTRL_PRSCNT = 0</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Mode</td> <td>Value</td> <td></td> <td></td> <td>Description</td> </tr> <tr> <td>NONE</td> <td>0</td> <td></td> <td></td> <td>No PRS pulses generated</td> </tr> <tr> <td>PRS0</td> <td>1</td> <td></td> <td></td> <td>Generate pulse on LESPRS0</td> </tr> <tr> <td>PRS1</td> <td>2</td> <td></td> <td></td> <td>Generate pulse on LESPRS1</td> </tr> <tr> <td>PRS01</td> <td>3</td> <td></td> <td></td> <td>Generate pulse on LESPRS0 and LESPRS1</td> </tr> <tr> <td>PRS2</td> <td>4</td> <td></td> <td></td> <td>Generate pulse on LESPRS2</td> </tr> <tr> <td>PRS02</td> <td>5</td> <td></td> <td></td> <td>Generate pulse on LESPRS0 and LESPRS2</td> </tr> <tr> <td>PRS12</td> <td>6</td> <td></td> <td></td> <td>Generate pulse on LESPRS1 and LESPRS2</td> </tr> <tr> <td>PRS012</td> <td>7</td> <td></td> <td></td> <td>Generate pulse on LESPRS0, LESPRS1 and LESPRS2</td> </tr> <tr> <td>DECCTRL_PRSCNT = 1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>NONE</td> <td>0</td> <td></td> <td></td> <td>Do not count</td> </tr> <tr> <td>UP</td> <td>1</td> <td></td> <td></td> <td>Count up</td> </tr> <tr> <td>DOWN</td> <td>2</td> <td></td> <td></td> <td>Count down</td> </tr> <tr> <td>PRS2</td> <td>4</td> <td></td> <td></td> <td>Generate pulse on LESPRS2</td> </tr> <tr> <td>UPANDPRS2</td> <td>5</td> <td></td> <td></td> <td>Count up and generate pulse on LESPRS2.</td> </tr> <tr> <td>DOWANDPRS2</td> <td>6</td> <td></td> <td></td> <td>Count down and generate pulse on LESPRS2.</td> </tr> </table>					DECCTRL_PRSCNT = 0					Mode	Value			Description	NONE	0			No PRS pulses generated	PRS0	1			Generate pulse on LESPRS0	PRS1	2			Generate pulse on LESPRS1	PRS01	3			Generate pulse on LESPRS0 and LESPRS1	PRS2	4			Generate pulse on LESPRS2	PRS02	5			Generate pulse on LESPRS0 and LESPRS2	PRS12	6			Generate pulse on LESPRS1 and LESPRS2	PRS012	7			Generate pulse on LESPRS0, LESPRS1 and LESPRS2	DECCTRL_PRSCNT = 1					NONE	0			Do not count	UP	1			Count up	DOWN	2			Count down	PRS2	4			Generate pulse on LESPRS2	UPANDPRS2	5			Count up and generate pulse on LESPRS2.	DOWANDPRS2	6			Count down and generate pulse on LESPRS2.
DECCTRL_PRSCNT = 0																																																																																									
Mode	Value			Description																																																																																					
NONE	0			No PRS pulses generated																																																																																					
PRS0	1			Generate pulse on LESPRS0																																																																																					
PRS1	2			Generate pulse on LESPRS1																																																																																					
PRS01	3			Generate pulse on LESPRS0 and LESPRS1																																																																																					
PRS2	4			Generate pulse on LESPRS2																																																																																					
PRS02	5			Generate pulse on LESPRS0 and LESPRS2																																																																																					
PRS12	6			Generate pulse on LESPRS1 and LESPRS2																																																																																					
PRS012	7			Generate pulse on LESPRS0, LESPRS1 and LESPRS2																																																																																					
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UP	1			Count up																																																																																					
DOWN	2			Count down																																																																																					
PRS2	4			Generate pulse on LESPRS2																																																																																					
UPANDPRS2	5			Count up and generate pulse on LESPRS2.																																																																																					
DOWANDPRS2	6			Count down and generate pulse on LESPRS2.																																																																																					
11:8	NEXTSTATE	0xX	RW	<b>Next state index</b> Index of next state to be entered if the sensor state equals COMP																																																																																					
7:4	MASK	0xX	RW	<b>Sensor mask</b> Set bit X to exclude sensor X from evaluation.																																																																																					
3:0	COMP	0xX	RW	<b>Sensor compare value</b> State transition is triggered when sensor state equals COMP																																																																																					

## **25.5.25 LESENSE\_STx\_TCONFB - State transition configuration B (Async Reg)**

For more information about Asynchronous Registers please see Section 5.3 (p. 20).

Bit	Name	Reset	Access	Description
31:17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>

Bit	Name	Reset	Access	Description																																																			
16	SETIF	X	RW	<b>Set interrupt flag</b> Set interrupt flag when sensor state equals COMP																																																			
15	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																																																			
14:12	PRSACT	0xX	RW	<b>Configure transition action</b> Configure which action to perform when sensor state equals COMP																																																			
				<table border="1"> <tr><td>DECCTRL_PRSCNT = 0</td><td></td><td></td></tr> <tr><td>Mode</td><td>Value</td><td>Description</td></tr> <tr><td>NONE</td><td>0</td><td>No PRS pulses generated</td></tr> <tr><td>PRS0</td><td>1</td><td>Generate pulse on PRS0</td></tr> <tr><td>PRS1</td><td>2</td><td>Generate pulse on PRS1</td></tr> <tr><td>PRS01</td><td>3</td><td>Generate pulse on PRS0 and PRS1</td></tr> <tr><td>PRS2</td><td>4</td><td>Generate pulse on PRS2</td></tr> <tr><td>PRS02</td><td>5</td><td>Generate pulse on PRS0 and PRS2</td></tr> <tr><td>PRS12</td><td>6</td><td>Generate pulse on PRS1 and PRS2</td></tr> <tr><td>PRS012</td><td>7</td><td>Generate pulse on PRS0, PRS1 and PRS2</td></tr> <tr><td>DECCTRL_PRSCNT = 1</td><td></td><td></td></tr> <tr><td>NONE</td><td>0</td><td>Do not count</td></tr> <tr><td>UP</td><td>1</td><td>Count up</td></tr> <tr><td>DOWN</td><td>2</td><td>Count down</td></tr> <tr><td>PRS2</td><td>4</td><td>Generate pulse on PRS2</td></tr> <tr><td>UPANDPRS2</td><td>5</td><td>Count up and generate pulse on PRS2.</td></tr> <tr><td>DOWMANDPRS2</td><td>6</td><td>Count down and generate pulse on PRS2.</td></tr> </table>	DECCTRL_PRSCNT = 0			Mode	Value	Description	NONE	0	No PRS pulses generated	PRS0	1	Generate pulse on PRS0	PRS1	2	Generate pulse on PRS1	PRS01	3	Generate pulse on PRS0 and PRS1	PRS2	4	Generate pulse on PRS2	PRS02	5	Generate pulse on PRS0 and PRS2	PRS12	6	Generate pulse on PRS1 and PRS2	PRS012	7	Generate pulse on PRS0, PRS1 and PRS2	DECCTRL_PRSCNT = 1			NONE	0	Do not count	UP	1	Count up	DOWN	2	Count down	PRS2	4	Generate pulse on PRS2	UPANDPRS2	5	Count up and generate pulse on PRS2.	DOWMANDPRS2	6	Count down and generate pulse on PRS2.
DECCTRL_PRSCNT = 0																																																							
Mode	Value	Description																																																					
NONE	0	No PRS pulses generated																																																					
PRS0	1	Generate pulse on PRS0																																																					
PRS1	2	Generate pulse on PRS1																																																					
PRS01	3	Generate pulse on PRS0 and PRS1																																																					
PRS2	4	Generate pulse on PRS2																																																					
PRS02	5	Generate pulse on PRS0 and PRS2																																																					
PRS12	6	Generate pulse on PRS1 and PRS2																																																					
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DECCTRL_PRSCNT = 1																																																							
NONE	0	Do not count																																																					
UP	1	Count up																																																					
DOWN	2	Count down																																																					
PRS2	4	Generate pulse on PRS2																																																					
UPANDPRS2	5	Count up and generate pulse on PRS2.																																																					
DOWMANDPRS2	6	Count down and generate pulse on PRS2.																																																					
11:8	NEXTSTATE	0xX	RW	<b>Next state index</b> Index of next state to be entered if the sensor state equals COMP																																																			
7:4	MASK	0xX	RW	<b>Sensor mask</b> Set bit X to exclude sensor X from evaluation.																																																			
3:0	COMP	0xX	RW	<b>Sensor compare value</b> State transition is triggered when sensor state equals COMP																																																			

## 25.5.26 LESENSE\_BUFx\_DATA - Scan results (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x280	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																														XXXXXX			
Access																																	
Name																																	DATA

Bit	Name	Reset	Access	Description
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
15:0	DATA	0xFFFF	RW	<b>Scan result buffer</b>

## 25.5.27 LESENSE\_CHx\_TIMING - Scan configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																								
0x2C0	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													0XXX						0XXX						0XXX																
Access													RW						RW						RW																
Name													MEASUREDLY						SAMPLEDLY						EXTIME																
Bit	Name	Reset	Access	Description																																					
31:20	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																							
19:13	MEASUREDLY	0XX	RW	<b>Set measure delay</b>																				Configure measure delay. Sensor measuring is delayed for MEASUREDLY+1 EXCLK cycles.																	
12:6	SAMPLEDLY	0XX	RW	<b>Set sample delay</b>																				Configure sample delay. Sampling will occur after SAMPLEDLY+1 SAMPLECLK cycles.																	
5:0	EXTIME	0XX	RW	<b>Set excitation time</b>																				Configure excitation time. Excitation will last EXTIME+1 EXCLK cycles.																	

## 25.5.28 LESENSE\_CHx\_INTERACT - Scan configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																										
0x2C4	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													X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X															
Access													RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW														
Name													ALTEX	SAMPLECLK	EXCLK	EXMODE	SETIF	SAMPLE	ACMPTHRES																								
Bit	Name	Reset	Access	Description																																							
31:20	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																									
19	ALTEX	X	RW	<b>Use alternative excite pin</b>																				If set, alternative excite pin will be used for excitation																			
18	SAMPLECLK	X	RW	<b>Select clock used for timing of sample delay</b>																																							
												Value Mode Description																															
												0	LFACLK	LFACLK will be used for timing																													
												1	AUXHFRCO	AUXHFRCO will be used for timing																													
17	EXCLK	X	RW	<b>Select clock used for excitation timing</b>																																							

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	LFACLK		LFACLK will be used for timing
	1	AUXHFRCO		AUXHFRCO will be used for timing
16:15	EXMODE	0xX	RW	<b>Set GPIO mode</b>
	GPIO mode for the excitation phase of the scan sequence. Note that DACOUT is only available on channels 0, 1, 2, 3, 12, 13, 14, and 15.			
	Value	Mode		Description
	0	DISABLE		Disabled
	1	HIGH		Push Pull, GPIO is driven high
	2	LOW		Push Pull, GPIO is driven low
	3	DACOUT		DAC output
14:13	SETIF	0xX	RW	<b>Enable interrupt generation</b>
	Select interrupt generation mode for CHx interrupt flag.			
	Value	Mode		Description
	0	NONE		No interrupt is generated
	1	LEVEL		Set interrupt flag if the sensor triggers.
	2	POSEDGE		Set interrupt flag on positive edge on the sensor state
	3	NEGEDGE		Set interrupt flag on negative edge on the sensor state
12	SAMPLE	X	RW	<b>Select sample mode</b>
	Select if ACMP output or counter output should be used in comparison			
	Value	Mode		Description
	0	COUNTER		Counter output will be used in comparison
	1	ACMP		ACMP output will be used in comparison
11:0	ACMPTHRES	0xFFFF	RW	<b>Set ACMP threshold</b>
	Select ACMP threshold.			

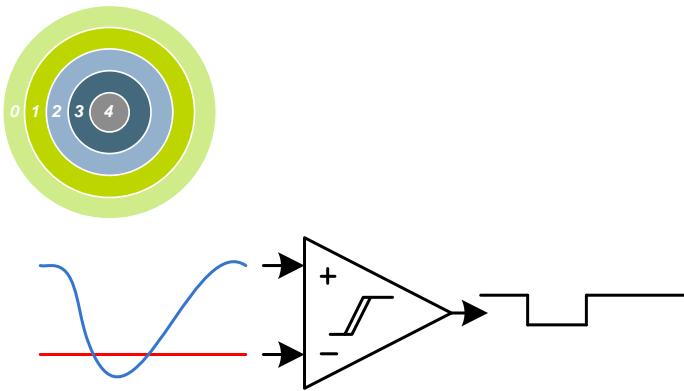
## 25.5.29 LESENSE\_CHx\_EVAL - Scan configuration (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Bit	Name	Reset	Access	Description
31:20	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
19	SCANRESINV	X	RW	<b>Enable inversion of result</b>
		If set, the bit stored in SCANRES will be inverted.		
18	STRSAMPLE	X	RW	<b>Select if counter result should be stored</b>
		If set, the counter value will be stored and available in the result buffer		
17	DECODE	X	RW	<b>Send result to decoder</b>

Bit	Name	Reset	Access	Description																																			
If set, the result from this channel will be shifted into the decoder register.																																							
16	COMP	X	RW	<b>Select mode for counter comparison</b>																																			
Set compare mode																																							
<table border="1"> <tr> <td>CH_INTERACT_SAMPLE COUNTER</td> <td>=</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Mode</td> <td>Value</td> <td></td> <td></td> <td>Description</td> </tr> <tr> <td>LESS</td> <td>0</td> <td></td> <td></td> <td>Comparison evaluates to 1 if counter value is less than COMPTHRES.</td> </tr> <tr> <td>GE</td> <td>1</td> <td></td> <td></td> <td>Comparison evaluates to 1 if counter value is greater than, or equal to COMPTHRES.</td> </tr> <tr> <td>CH_INTERACT_SAMPLE ACMP</td> <td>=</td> <td></td> <td></td> <td></td> </tr> <tr> <td>LESS</td> <td>0</td> <td></td> <td></td> <td>Comparison evaluates to 1 if the ACMP output is 0.</td> </tr> <tr> <td>GE</td> <td>1</td> <td></td> <td></td> <td>Comparison evaluates to 1 if the ACMP output is 1.</td> </tr> </table>					CH_INTERACT_SAMPLE COUNTER	=				Mode	Value			Description	LESS	0			Comparison evaluates to 1 if counter value is less than COMPTHRES.	GE	1			Comparison evaluates to 1 if counter value is greater than, or equal to COMPTHRES.	CH_INTERACT_SAMPLE ACMP	=				LESS	0			Comparison evaluates to 1 if the ACMP output is 0.	GE	1			Comparison evaluates to 1 if the ACMP output is 1.
CH_INTERACT_SAMPLE COUNTER	=																																						
Mode	Value			Description																																			
LESS	0			Comparison evaluates to 1 if counter value is less than COMPTHRES.																																			
GE	1			Comparison evaluates to 1 if counter value is greater than, or equal to COMPTHRES.																																			
CH_INTERACT_SAMPLE ACMP	=																																						
LESS	0			Comparison evaluates to 1 if the ACMP output is 0.																																			
GE	1			Comparison evaluates to 1 if the ACMP output is 1.																																			
15:0	COMPTHRES	0xFFFF	RW	<b>Decision threshold for counter</b>																																			
Set counter threshold																																							

# 26 ACMP - Analog Comparator



Quick Facts
<b>What?</b>
The ACMP (Analog Comparator) compares two analog signals and returns a digital value telling which is greater.
<b>Why?</b>
Applications often do not need to know the exact value of an analog signal, only if it has passed a certain threshold. Often the voltage must be monitored continuously, which requires extremely low power consumption.
<b>How?</b>
Available down to Energy Mode 3 and using as little as 100 nA, the ACMP can wake up the system when input signals pass the threshold. The analog comparator can compare two analog signals or one analog signal and a highly configurable internal reference.

## 26.1 Introduction

The Analog Comparator is used to compare the voltage of two analog inputs, with a digital output indicating which input voltage is higher. Inputs can either be one of the selectable internal references or from external pins. Response time and thereby also the current consumption can be configured by altering the current supply to the comparator.

## 26.2 Features

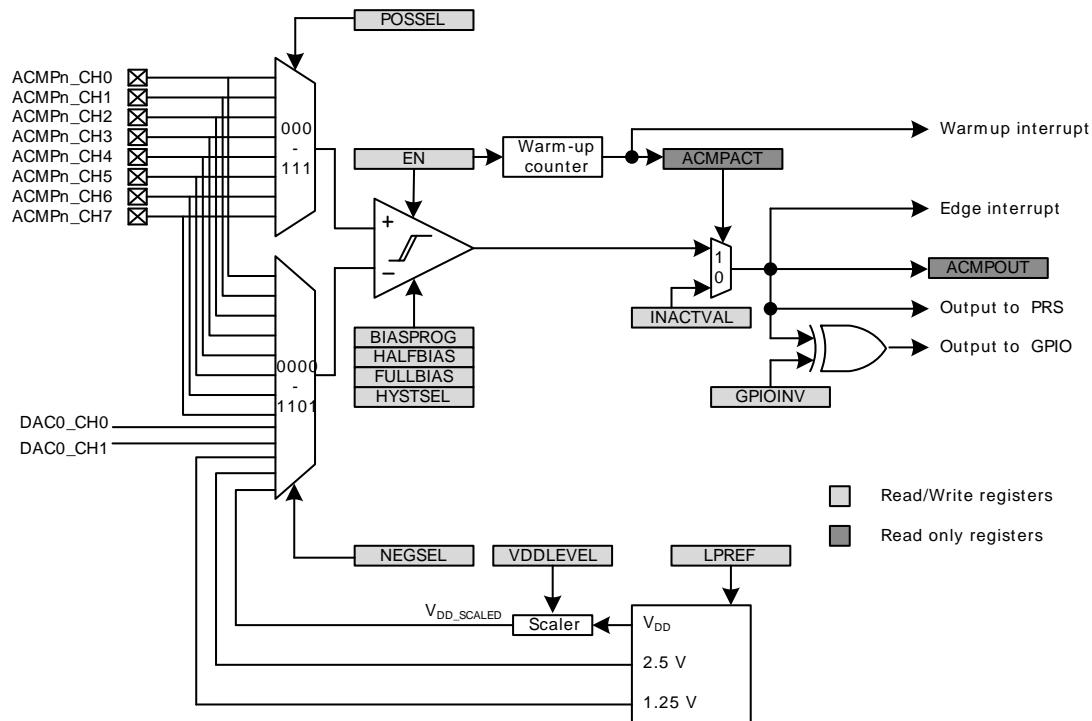
- 8 selectable external positive inputs
- 8 selectable external negative inputs
- 5 selectable internal negative inputs
  - Internal 1.25 V bandgap
  - Internal 2.5 V bandgap
  - $V_{DD}$  scaled by 64 selectable factors
  - DAC channel 0 and 1
- Low power mode for internal  $V_{DD}$  and bandgap references
- Selectable hysteresis
  - 8 levels between 0 and  $\pm 70$  mV
- Selectable response time
- Asynchronous interrupt generation on selectable edges
  - Rising edge
  - Falling edge
  - Both edges
- Operational in EM0-EM3
- Dedicated capacitive sense mode with up to 8 inputs
  - Adjustable internal resistor
- Configurable inversion of comparator output

- Configurable output when inactive
- Comparator output direct on PRS
- Comparator output on GPIO through alternate functionality
  - Output inversion available

## 26.3 Functional Description

An overview of the ACMP is shown in Figure 26.1 (p. 662) .

**Figure 26.1. ACMP Overview**



The comparator has two analog inputs, one positive and one negative. When the comparator is active, the output indicates which of the two input voltages is higher. When the voltage on the positive input is higher than the voltage on the negative input, the digital output is high and vice versa.

The output of the comparator can be read in the **ACMPOUT** bit in **ACMPn\_STATUS**. It is possible to switch inputs while the comparator is enabled, but all other configuration should only be changed while the comparator is disabled.

### 26.3.1 Warm-up Time

The analog comparator is enabled by setting the **EN** bit in **ACMPn\_CTRL**. When this bit is set, the comparator must stabilize before becoming active and the outputs can be used. This time period is called the warm-up time. The warm-up time is a configurable number of peripheral clock (HFPERCLK) cycles, set in **WARMTIME**, which should be set to at least 10 µs but lengthens to up to 1ms if **LPREF** is enabled. The ACMP should always start in active mode and then enable the **LPREF** after warm-up time. When the comparator is enabled and warmed up, the **ACMPACT** bit in **ACMPn\_STATUS** will indicate that the comparator is active. The output value when the comparator is inactive is set to the value in **INACTVAL** in **ACMPn\_CTRL** (see Figure 26.1 (p. 662) ).

An edge interrupt will be generated after the warm-up time if edge interrupt is enabled and the value set in **INACTVAL** is different from **ACMPOUT** after warm-up.

One should wait until the warm-up period is over before entering EM2 or EM3, otherwise no comparator interrupts will be detected. EM1 can still be entered during warm-up. After the warm-up period is completed, interrupts will be detected in EM2 and EM3.

## 26.3.2 Response Time

There is a delay from when the actual input voltage changes polarity, to when the output toggles. This period is called the response time and can be altered by increasing or decreasing the bias current to the comparator through the BIASPROG, FULLBIASPROG and HALFBIAS fields in the ACMPn\_CTRL register, as described in Table 26.1 (p. 663). Setting the HALFBIAS bit in ACMPn\_CTRL effectively halves the current as observed in Table 26.1 (p. 663). Setting a lower bias current will result in lower power consumption, but a longer response time.

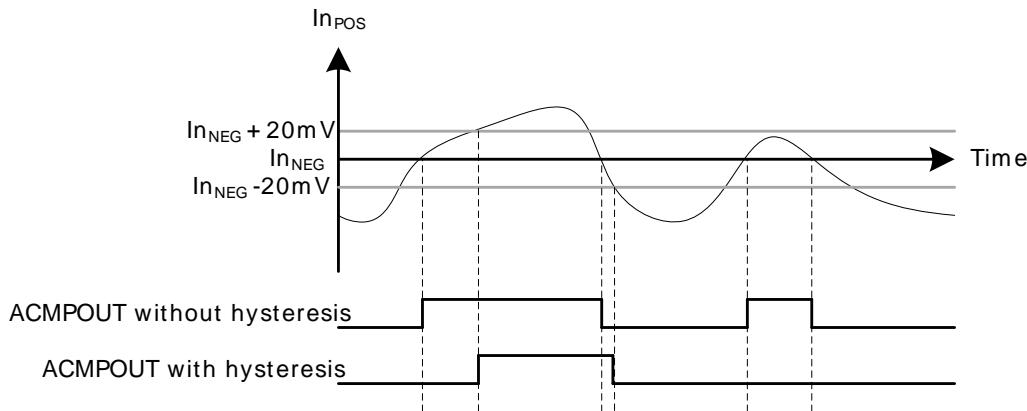
If the FULLBIAS bit is set, the highest hysteresis level should be used to avoid glitches on the output.

**Table 26.1. Bias Configuration**

BIASPROG	Bias Current ( $\mu$ A)			
	FULLBIAS=0, HALFBIAS=1	FULLBIAS=0, HALFBIAS=0	FULLBIAS=1, HALFBIAS=1	FULLBIAS=1, HALFBIAS=0
0b0000	0.05	0.1	3.3	6.5
0b0001	0.1	0.2	6.5	13
0b0010	0.2	0.4	13	26
0b0011	0.3	0.6	20	39
0b0100	0.4	0.8	26	52
0b0101	0.5	1.0	33	65
0b0110	0.6	1.2	39	78
0b0111	0.7	1.4	46	91
0b1000	1.0	2.0	65	130
0b1001	1.1	2.2	72	143
0b1010	1.2	2.4	78	156
0b1011	1.3	2.6	85	169
0b1100	1.4	2.8	91	182
0b1101	1.5	3.0	98	195
0b1110	1.6	3.2	104	208
0b1111	1.7	3.4	111	221

## 26.3.3 Hysteresis

In the analog comparator, hysteresis can be configured to 8 different levels, including off which is level 0, through the HYSTSEL field in ACMPn\_CTRL. When the hysteresis level is set above 0, the digital output will not toggle until the positive input voltage is at a voltage equal to the hysteresis level above or below the negative input voltage (see Figure 26.2 (p. 664)). This feature can be used to filter out uninteresting input fluctuations around zero and only show changes that are big enough to breach the hysteresis threshold.

**Figure 26.2. 20 mV Hysteresis Selected**

### 26.3.4 Input Selection

The POSSEL and NEGSEL fields in ACMPn\_INPUTSEL controls which signals are connected to the two inputs of the comparator. 8 external pins are available for both the negative and positive input. For the negative input, 5 additional internal reference sources are available; 1.25 V bandgap, 2.5V bandgap, DAC channel 0, DAC channel 1, and  $V_{DD}$ . The  $V_{DD}$  reference can be scaled by a configurable factor, which is set in VDDLEVEL (in ACMPn\_INPUTSEL) according to the following formula:

#### $V_{DD}$ Scaled

$$V_{DD\_SCALED} = V_{DD} \times VDDLEVEL / 63 \quad (26.1)$$

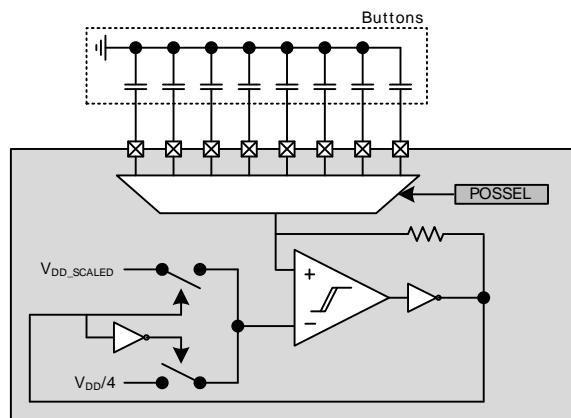
A low power reference mode can be enabled by setting the LPREF bit in ACMPn\_INPUTSEL. In this mode, the power consumption in the reference buffer ( $V_{DD}$  and bandgap) is lowered at the cost of accuracy. Low power mode will only save power if  $V_{DD}$  with VDDLEVEL higher than 0 or a bandgap reference is selected.

Normally the analog comparator input mux is disabled when the EN (in ACMPn\_CTRL) bit is set low. However if the MUXEN bit in ACMPn\_CTRL is set, the mux is enabled regardless of the EN bit. This will minimize kickback noise on the mux inputs when the EN bit is toggled.

### 26.3.5 Capacitive Sense Mode

The analog comparator includes specialized hardware for capacitive sensing of passive push buttons. Such buttons are traces on PCB laid out in a way that creates a parasitic capacitor between the button and the ground node. Because a human finger will have a small intrinsic capacitance to ground, the capacitance of the button will increase when the button is touched. The capacitance is measured by including the capacitor in a free-running RC oscillator (see Figure 26.3 (p. 665) ). The frequency produced will decrease when the button is touched compared to when it is not touched. By measuring the output frequency with a timer (e.g. through PRS), the change in capacitance can be calculated.

The analog comparator contains a complete feedback loop including an optional internal resistor. This resistor is enabled by setting the CSRESEN bit in ACMPn\_INPUTSEL. The resistance can be set to one of four values by configuring the CSRESSEL bits in ACMPn\_INPUTSEL. If the internal resistor is not enabled, the circuit will be open. The capacitive sense mode is enabled by setting the NEGSEL field in ACMPn\_INPUTSEL to 1011. The input pin is selected through the POSSEL bits in ACMPn\_INPUTSEL. The scaled  $V_{DD}$  in Figure 26.3 (p. 665) can be altered by configuring the VDDLEVEL in ACMPn\_INPUTSEL. It is recommended to set the hysteresis (HYSTSEL in ACMPn\_CTRL) higher than the lowest level when using the analog comparator in capacitive sense mode.

**Figure 26.3. Capacitive Sensing Set-up**

### 26.3.6 Interrupts and PRS Output

The analog comparator includes an edge triggered interrupt flag (EDGE in ACMPn\_IF). If either IRISE and/or IFALL in ACMPn\_CTRL is set, the EDGE interrupt flag will be set on rising and/or falling edge of the comparator output respectively. An interrupt request will be sent if the EDGE interrupt flag in ACMPn\_IF is set and enabled through the EDGE bit in ACMPn\_IEN. The edge interrupt can also be used to wake up the device from EM3-EM1.

The analog comparator also includes an interrupt flag, WARMUP in ACMPn\_IF, which is set when a warm-up sequence has finished. An interrupt request will be sent if the WARMUP interrupt flag in ACMPn\_IF is set and enabled through the WARMUP bit in ACMPn\_IEN.

The synchronized comparator outputs are also available as a PRS output signals.

### 26.3.7 Output to GPIO

The output from the comparator and the capacitive sense output are available as alternate functions to the GPIO pins. Set the ACMPPEEN bit in ACMPn\_ROUTE to enable output to pin, and the LOCATION bits to select output location. The GPIO-pin must also be set as output. The output to the GPIO can be inverted by setting the GPIOINV bit in ACMPn\_CTRL.

## 26.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	ACMPn_CTRL	RW	Control Register
0x004	ACMPn_INPUTSEL	RW	Input Selection Register
0x008	ACMPn_STATUS	R	Status Register
0x00C	ACMPn_IEN	RW	Interrupt Enable Register
0x010	ACMPn_IF	R	Interrupt Flag Register
0x014	ACMPn_IFS	W1	Interrupt Flag Set Register
0x018	ACMPn_IFC	W1	Interrupt Flag Clear Register
0x01C	ACMPn_ROUTE	RW	I/O Routing Register

## 26.5 Register Description

### **26.5.1 ACMPn\_CTRL - Control Register**

Bit	Name	Reset	Access	Description																																	
	Value	Mode	Description																																		
0	0	4CYCLES	4 HFFPERCLK cycles																																		
1	1	8CYCLES	8 HFFPERCLK cycles																																		
2	2	16CYCLES	16 HFFPERCLK cycles																																		
3	3	32CYCLES	32 HFFPERCLK cycles																																		
4	4	64CYCLES	64 HFFPERCLK cycles																																		
5	5	128CYCLES	128 HFFPERCLK cycles																																		
6	6	256CYCLES	256 HFFPERCLK cycles																																		
7	7	512CYCLES	512 HFFPERCLK cycles																																		
7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																			
6:4	HYSTSEL	0x0	RW	<b>Hysteresis Select</b>																																	
	Select hysteresis level. The hysteresis levels can vary, please see the electrical characteristics for the device for more information.																																				
	Value	Mode	Description																																		
	0	HYST0	No hysteresis																																		
	1	HYST1	~15 mV hysteresis																																		
	2	HYST2	~22 mV hysteresis																																		
	3	HYST3	~29 mV hysteresis																																		
	4	HYST4	~36 mV hysteresis																																		
	5	HYST5	~43 mV hysteresis																																		
	6	HYST6	~50 mV hysteresis																																		
	7	HYST7	~57 mV hysteresis																																		
3	GPIOINV	0	RW	<b>Comparator GPIO Output Invert</b>																																	
	Set this bit to 1 to invert the comparator alternate function output to GPIO.																																				
	Value	Mode	Description																																		
	0	NOTINV	The comparator output to GPIO is not inverted																																		
	1	INV	The comparator output to GPIO is inverted																																		
2	INACTVAL	0	RW	<b>Inactive Value</b>																																	
	The value of this bit is used as the comparator output when the comparator is inactive.																																				
	Value	Mode	Description																																		
	0	LOW	The inactive value is 0																																		
	1	HIGH	The inactive state is 1																																		
1	MUXEN	0	RW	<b>Input Mux Enable</b>																																	
	Enable Input Mux. Setting the EN bit will also enable the input mux.																																				
0	EN	0	RW	<b>Analog Comparator Enable</b>																																	
	Enable/disable analog comparator.																																				
<b>26.5.2 ACMPn_INPUTSEL - Input Selection Register</b>																																					
Offset	Bit Position																																				
0x004	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			0x0																																		
Access			RW					RW	0																												
Name			CSRESEL					CSRESEN																													
Bit	Name	Reset	Access	Description																																	
31:30	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																			

Bit	Name	Reset	Access	Description
29:28	CSRESSEL	0x0	RW	<b>Capacitive Sense Mode Internal Resistor Select</b>
	These bits select the resistance value for the internal capacitive sense resistor. Resulting actual resistor values are given in the device datasheets.			
	Value	Mode		Description
	0	RES0		Internal capacitive sense resistor value 0
	1	RES1		Internal capacitive sense resistor value 1
	2	RES2		Internal capacitive sense resistor value 2
	3	RES3		Internal capacitive sense resistor value 3
27:25	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
24	CSRESEN	0	RW	<b>Capacitive Sense Mode Internal Resistor Enable</b>
	Enable/disable the internal capacitive sense resistor.			
23:17	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
16	LPREF	1	RW	<b>Low Power Reference Mode</b>
	Enable low power mode for VDD and bandgap references.			
	Value		Description	
	0		Low power mode disabled	
	1		Low power mode enabled	
15:14	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
13:8	VDDLEVEL	0x00	RW	<b>VDD Reference Level</b>
	Select scaling factor for VDD reference level. $V_{DD\_SCALED} = V_{DD} \times VDDLEVEL/63$			
7:4	NEGSEL	0x8	RW	<b>Negative Input Select</b>
	Select negative input.			
	Value	Mode		Description
	0	CH0		Channel 0 as negative input
	1	CH1		Channel 1 as negative input
	2	CH2		Channel 2 as negative input
	3	CH3		Channel 3 as negative input
	4	CH4		Channel 4 as negative input
	5	CH5		Channel 5 as negative input
	6	CH6		Channel 6 as negative input
	7	CH7		Channel 7 as negative input
	8	1V25		1.25 V as negative input
	9	2V5		2.5 V as negative input
	10	VDD		Scaled VDD as negative input
	11	CAPSENSE		Capacitive sense mode
	12	DAC0CH0		DAC0 channel 0
	13	DAC0CH1		DAC0 channel 1
3	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
2:0	POSSEL	0x0	RW	<b>Positive Input Select</b>
	Select positive input.			
	Value	Mode		Description
	0	CH0		Channel 0 as positive input
	1	CH1		Channel 1 as positive input
	2	CH2		Channel 2 as positive input
	3	CH3		Channel 3 as positive input
	4	CH4		Channel 4 as positive input
	5	CH5		Channel 5 as positive input
	6	CH6		Channel 6 as positive input
	7	CH7		Channel 7 as positive input

## 26.5.3 ACMPn\_STATUS - Status Register

Offset	Bit Position																																			
	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																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	ACMPOUT	0	R	<b>Analog Comparator Output</b>
	Analog comparator output value.			
0	ACMPACT	0	R	<b>Analog Comparator Active</b>
	Analog comparator active status.			

## 26.5.4 ACMPn\_IEN - Interrupt Enable Register

Offset	Bit Position																																			
	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																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	WARMUP	0	RW	<b>Warm-up Interrupt Enable</b>
	Enable/disable interrupt on finished warm-up.			
0	EDGE	0	RW	<b>Edge Trigger Interrupt Enable</b>
	Enable/disable edge triggered interrupt.			

## 26.5.5 ACMPn\_IF - Interrupt Flag Register

Offset	Bit Position																																			
	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																																				
Access																																				
Name																																				

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	WARMUP	0	R	<b>Warm-up Interrupt Flag</b>  Indicates that the analog comparator warm-up period is finished.
0	EDGE	0	R	<b>Edge Triggered Interrupt Flag</b>  Indicates that there has been a rising or falling edge on the analog comparator output.

### 26.5.6 ACMPn\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	WARMUP	0	W1	<b>Warm-up Interrupt Flag Set</b>  Write to 1 to set warm-up finished interrupt flag.
0	EDGE	0	W1	<b>Edge Triggered Interrupt Flag Set</b>  Write to 1 to set edge triggered interrupt flag.

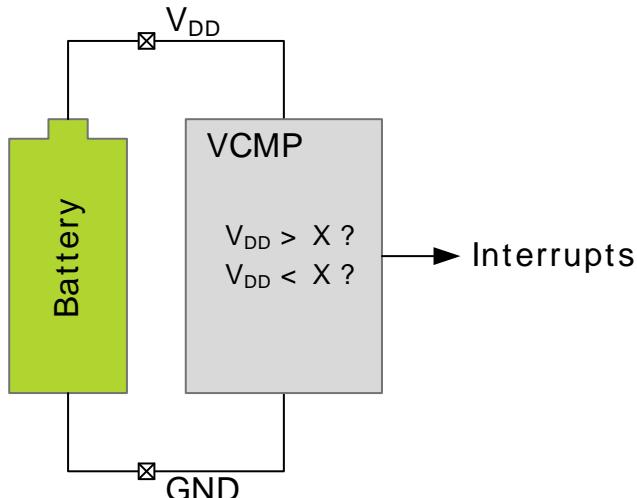
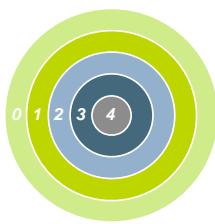
## 26.5.7 ACMPn\_IFC - Interrupt Flag Clear Register

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	WARMUP	0	W1	<b>Warm-up Interrupt Flag Clear</b>  Write to 1 to clear warm-up finished interrupt flag.
0	EDGE	0	W1	<b>Edge Triggered Interrupt Flag Clear</b>  Write to 1 to clear edge triggered interrupt flag.

### **26.5.8 ACMPn\_ROUTE - I/O Routing Register**

Offset	Bit Position																															
Reset	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
Access																																
Name																											ACMPPEN					
Bit	Name	Reset	Access	Description																												
31:11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
10:8	LOCATION	0x0	RW	I/O Location																												
	Decides the location of the ACMP I/O pin.																															
	Value	Mode	Description																													
	0	LOC0	Location 0																													
	1	LOC1	Location 1																													
	2	LOC2	Location 2																													
7:1	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
0	ACMPPEN	0	RW	ACMP Output Pin Enable																												
	Enable/disable analog comparator output to pin.																															

## 27 VCMP - Voltage Comparator



### Quick Facts

#### What?

The Voltage Supply Comparator (VCMP) monitors the input voltage supply and generates software interrupts on events using as little as 100 nA.

#### Why?

The VCMP can be used for simple power supply monitoring, e.g. for a battery level indicator.

#### How?

The scaled power supply is compared to a programmable reference voltage, and an interrupt can be generated when the supply is higher or lower than the reference. The VCMP can also be duty-cycled by software to further reduce the energy consumption.

## 27.1 Introduction

The Voltage Supply Comparator is used to monitor the supply voltage from software. An interrupt can be generated when the supply falls below or rises above a programmable threshold.

### Note

Note that VCMP comes in addition to the Power-on Reset and Brown-out Detector peripherals, that both generate reset signals when the voltage supply is insufficient for reliable operation. VCMP does not generate reset, only interrupt. Also note that the ADC is capable of sampling the input voltage supply.

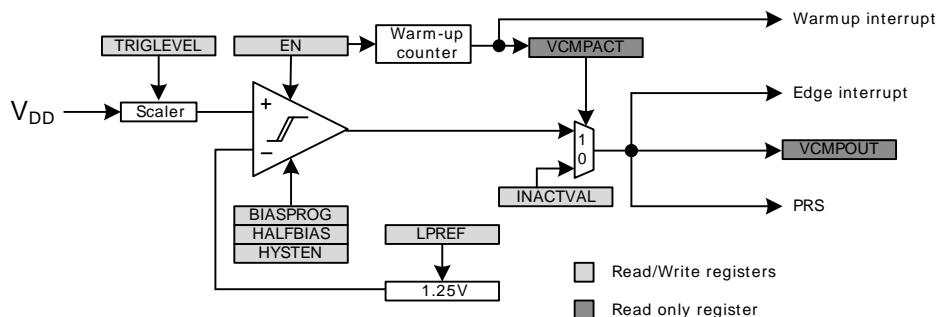
## 27.2 Features

- Voltage supply monitoring
- Scalable  $V_{DD}$  in 64 steps selectable as positive comparator input
- Internal 1.25 V bandgap reference
- Low power mode for internal  $V_{DD}$  and bandgap references
- Selectable hysteresis
  - 0 or  $\pm 20$  mV
- Selectable response time
- Asynchronous interrupt generation on selectable edges
  - Rising edge
  - Falling edge
  - Rising and Falling edges
- Operational in EM0-EM3
- Comparator output direct on PRS
- Configurable output when inactive to avoid unwanted interrupts

## 27.3 Functional Description

An overview of the VCMP is shown in Figure 27.1 (p. 673) .

**Figure 27.1. VCMP Overview**



The comparator has two analog inputs, one positive and one negative. When the comparator is active, the output indicates which of the two input voltages is higher. When the voltage on the positive input is higher than the negative input voltage, the digital output is high and vice versa.

The output of the comparator can be read in the VCMPOUT bit in VCMP\_STATUS. Configuration registers should only be changed while the comparator is disabled.

### 27.3.1 Warm-up Time

VCMP is enabled by setting the EN bit in VCMP\_CTRL. When this bit is set, the comparator must stabilize before becoming active and the outputs can be used. This time period is called the warm-up time. The warm-up time is a configurable number of HPERCLK cycles, set in WARMTIME, which should be set to at least 10  $\mu$ s. When the comparator is enabled and warmed up, the VCMPACT bit in VCMP\_STATUS will be set to indicate that the comparator is active.

As long as the comparator is not enabled or not warmed up, VCMPACT will be cleared and the comparator output value is set to the value in INACTVAL in VCMP\_CTRL.

One should wait until the warm-up period is over before entering EM2 or EM3, otherwise no comparator interrupts will be detected. EM1 can still be entered during warm-up. After the warm-up period is completed, interrupts will be detected in EM2 and EM3.

### 27.3.2 Response Time

There is a delay from when the actual input voltage changes polarity, to when the output toggles. This period is called the response time and can be altered by increasing or decreasing the bias current to the comparator through the BIAS and HALFBIAS fields in VCMP\_CTRL as shown in Table 27.1 (p. 673) . Setting a lower bias current will result in lower power consumption, but a longer response time.

**Table 27.1. Bias Configuration**

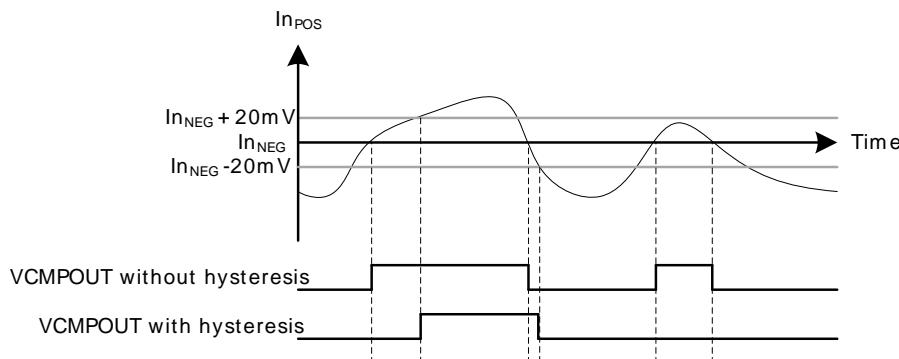
BIAS	Bias Current ( $\mu$ A)	
	HALFBIAS=0	HALFBIAS=1
0b0000	0.1	0.05
0b0001	0.2	0.1
0b0010	0.4	0.2
0b0011	0.6	0.3
0b0100	0.8	0.4
0b0101	1.0	0.5

BIAS	Bias Current ( $\mu\text{A}$ )	
	HALFBIAS=0	HALFBIAS=1
0b0110	1.2	0.6
0b0111	1.4	0.7
0b1000	2.0	1.0
0b1001	2.2	1.1
0b1010	2.4	1.2
0b1011	2.6	1.3
0b1100	2.8	1.4
0b1101	3.0	1.5
0b1110	3.2	1.6
0b1111	3.4	1.7

### 27.3.3 Hysteresis

In the voltage supply comparator, hysteresis can be enabled by setting HYSTEN in VCMP\_CTRL. When HYSTEN is set, the digital output will not toggle until the positive input voltage is at least 20mV above or below the negative input voltage. This feature can be used to filter out uninteresting input fluctuations around zero and only show changes that are big enough to breach the hysteresis threshold.

**Figure 27.2. VCMP 20 mV Hysteresis Enabled**



### 27.3.4 Input Selection

The positive comparator input is always connected to the scaled power supply input. The negative comparator input is connected to the internal 1.25 V bandgap reference. The  $V_{DD}$  trigger level can be configured by setting the TRIGLEVEL field in VCMP\_CTRL according to the following formula:

#### VCMP $V_{DD}$ Trigger Level

$$V_{DD} \text{ Trigger Level} = 1.667V + 0.034V \times \text{TRIGLEVEL} \quad (27.1)$$

A low power reference mode can be enabled by setting the LPREF bit in VCMP\_INPUTSEL. In this mode, the power consumption in the reference buffer ( $V_{DD}$  and bandgap) is lowered at the cost of accuracy.

### 27.3.5 Interrupts and PRS Output

The VCMP includes an edge triggered interrupt flag (EDGE in VCMP\_IF). If either IRISE and/or IFALL in VCMPn\_CTRL is set, the EDGE interrupt flag will be set on rising and/or falling edge of the comparator

output respectively. An interrupt request will be sent if the EDGE interrupt flag in VCMP\_IF is set and enabled through the EDGE bit in VCMPn\_IEN. The edge interrupt can also be used to wake up the device from EM3-EM1. VCMP also includes an interrupt flag, WARMUP in VCMP\_IF, which is set when a warm-up sequence has finished. An interrupt request will be sent if the WARMUP interrupt flag in VCMP\_IF is set and enabled through the WARMUP bit in VCMPn\_IEN. The synchronized comparator output is also available as a PRS output signal.

## 27.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	VCMP_CTRL	RW	Control Register
0x004	VCMP_INPUTSEL	RW	Input Selection Register
0x008	VCMP_STATUS	R	Status Register
0x00C	VCMP_IEN	RW	Interrupt Enable Register
0x010	VCMP_IF	R	Interrupt Flag Register
0x014	VCMPIFS	W1	Interrupt Flag Set Register
0x018	VCMPIFC	W1	Interrupt Flag Clear Register

## 27.5 Register Description

### 27.5.1 VCMP\_CTRL - Control Register

Offset	Bit Position																0	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17																					
Reset		1				0x7									0																					
Access		RW			RW										RW	RW											RW	0								
Name	HALFBIAS				BIASPROG										IFALL	IRISE										WARMTIME			HYSTEN	RW	0	2	1	RW	0	0

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
30	HALFBIAS	1	RW	<b>Half Bias Current</b>
				Set this bit to 1 to halve the bias current. Table 27.1 (p. 673) .
29:28	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
27:24	BIASPROG	0x7	RW	<b>VCMP Bias Programming Value</b>
				These bits control the bias current level. Table 27.1 (p. 673) .
23:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
17	IFALL	0	RW	<b>Falling Edge Interrupt Sense</b>
				Set this bit to 1 to set the EDGE interrupt flag on falling edges of comparator output.
16	IRISE	0	RW	<b>Rising Edge Interrupt Sense</b>
				Set this bit to 1 to set the EDGE interrupt flag on rising edges of comparator output.
15:11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
10:8	WARMTIME	0x0	RW	<b>Warm-Up Time</b>
				Set warm-up time

Value	Mode	Description
0	4CYCLES	4 HPERCLK cycles
1	8CYCLES	8 HPERCLK cycles
2	16CYCLES	16 HPERCLK cycles
3	32CYCLES	32 HPERCLK cycles
4	64CYCLES	64 HPERCLK cycles
5	128CYCLES	128 HPERCLK cycles
6	256CYCLES	256 HPERCLK cycles

Bit	Name	Reset	Access	Description
	Value	Mode	Description	
	7	512CYCLES	512 HPERCLK cycles	
7:5	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
4	HYSTEN	0	RW	<b>Hysteresis Enable</b>
	Enable hysteresis.			
	Value	Description		
	0	No hysteresis		
	1	+/-20 mV hysteresis		
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2	INACTVAL	0	RW	<b>Inactive Value</b>
	Configure the output value when the comparator is inactive.			
1	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
0	EN	0	RW	<b>Voltage Supply Comparator Enable</b>
	Enable/disable voltage supply comparator.			

## 27.5.2 VCMP\_INPUTSEL - Input Selection Register

Offset	Bit Position															
0x004	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																
Access																
Name																
	LREF	RW	0	8												
	TRIGLEVEL	RW	0x00	2												

Bit	Name	Reset	Access	Description
31:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8	LPREF	0	RW	<b>Low Power Reference</b>
	Enable/disable low power mode for VDD and bandgap reference. When using this bit, always leave it as 0 during warm-up and then set it to 1 if desired when the warm-up is done.			
7:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
5:0	TRIGLEVEL	0x00	RW	<b>Trigger Level</b>
	Select VDD trigger level. $V_{trig} = 1.667V + 0.034V \times TRIGLEVEL$ .			

## 27.5.3 VCMP\_STATUS - Status Register

Offset	Bit Position															
0x008	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset																
Access																
Name																
	VCMPOUT	R	0	1												
	VCMPACT	R	0	0												

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	VCMPOUT	0	R	<b>Voltage Supply Comparator Output</b>
		Voltage supply comparator output value		
0	VCMPACT	0	R	<b>Voltage Supply Comparator Active</b>
		Voltage supply comparator active status.		

#### **27.5.4 VCMP\_IEN - Interrupt Enable Register**

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	WARMUP	0	RW	<b>Warm-up Interrupt Enable</b> Enable/disable interrupt on finished warm-up.
0	EDGE	0	RW	<b>Edge Trigger Interrupt Enable</b> Enable/disable edge triggered interrupt.

### **27.5.5 VCMP\_IF - Interrupt Flag Register**

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	WARMUP	0	R	<b>Warm-up Interrupt Flag</b> Indicates that warm-up has finished.
0	EDGE	0	R	<b>Edge Triggered Interrupt Flag</b> Indicates that there has been a rising and/or falling edge on the VCMP output.

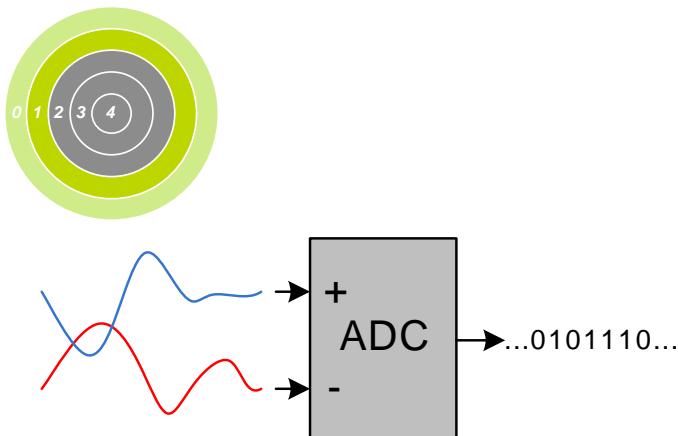
## 27.5.6 VCMP\_IFS - Interrupt Flag Set Register

Offset	Bit Position																																		
	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																																			
Access																																			
Name																																			
Bit	Name	Reset	Access	Description																															
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																	
1	WARMUP	0	W1	<b>Warm-up Interrupt Flag Set</b>																															
	Write to 1 to set warm-up finished interrupt flag																																		
0	EDGE	0	W1	<b>Edge Triggered Interrupt Flag Set</b>																															
	Write to 1 to set edge triggered interrupt flag																																		

## 27.5.7 VCMP\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																					
	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																																						
Access																																						
Name																																						
Bit	Name	Reset	Access	Description																																		
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																				
1	WARMUP	0	W1	<b>Warm-up Interrupt Flag Clear</b>																																		
	Write to 1 to clear warm-up finished interrupt flag																																					
0	EDGE	0	W1	<b>Edge Triggered Interrupt Flag Clear</b>																																		
	Write to 1 to clear edge triggered interrupt flag																																					

# 28 ADC - Analog to Digital Converter



## Quick Facts

### What?

The ADC is used to convert analog signals into a digital representation and features 8 external input channels

### Why?

In many applications there is a need to measure analog signals and record them in a digital representation, without exhausting your energy source.

### How?

A low power Successive Approximation Register ADC samples up to 8 input channels in a programmable sequence. With the help of PRS and DMA, the ADC can operate without CPU intervention, minimizing the number of powered up resources. The ADC can further be duty-cycled to reduce the energy consumption.

## 28.1 Introduction

The ADC is a Successive Approximation Register (SAR) architecture, with a resolution of up to 12 bits at up to one million samples per second. The integrated input mux can select inputs from 8 external pins and 6 internal signals.

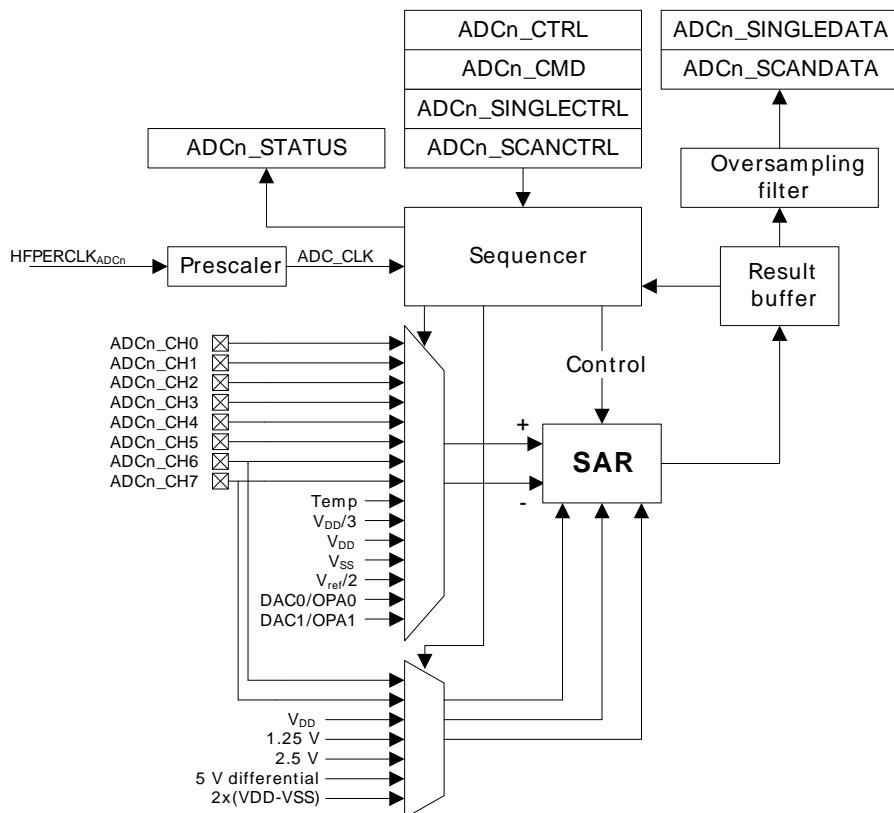
## 28.2 Features

- Programmable resolution (6/8/12-bit)
  - 13 prescaled clock (ADC\_CLK) cycles per conversion
  - Maximum 1 MSPS @ 12-bit
  - Maximum 1.86 MSPS @ 6-bit
- Configurable acquisition time
- Integrated prescaler
  - Selectable clock division factor from 1 to 128
- 13 MHz to 32 kHz allowed for ADC\_CLK
- 18 input channels
  - 8 external single ended channels
  - 6 internal single ended channels
    - Including temperature sensor
  - 4 external differential channels
- Integrated input filter
  - Low pass RC filter
  - Decoupling capacitor
- Left or right adjusted results
  - Results in 2's complement representation
  - Differential results sign extended to 32-bit results

- Programmable scan sequence
  - Up to 8 configurable samples in scan sequence
  - Mask to select which pins are included in the sequence
  - Triggered by software or PRS input
  - One shot or repetitive mode
  - Oversampling available
  - Overflow interrupt flag set when overwriting unread results
  - Conversion tailgating support for predictable periodic scans
- Programmable single conversion
  - Triggered by software or PRS input
  - Can be interleaved between two scan sequences
  - One shot or repetitive mode
  - Oversampling available
  - Overflow interrupt flag set when overwriting unread results
- Hardware oversampling support
  - 1st order accumulate and dump filter
  - From 2 to 4096 oversampling ratio (OSR)
  - Results in 16-bit representation
  - Enabled individually for scan sequence and single sample mode
  - Common OSR select
- Individually selectable voltage reference for scan and single mode
  - Internal 1.25V reference
  - Internal 2.5V reference
  - V<sub>DD</sub>
  - Internal 5 V differential reference
  - Single ended external reference
  - Differential external reference
  - Unbuffered 2xV<sub>DD</sub>
- Support for offset and gain calibration
- Interrupt generation and/or DMA request
  - Finished single conversion
  - Finished scan conversion
  - Single conversion results overflow
  - Scan sequence results overflow
- Loopback configuration with DAC output measurement

## 28.3 Functional Description

An overview of the ADC is shown in Figure 28.1 (p. 682) .

**Figure 28.1. ADC Overview**

### 28.3.1 Clock Selection

The ADC has an internal prescaler (PRESC bits in ADCn\_CTRL) which can divide the peripheral clock (HFPERCLK) by any factor between 1 and 128. Note that the resulting ADC\_CLK should not be set to a higher frequency than 13 MHz and not lower than 32 kHz.

### 28.3.2 Conversions

A conversion consists of two phases. The input is sampled in the acquisition phase before it is converted to digital representation during the approximation phase. The acquisition time can be configured independently for scan and single conversions (see Section 28.3.7 (p. 686)) by setting AT in ADCn\_SINGLECTRL/ADCn\_SCANCTRL. The acquisition times can be set to any integer power of 2 from 1 to 256 ADC\_CLK cycles.

#### Note

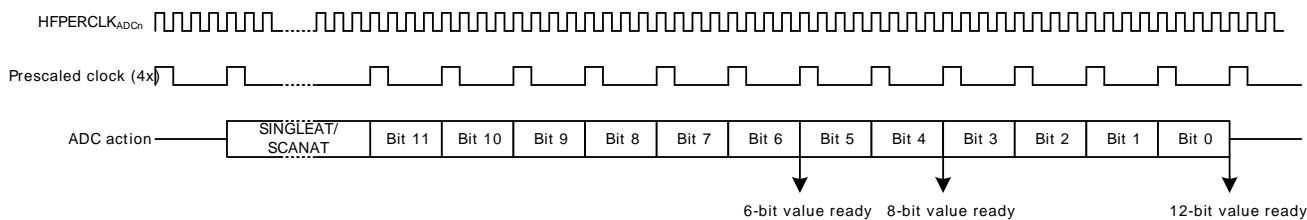
For high impedance sources the acquisition time should be adjusted to allow enough time for the internal sample capacitor to fully charge. The minimum acquisition time for the internal temperature sensor and V<sub>dd</sub>/3 is given in the electrical characteristics for the device.

The analog to digital converter core uses one clock cycle per output bit in the approximation phase.

#### **ADC Total Conversion Time (in ADC\_CLK cycles) Per Output**

$$T_{\text{conv}} = (T_A + N) \times OSR \quad (28.1)$$

T<sub>A</sub> equals the number of acquisition cycles and N is the resolution. OSR is the oversampling ratio (see Section 28.3.7.7 (p. 688)). The minimum conversion time is 7 ADC\_CYCLES with 6 bit resolution and 13 ADC\_CYCLES with 12 bit resolution. The maximum conversion time is 1097728 ADC\_CYCLES with the longest acquisition time, 12 bit resolution and highest oversampling rate.

**Figure 28.2. ADC Conversion Timing**

### 28.3.3 Warm-up Time

The ADC needs to be warmed up some time before a conversion can take place. This time period is called the warm-up time. When enabling the ADC or changing references between samples, the ADC is automatically warmed up for 1 $\mu$ s and an additional 5  $\mu$ s if the bandgap is selected as reference.

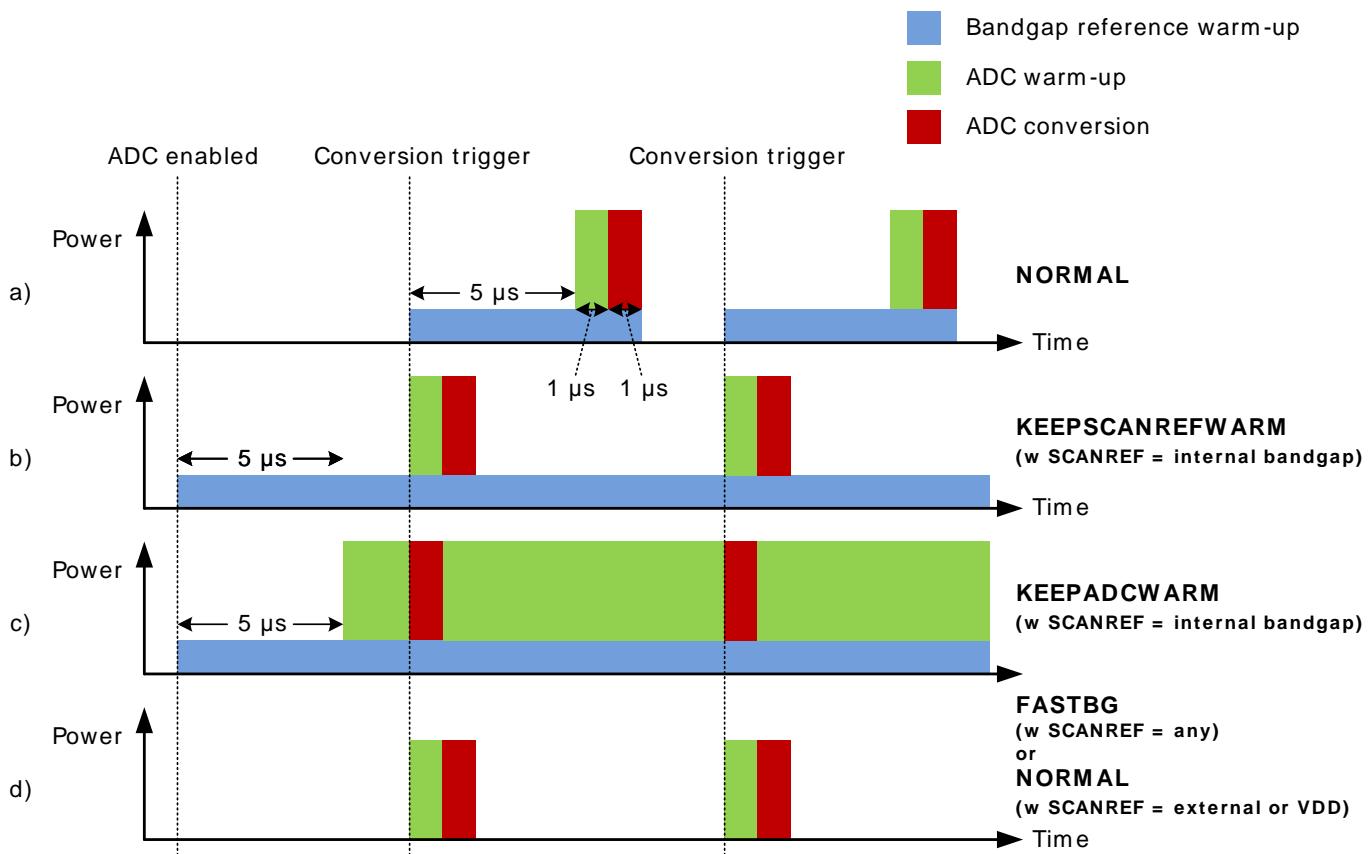
Normally, the ADC will be warmed up only when samples are requested and is shut off when there are no more samples waiting. However, if lower latency is needed, configuring the WARMUPMODE field in ADCn\_CTRL allows the ADC and/or reference to stay warm between samples, eliminating the need for warm-up. Figure 28.3 (p. 684) shows the analog power consumption in scenarios using the different WARMUPMODE settings.

Only the bandgap reference selected for scan mode can be kept warm. If a different bandgap reference is selected for single mode, the warm-up time still applies.

- NORMAL: ADC and references are shut off when there are no samples waiting. a) in Figure 28.3 (p. 684) shows this mode used with an internal bandgap reference. Figure d) shows this mode when using VDD or an external reference.
- FASTBG: Bandgap warm-up is eliminated, but with reduced reference accuracy. d) in Figure 28.3 (p. 684) shows this mode used with an internal bandgap reference.
- KEEPSCANREFWARM: The reference selected for scan mode is kept warm. The ADC will still need to be warmed up before conversion. b) in Figure 28.3 (p. 684) shows this mode used with an internal bandgap reference.
- KEEPADCWARM: The ADC and the reference selected for scan mode is kept warm. c) in Figure 28.3 (p. 684) shows this mode used with an internal bandgap reference.

The minimum warm-up times are given in  $\mu$ s. The timing is done automatically by the ADC, given that a proper time base is given in the TIMEBASE bits in ADCn\_CTRL. The TIMEBASE must be set to the number of HPPERCLK which corresponds to at least 1  $\mu$ s. The TIMEBASE only affects the timing of the warm-up sequence and not the ADC\_CLK.

When entering Energy Modes 2 or 3, the ADC must be stopped and WARMUPMODE in ADCn\_CTRL written to 0.

**Figure 28.3. ADC Analog Power Consumption With Different WARMUPMODE Settings**

### 28.3.4 Input Selection

The ADC is connected to 8 external input pins, which can be selected as 8 different single ended inputs or 4 differential inputs. In addition, 6 single ended internal inputs can be selected. The available selections are given in the register description for ADCn\_SINGLECTRL and ADCn\_SCANCTRL.

For offset calibration purposes it is possible to internally short the differential ADC inputs and thereby measure a 0 V differential. Differential 0 V is selected by writing the DIFF bit to 1 and INPUTSEL to 4 in ADCn\_SINGLECTRL. Calibration is described in detail in Section 28.3.10 (p. 689).

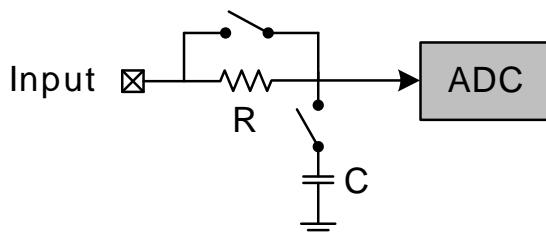
#### Note

When VDD/3 is sampled, the acquisition time should be above a lower limit. The reader is referred to the datasheet for minimum VDD/3 acquisition time.

#### 28.3.4.1 Input Filtering

The selected input signal can be filtered, either through an internal low pass RC filter or an internal decoupling capacitor. The different filter configurations can be enabled through the LPFMODE bits in ADCn\_CTRL.

The RC input filter configuration is given in Figure 28.4 (p. 684). The resistance and capacitance values are given in the electrical characteristics for the device, named  $R_{ADCfilt}$  and  $C_{ADCfilt}$  respectively.

**Figure 28.4. ADC RC Input Filter Configuration**

### 28.3.4.2 Temperature Measurement

The ADC includes an internal temperature sensor. This sensor is characterized during production and the temperature readout from the ADC at production temperature, ADC0\_TEMP\_0\_READ\_1V25, is given in the Device Information (DI) page. The production temperature, CAL\_TEMP\_0, is also given in this page. The temperature gradient, TGRAD\_ADCTH (mV/degree Celsius), for the sensor is found in the datasheet for the devices. By selecting 1.25 V internal reference and measuring the internal temperature sensor with 12 bit resolution, the temperature can be calculated according to the following formula:

#### ADC Temperature Measurement

$$T_{CELSIUS} = \text{CAL\_TEMP\_0} - (\text{ADC0\_TEMP\_0\_READ\_1V25} - \text{ADC\_result}) \times V_{ref} / (4096 \times TGRAD\_ADCTH) \quad (28.2)$$

#### Note

The minimum acquisition time for the temperature reference is found in the electrical characteristics for the device.

### 28.3.5 Reference Selection

The reference voltage can be selected from these sources:

- 1.25 V internal bandgap
  - 2.5 V internal bandgap
  - $V_{DD}$
  - 5 V internal differential bandgap
  - External single ended input from pin 6
  - Differential input, 2x(pin 6 - pin 7)
  - Unbuffered 2x $V_{DD}$
- 
- The 2.5 V reference needs a supply voltage higher than 2.5 V.
  - The differential 5 V reference needs a supply voltage higher than 2.75 V.

Since the 2x $V_{DD}$  differential reference is unbuffered, it is directly connected to the ADC supply voltage and more susceptible to supply noise. The  $V_{DD}$  reference is buffered both in single ended and differential mode.

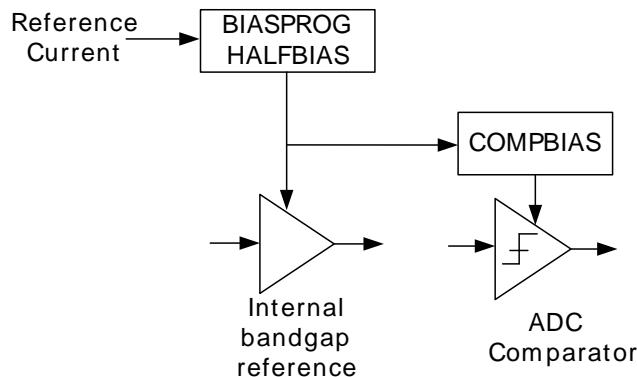
If a differential reference with a larger range than the supply voltage is combined with single ended measurements, for instance the 5 V internal reference, the full ADC range will not be available because the maximum input voltage is limited by the maximum electrical ratings.

#### Note

Single ended measurements with the external differential reference are not supported.

### 28.3.6 Programming of Bias Current

The bias current of the bandgap reference and the ADC comparator can be scaled by the BIASPROG, HALFBIAS and COMPBIAS bit fields of the ADCn\_BIASPROG register. The BIASPROG and HALFBIAS bitfields scale the current of ADC bandgap reference, and the COMPBIAS bits provide an additional bias programming for the ADC comparator as illustrated in Figure 28.5 (p. 686). The electrical characteristics given in the datasheet require the bias configuration to be set to the default values, where no other bias values are given.

**Figure 28.5. ADC Bias Programming**

The minimum value of the BIASPROG and COMPBIAS bitfields of the ADCn\_BIASPROG register (i.e. BIASPROG=0b0000, COMPBIAS=0b0000) represent the minimum bias currents. Similarly BIASPROG=0b1111 and COMPBIAS=0b1111 represent the maximum bias currents. Additionally, the bias current defined by the BIASPROG setting can be halved by setting the HALFBIAS bit of the ADCn\_BIASPROG register.

The bias current settings should only be changed while the ADC is disabled.

## 28.3.7 ADC Modes

The ADC contains two separate programmable modes, one single sample mode and one scan mode. Both modes have separate configuration and result registers and can be set up to run only once per trigger or repetitively. The scan mode has priority over the single sample mode. However, if scan sequence is running, a triggered single sample will be interleaved between two scan samples.

### 28.3.7.1 Single Sample Mode

The single sample mode can be used to convert a single sample either once per trigger or repetitively. The configuration of the single sample mode is done in the ADCn\_SINGLECTRL register and the results are found in the ADCn\_SINGLEDATA register. The SINGLEDV bit in ADCn\_STATUS is set high when there is valid data in the result register and is cleared when the data is read. The single mode results can also be read through ADCn\_SINGLEDATAP without SINGLEDV being cleared. DIFF in ADCn\_SINGLECTRL selects whether differential or single ended inputs are used and INPUTSEL selects input pin(s).

### 28.3.7.2 Scan mode

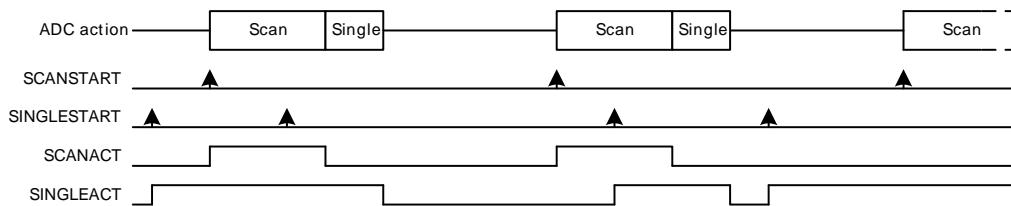
The scan mode is used to perform sweeps of the inputs. The configuration of the scan sequence is done in the ADCn\_SCANCTRL register and the results are found in the ADCn\_SCANDATA register. The SCANDV bit in ADCn\_STATUS is set high when there is valid data in the result register and is cleared when the data is read. The scan mode results can also be read through ADCn\_SCANDATAP without SCANDV being cleared. The inputs included in the sequence are defined by a the mask in INPUTMASK in ADCn\_SCANCTRL. When the scan sequence is triggered, the sequence samples all inputs that are included in the mask, starting at the lowest pin number. DIFF in ADCn\_SCANCTRL selects whether single ended or differential inputs are used.

### 28.3.7.3 Conversion Tailgating

The scan sequence has priority over the single sample mode. However, a scan trigger will not interrupt in the middle of a single conversion. If a scan sequence is triggered by a timer on a periodic basis, single sample just before a scan trigger can delay the start of the scan sequence, thus causing jitter in sample rate. To solve this, conversion tailgating can be chosen by setting TAILGATE in ADCn\_CTRL. When this bit is set, any triggered single samples will wait for the next scan sequence to finish before

activating (see Figure 28.6 (p. 687) ). The single sample will then follow immediately after the scan sequence. In this way, the scan sequence will always start immediately when triggered, if the period between the scan triggers is big enough to allow any single samples that might be triggered to finish in between the scan sequences.

**Figure 28.6. ADC Conversion Tailgating**



#### 28.3.7.4 Conversion Trigger

The conversion modes can be activated by writing a 1 to the SINGLESTART or SCANSTART bit in the ADCn\_CMD register. The conversions can be stopped by writing a 1 to the SINGLESTOP or SCANSTOP bit in the ADCn\_CMD register. A START command will have priority over a stop command. When the ADC is stopped in the middle of a conversion, the result buffer is cleared. The SINGLEACT and SCANACT bits in ADCn\_STATUS are set high when the modes are actively converting or have pending conversions.

It is also possible to trigger conversions from PRS signals. The system requires one HPERCLK cycle pulses to trigger conversions. Setting PRSEN in ADCn\_SINGLECTRL/ADCn\_SCANCTRL enables triggering from PRS input. Which PRS channel to listen to is defined by PRSSEL in ADCn\_SINGLECTRL/ADCn\_SCANCTRL. When PRS trigger is selected, it is still possible to trigger the conversion from software. The reader is referred to the PRS datasheet for more information on how to set up the PRS channels.

##### Note

The conversion settings should not be changed while the ADC is running as this can lead to unpredictable behavior.

The prescaled clock phase is always reset by a triggered conversion as long as a conversion is not ongoing. This gives predictable latency from the time of the trigger to the time the conversion starts, regardless of when in the prescaled clock cycle the trigger occurs.

#### 28.3.7.5 Results

The results are presented in 2's complement form and the format for differential and single ended mode is given in Table 28.1 (p. 687) and Table 28.2 (p. 688). If differential mode is selected, the results are sign extended up to 32-bit (shown in Table 28.4 (p. 689)).

**Table 28.1. ADC Single Ended Conversion**

Input/Reference	Results	
	Binary	Hex value
1	111111111111	FFF
0.5	011111111111	7FF
1/4096	000000000001	001
0	000000000000	000

**Table 28.2. ADC Differential Conversion**

Input/Reference	Results	
	Binary	Hex value
0.5	011111111111	7FF
0.25	001111111111	3FF
1/2048	000000000001	001
0	000000000000	000
-1/2048	111111111111	FFF
-0.25	101111111111	BFF
-0.5	100000000000	800

### 28.3.7.6 Resolution

The ADC gives out 12-bit results, by default. However, if full 12-bit resolution is not needed, it is possible to speed up the conversion by selecting a lower resolution ( $N = 6$  or  $8$  bits). For more information on the accuracy of the ADC, the reader is referred to the electrical characteristics section for the device.

### 28.3.7.7 Oversampling

To achieve higher accuracy, hardware oversampling can be enabled individually for each mode (Set RES in ADCn\_SINGLECTRL/ADCn\_SCANCTRL to 0x3). The oversampling rate (OVSSEL in ADCn\_CTRL) can be set to any integer power of 2 from 2 to 4096 and the configuration is shared between the scan and single sample mode (OVSSEL field in ADCn\_CTRL).

With oversampling, each selected input is sampled a number (given by the OVSER) of times, and the results are filtered by a first order accumulate and dump filter to form the end result. The data presented in the ADCn\_SINGLEDATA and ADCn\_SCANDATA registers are the direct contents of the accumulation register (sum of samples). However, if the oversampling ratio is set higher than 16x, the accumulated results are shifted to fit the MSB in bit 15 as shown in Table 28.3 (p. 688) .

**Table 28.3. Oversampling Result Shifting and Resolution**

Oversampling setting	# right shifts	Result Resolution # bits
2x	0	13
4x	0	14
8x	0	15
16x	0	16
32x	1	16
64x	2	16
128x	3	16
256x	4	16
512x	5	16
1024x	6	16
2048x	7	16
4096x	8	16

### 28.3.7.8 Adjustment

By default, all results are right adjusted, with the LSB of the result in bit position 0 (zero). In differential mode the signed bit is extended up to bit 31, but in single ended mode the bits above the result are read as 0. By setting ADJ in ADCn\_SINGLECTRL/ADCn\_SCANCTRL, the results are left adjusted as shown in Table 28.4 (p. 689) . When left adjusted, the MSB is always placed on bit 15 and sign extended to bit 31. All bits below the conversion result are read as 0 (zero).

**Table 28.4. ADC Results Representation**

Adjustment	Resolution	Bit																																				
		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					
Right	12	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	10	9	8	7	6	5	4	3	2	1	0					
	8	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	6	5	4	3	2	1	0					
	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	2	1	0					
	OVS	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Left	12	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	10	9	8	7	6	5	4	3	2	1	0	-	-	-	-	
	8	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	6	5	4	3	2	1	0	-	-	-	-
	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	2	1	0	-	-	-	-	-	
	OVS	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

### 28.3.8 Interrupts, PRS Output

The single and scan modes have separate interrupt flags indicating finished conversions. Setting one of these flags will result in an ADC interrupt if the corresponding interrupt enable bit is set in ADCn\_IEN.

In addition to the finished conversion flags, there is a scan and single sample result overflow flag which signalizes that a result from a scan sequence or single sample has been overwritten before being read.

A finished conversion will result in a one HPERCLK cycle pulse which is output to the Peripheral Reflex System (PRS).

### 28.3.9 DMA Request

The ADC has two DMA request lines, SINGLE and SCAN, which are set when a single or scan conversion has completed. The request are cleared when the corresponding single or scan result register is read.

### 28.3.10 Calibration

The ADC supports offset and gain calibration to correct errors due to process and temperature variations. This must be done individually for each reference used. The ADC calibration (ADCn\_CAL) register contains four register fields for calibrating offset and gain for both single and scan mode. The gain and offset calibration are done in single mode, but the resulting calibration values can be used for both single and scan mode.

Gain and offset for the 1V25, 2V5 and VDD references are calibrated during production and the calibration values for these can be found in the Device Information page. During reset, the gain and offset calibration registers are loaded with the production calibration values for the 1V25 reference.

The SCANGAIN and SINGLEGAIN calibration fields are not used when the unbuffered differential 2xVDD reference is selected.

The effects of changing the calibration register values are given in Table 28.5 (p. 690) . Step by step calibration procedures for offset and gain are given in Section 28.3.10.1 (p. 690) and Section 28.3.10.2 (p. 690) .

**Table 28.5. Calibration Register Effect**

Calibration Register	ADC Result	Calibration Binary Value	Calibration Hex Value
Offset	Lowest Output	0111111	3F
	Highest Output	1000000	40
Gain	Lowest Output	0000000	00
	Highest Output	1111111	7F

The offset calibration register expects a signed 2's complement value with negative effect. A high value gives a low ADC reading.

The gain calibration register expects an unsigned value with positive effect. A high value gives a high ADC reading.

### 28.3.10.1 Offset Calibration

Offset calibration must be performed prior to gain calibration. Follow these steps for the offset calibration in single mode:

1. Select wanted reference by setting the REF bitfield of the ADCn\_SINGLECTRL register.
2. Set the AT bitfield of the ADCn\_SINGLECTRL register to 16CYCLES.
3. Set the INPUTSEL bitfield of the ADCn\_SINGLECTRL register to DIFF0, and set the DIFF bitfield to 1 for enabling differential input. Since the input voltage is 0, the expected ADC output is the half of the ADC code range as it is in differential mode.
4. A binary search is used to find the offset calibration value. Set the SINGLESTART bit in the ADCn\_CMD register and read the ADCn\_SINGLEDATA register. The result of the binary search is written to the SINGLEOFFSET field of the ADCn\_CAL register.

### 28.3.10.2 Gain Calibration

Offset calibration must be performed prior to gain calibration. The Gain Calibration is done in the following manner:

1. Select an external ADC channel (a differential channel can also be used).
2. Apply an external voltage on the selected ADC input channel. This voltage should correspond to the top of the ADC range.
3. A binary search is used to find the gain calibration value. Set the SINGLESTART bit in the ADCn\_CTRL register and read the ADCn\_SINGLEDATA register. The target value is ideally the top of the ADC range, but it is recommended to use a value a couple of LSBs below in order to avoid overshooting. The result of the binary search is written to the SINGLEGAIN field of the ADCn\_CAL register.

## 28.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	ADCn_CTRL	RW	Control Register
0x004	ADCn_CMD	W1	Command Register
0x008	ADCn_STATUS	R	Status Register
0x00C	ADCn_SINGLECTRL	RW	Single Sample Control Register
0x010	ADCn_SCANCTRL	RW	Scan Control Register
0x014	ADCn_IEN	RW	Interrupt Enable Register
0x018	ADCn_IF	R	Interrupt Flag Register
0x01C	ADCn_IFS	W1	Interrupt Flag Set Register
0x020	ADCn_IFC	W1	Interrupt Flag Clear Register
0x024	ADCn_SINGLEDATA	R	Single Conversion Result Data
0x028	ADCn_SCANDATA	R	Scan Conversion Result Data
0x02C	ADCn_SINGLEDATAP	R	Single Conversion Result Data Peek Register
0x030	ADCn_SCANDATAP	R	Scan Sequence Result Data Peek Register
0x034	ADCn_CAL	RW	Calibration Register
0x03C	ADCn_BIASPROG	RW	Bias Programming Register

## 28.5 Register Description

### 28.5.1 ADCn\_CTRL - Control Register

Offset	Bit Position																																	
	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					0x0					0x1F												0x00					0x0							
Access					RW					RW					RW					RW					RW									
Name					OVSSEL					TIMEBASE					PRESC					LPFMODE					TAILGATE					WARMUPMODE				

Bit	Name	Reset	Access	Description
31:28	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
27:24	OVSSEL	0x0	RW	<b>Oversample Rate Select</b>  Select oversampling rate. Oversampling must be enabled for each mode for this setting to take effect.

Value	Mode	Description
0	X2	2 samples for each conversion result
1	X4	4 samples for each conversion result
2	X8	8 samples for each conversion result
3	X16	16 samples for each conversion result
4	X32	32 samples for each conversion result
5	X64	64 samples for each conversion result
6	X128	128 samples for each conversion result
7	X256	256 samples for each conversion result
8	X512	512 samples for each conversion result

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	9	X1024	1024 samples for each conversion result		
	10	X2048	2048 samples for each conversion result		
	11	X4096	4096 samples for each conversion result		
23:21	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
20:16	TIMEBASE	0x1F	RW	<b>Time Base</b>	
	Set time base used for ADC warm up sequence according to the HFFPERCLK frequency. The time base is defined as a number of HFFPERCLK cycles which should be set equal to or higher than 1us.				
	Value	Description			
	TIMEBASE	ADC warm-up is set to TIMEBASE+1 HFFPERCLK clock cycles and bandgap warm-up is set to 5x(TIMEBASE+1) HFFPERCLK cycles.			
15	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
14:8	PRESC	0x00	RW	<b>Prescaler Setting</b>	
	Select clock division factor.				
	Value	Description			
	PRESC	Clock division factor of PRESC+1.			
7:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
5:4	LPFMODE	0x0	RW	<b>Low Pass Filter Mode</b>	
	These bits control the filtering of the ADC input. Details on the filter characteristics can be found in the device datasheets.				
	Value	Description			
	0	BYPASS	No filter or decoupling capacitor		
	1	DECAP	On chip decoupling capacitor selected		
	2	RCFILT	On chip RC filter selected		
3	TAILGATE	0	RW	<b>Conversion Tailgating</b>	
	Enable/disable conversion tailgating.				
	Value	Description			
	0	Scan sequence has priority, but can be delayed by ongoing single samples.			
	1	Scan sequence has priority and single samples will only start immediately after scan sequence.			
2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
1:0	WARMUPMODE	0x0	RW	<b>Warm-up Mode</b>	
	Select Warm-up Mode for ADC				
	Value	Mode	Description		
	0	NORMAL	ADC is shut down after each conversion		
	1	FASTBG	Bandgap references do not need warm up, but have reduced accuracy.		
	2	KEEPSCANREFWARM	Reference selected for scan mode is kept warm.		
	3	KEEPADCWARM	ADC is kept warmed up and scan reference is kept warm		

## 28.5.2 ADCn\_CMD - Command Register

Offset	Bit Position																								
0x004	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
Reset																								W1	0
Access																								W1	0
Name																								W1	0
																								SCANSTOP	3
																								SCANSTART	2
																								SINGLESTOP	1
																								SINGLESTART	0

Bit	Name	Reset	Access	Description
31:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3	SCANSTOP	0	W1	<b>Scan Sequence Stop</b>  Write a 1 to stop scan sequence.
2	SCANSTART	0	W1	<b>Scan Sequence Start</b>  Write a 1 to start scan sequence.
1	SINGLESTOP	0	W1	<b>Single Conversion Stop</b>  Write a 1 to stop single conversion.
0	SINGLESTART	0	W1	<b>Single Conversion Start</b>  Write to 1 to start single conversion.

### **28.5.3 ADCn\_STATUS - Status Register**

Bit	Name	Reset	Access	Description
31:27	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
26:24	SCANDATASRC	0x0	R	<b>Scan Data Source</b>

Value	Mode	Description
0	CH0	Single ended mode: SCANDATA result originates from ADCn_CH0. Differential mode: SCANDATA result originates from ADCn_CH0-ADCn_CH1
1	CH1	Single ended mode: SCANDATA result originates from ADCn_CH1. Differential mode: SCANDATA result originates from ADCn_CH2-ADCn_CH3
2	CH2	Single ended mode: SCANDATA result originates from ADCn_CH2. Differential mode: SCANDATA result originates from ADCn_CH4-ADCn_CH5
3	CH3	Single ended mode: SCANDATA result originates from ADCn_CH3. Differential mode: SCANDATA result originates from ADCn_CH6-ADCn_CH7
4	CH4	SCANDATA result originates from ADCn_CH4
5	CH5	SCANDATA result originates from ADCn_CH5
6	CH6	SCANDATA result originates from ADCn_CH6
7	CH7	SCANDATA result originates from ADCn_CH7

23:18	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
17	SCANDV	0	R	<b>Scan Data Valid</b>
Scan conversion data is valid.				
16	SINGLEDV	0	R	<b>Single Sample Data Valid</b>
Single conversion data is valid.				
15:13	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
12	WARM	0	R	<b>ADC Warmed Up</b>
ADC is warmed up.				
11:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
9	SCANREFWARM	0	R	<b>Scan Reference Warmed Up</b>

Bit	Name	Reset	Access	Description
Reference selected for scan mode is warmed up.				
8	SINGLEREFWARM	0	R	<b>Single Reference Warmed Up</b>
Reference selected for single mode is warmed up.				
7:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1	SCANACT	0	R	<b>Scan Conversion Active</b>
Scan sequence is active or has pending conversions.				
0	SINGLEACT	0	R	<b>Single Conversion Active</b>
Single conversion is active or has pending conversions.				

## 28.5.4 ADCn\_SINGLECTRL - Single Sample Control Register

Offset	Bit Position															
0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	15
Reset		0x0						0								14
Access	RW							RW	0x0							13
Name	PRSSEL							PRSEN								12
								AT								11
									REF							10
													INPUTSEL			9
																8
																7
																6
													RES			5
																4
																3
													ADJ			2
													DIFF			1
													REP			0

Bit	Name	Reset	Access	Description																																			
31:28	PRSSEL	0x0	RW	<b>Single Sample PRS Trigger Select</b>																																			
Select PRS trigger for single sample.																																							
	Value	Mode	Description																																				
<table border="1"> <tr><td>0</td><td>PRSCH0</td><td>PRS ch 0 triggers single sample</td></tr> <tr><td>1</td><td>PRSCH1</td><td>PRS ch 1 triggers single sample</td></tr> <tr><td>2</td><td>PRSCH2</td><td>PRS ch 2 triggers single sample</td></tr> <tr><td>3</td><td>PRSCH3</td><td>PRS ch 3 triggers single sample</td></tr> <tr><td>4</td><td>PRSCH4</td><td>PRS ch 4 triggers single sample</td></tr> <tr><td>5</td><td>PRSCH5</td><td>PRS ch 5 triggers single sample</td></tr> <tr><td>6</td><td>PRSCH6</td><td>PRS ch 6 triggers single sample</td></tr> <tr><td>7</td><td>PRSCH7</td><td>PRS ch 7 triggers single sample</td></tr> <tr><td>8</td><td>PRSCH8</td><td>PRS ch 8 triggers single sample</td></tr> <tr><td>9</td><td>PRSCH9</td><td>PRS ch 9 triggers single sample</td></tr> <tr><td>10</td><td>PRSCH10</td><td>PRS ch 10 triggers single sample</td></tr> <tr><td>11</td><td>PRSCH11</td><td>PRS ch 11 triggers single sample</td></tr> </table>				0	PRSCH0	PRS ch 0 triggers single sample	1	PRSCH1	PRS ch 1 triggers single sample	2	PRSCH2	PRS ch 2 triggers single sample	3	PRSCH3	PRS ch 3 triggers single sample	4	PRSCH4	PRS ch 4 triggers single sample	5	PRSCH5	PRS ch 5 triggers single sample	6	PRSCH6	PRS ch 6 triggers single sample	7	PRSCH7	PRS ch 7 triggers single sample	8	PRSCH8	PRS ch 8 triggers single sample	9	PRSCH9	PRS ch 9 triggers single sample	10	PRSCH10	PRS ch 10 triggers single sample	11	PRSCH11	PRS ch 11 triggers single sample
0	PRSCH0	PRS ch 0 triggers single sample																																					
1	PRSCH1	PRS ch 1 triggers single sample																																					
2	PRSCH2	PRS ch 2 triggers single sample																																					
3	PRSCH3	PRS ch 3 triggers single sample																																					
4	PRSCH4	PRS ch 4 triggers single sample																																					
5	PRSCH5	PRS ch 5 triggers single sample																																					
6	PRSCH6	PRS ch 6 triggers single sample																																					
7	PRSCH7	PRS ch 7 triggers single sample																																					
8	PRSCH8	PRS ch 8 triggers single sample																																					
9	PRSCH9	PRS ch 9 triggers single sample																																					
10	PRSCH10	PRS ch 10 triggers single sample																																					
11	PRSCH11	PRS ch 11 triggers single sample																																					
27:25 Reserved To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																							

24	PRSEN	0	RW	<b>Single Sample PRS Trigger Enable</b>				
Enabled/disable PRS trigger of single sample.								
	Value	Description						
<table border="1"> <tr><td>0</td><td>Single sample is not triggered by PRS input</td></tr> <tr><td>1</td><td>Single sample is triggered by PRS input selected by PRSSEL</td></tr> </table>					0	Single sample is not triggered by PRS input	1	Single sample is triggered by PRS input selected by PRSSEL
0	Single sample is not triggered by PRS input							
1	Single sample is triggered by PRS input selected by PRSSEL							

23:20	AT	0x0	RW	<b>Single Sample Acquisition Time</b>												
Select the acquisition time for single sample.																
	Value	Mode	Description													
<table border="1"> <tr><td>0</td><td>1CYCLE</td><td>1 ADC_CLK cycle acquisition time for single sample</td></tr> <tr><td>1</td><td>2CYCLES</td><td>2 ADC_CLK cycles acquisition time for single sample</td></tr> <tr><td>2</td><td>4CYCLES</td><td>4 ADC_CLK cycles acquisition time for single sample</td></tr> <tr><td>3</td><td>8CYCLES</td><td>8 ADC_CLK cycles acquisition time for single sample</td></tr> </table>					0	1CYCLE	1 ADC_CLK cycle acquisition time for single sample	1	2CYCLES	2 ADC_CLK cycles acquisition time for single sample	2	4CYCLES	4 ADC_CLK cycles acquisition time for single sample	3	8CYCLES	8 ADC_CLK cycles acquisition time for single sample
0	1CYCLE	1 ADC_CLK cycle acquisition time for single sample														
1	2CYCLES	2 ADC_CLK cycles acquisition time for single sample														
2	4CYCLES	4 ADC_CLK cycles acquisition time for single sample														
3	8CYCLES	8 ADC_CLK cycles acquisition time for single sample														

Bit	Name	Reset	Access	Description
	Value	Mode		Description
4	16CYCLES			16 ADC_CLK cycles acquisition time for single sample
5	32CYCLES			32 ADC_CLK cycles acquisition time for single sample
6	64CYCLES			64 ADC_CLK cycles acquisition time for single sample
7	128CYCLES			128 ADC_CLK cycles acquisition time for single sample
8	256CYCLES			256 ADC_CLK cycles acquisition time for single sample
19	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
18:16	REF	0x0	RW	<b>Single Sample Reference Selection</b>
				Select reference to ADC single sample mode.
	Value	Mode		Description
0	1V25			Internal 1.25 V reference
1	2V5			Internal 2.5 V reference
2	VDD			Buffered VDD
3	5VDIFF			Internal differential 5 V reference
4	EXTSINGLE			Single ended external reference from pin 6
5	2XEXTDIFF			Differential external reference, 2x(pin 6 - pin 7)
6	2XVDD			Unbuffered 2xVDD
15:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11:8	INPUTSEL	0x0	RW	<b>Single Sample Input Selection</b>
				Select input to ADC single sample mode in either single ended mode or differential mode.
	DIFF = 0			
	Mode	Value		Description
	CH0	0		ADCn_CH0
	CH1	1		ADCn_CH1
	CH2	2		ADCn_CH2
	CH3	3		ADCn_CH3
	CH4	4		ADCn_CH4
	CH5	5		ADCn_CH5
	CH6	6		ADCn_CH6
	CH7	7		ADCn_CH7
	TEMP	8		Temperature reference
	VDDDIV3	9		VDD/3
	VDD	10		VDD
	VSS	11		VSS
	VREFDIV2	12		VREF/2
	DAC0OUT0	13		DAC0 output 0
	DAC0OUT1	14		DAC0 output 1
	DIFF = 1			
	Mode	Value		Description
	CH0CH1	0		Positive input: ADCn_CH0 Negative input: ADCn_CH1
	CH2CH3	1		Positive input: ADCn_CH2 Negative input: ADCn_CH3
	CH4CH5	2		Positive input: ADCn_CH4 Negative input: ADCn_CH5
	CH6CH7	3		Positive input: ADCn_CH6 Negative input: ADCn_CH7
	DIFF0	4		Differential 0 (Short between positive and negative inputs)
7:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5:4	RES	0x0	RW	<b>Single Sample Resolution Select</b>
				Select single sample conversion resolution.
	Value	Mode		Description
0	12BIT			12-bit resolution
1	8BIT			8-bit resolution
2	6BIT			6-bit resolution

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	3	OVS	Oversampling enabled. Oversampling rate is set in OVSSEL		
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
2	ADJ	0	RW	<b>Single Sample Result Adjustment</b> Select single sample result adjustment.	
	Value	Mode	Description		
	0	RIGHT	Results are right adjusted		
	1	LEFT	Results are left adjusted		
1	DIFF	0	RW	<b>Single Sample Differential Mode</b> Select single ended or differential input.	
	Value	Description			
	0	Single ended input			
	1	Differential input			
0	REP	0	RW	<b>Single Sample Repetitive Mode</b> Enable/disable repetitive single samples.	
	Value	Description			
	0	Single conversion mode is deactivated after one conversion			
	1	Single conversion mode is converting continuously until SINGLESTOP is written			

## 28.5.5 ADCn\_SCANCTRL - Scan Control Register

Offset	Bit Position																														
0x010	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		
Reset		0x0					0			0x0					0x0											0x0	0	2	1	0	
Access		RW					RW			RW					RW											RW	RW	0	1	0	
Name	PRSEL						PRSEN			AT				REF												RES			ADJ	RW	RW

Bit	Name	Reset	Access	Description	
31:28	PRSSEL	0x0	RW	<b>Scan Sequence PRS Trigger Select</b> Select PRS trigger for scan sequence.	
	Value	Mode	Description		
	0	PRSCH0	PRS ch 0 triggers scan sequence		
	1	PRSCH1	PRS ch 1 triggers scan sequence		
	2	PRSCH2	PRS ch 2 triggers scan sequence		
	3	PRSCH3	PRS ch 3 triggers scan sequence		
	4	PRSCH4	PRS ch 4 triggers scan sequence		
	5	PRSCH5	PRS ch 5 triggers scan sequence		
	6	PRSCH6	PRS ch 6 triggers scan sequence		
	7	PRSCH7	PRS ch 7 triggers scan sequence		
	8	PRSCH8	PRS ch 8 triggers scan sequence		
	9	PRSCH9	PRS ch 9 triggers scan sequence		
	10	PRSCH10	PRS ch 10 triggers scan sequence		
	11	PRSCH11	PRS ch 11 triggers scan sequence		
27:25	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
24	PRSEN	0	RW	<b>Scan Sequence PRS Trigger Enable</b>	

Bit	Name	Reset	Access	Description
Enabled/disable PRS trigger of scan sequence.				
Value		Description		
0		Scan sequence is not triggered by PRS input		
1		Scan sequence is triggered by PRS input selected by PRSSEL		
23:20	AT	0x0	RW	<b>Scan Sample Acquisition Time</b>
Select the acquisition time for scan samples.				
Value		Mode		Description
0		1CYCLE		1 ADC_CLK cycle acquisition time for scan samples
1		2CYCLES		2 ADC_CLK cycles acquisition time for scan samples
2		4CYCLES		4 ADC_CLK cycles acquisition time for scan samples
3		8CYCLES		8 ADC_CLK cycles acquisition time for scan samples
4		16CYCLES		16 ADC_CLK cycles acquisition time for scan samples
5		32CYCLES		32 ADC_CLK cycles acquisition time for scan samples
6		64CYCLES		64 ADC_CLK cycles acquisition time for scan samples
7		128CYCLES		128 ADC_CLK cycles acquisition time for scan samples
8		256CYCLES		256 ADC_CLK cycles acquisition time for scan samples
19	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
18:16	REF	0x0	RW	<b>Scan Sequence Reference Selection</b>
Select reference to ADC scan sequence.				
Value		Mode		Description
0		1V25		Internal 1.25 V reference
1		2V5		Internal 2.5 V reference
2		VDD		VDD
3		5VDIFF		Internal differential 5 V reference
4		EXTSINGLE		Single ended external reference from pin 6
5		2XEXTDIFF		Differential external reference, 2x(pin 6 - pin 7)
6		2XVDD		Unbuffered 2xVDD
15:8	INPUTMASK	0x00	RW	<b>Scan Sequence Input Mask</b>
Set one or more bits in this mask to select which inputs are included the scan sequence in either single ended or differential mode.				
DIFF = 0				
Mode		Value		Description
CH0		00000001		ADCn_CH0 included in mask
CH1		00000010		ADCn_CH1 included in mask
CH2		00000100		ADCn_CH2 included in mask
CH3		00001000		ADCn_CH3 included in mask
CH4		00010000		ADCn_CH4 included in mask
CH5		00100000		ADCn_CH5 included in mask
CH6		01000000		ADCn_CH6 included in mask
CH7		10000000		ADCn_CH7 included in mask
DIFF = 1				
Mode		Value		Description
CH0CH1		00000001		(Positive input: ADCn_CH0 Negative input: ADCn_CH1) included in mask
CH2CH3		00000010		(Positive input: ADCn_CH2 Negative input: ADCn_CH3) included in mask
CH4CH5		00000100		(Positive input: ADCn_CH4 Negative input: ADCn_CH5) included in mask
CH6CH7		00001000		(Positive input: ADCn_CH6 Negative input: ADCn_CH7) included in mask
		0001xxxx-1111xxxx		Reserved
7:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
5:4	RES	0x0	RW	<b>Scan Sequence Resolution Select</b>

Bit	Name	Reset	Access	Description
Select scan sequence conversion resolution.				
	Value	Mode		Description
	0	12BIT		12-bit resolution
	1	8BIT		8-bit resolution
	2	6BIT		6-bit resolution
	3	OVS		Oversampling enabled. Oversampling rate is set in OVSSEL
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2	ADJ	0	RW	<b>Scan Sequence Result Adjustment</b>
Select scan sequence result adjustment.				
	Value	Mode		Description
	0	RIGHT		Results are right adjusted
	1	LEFT		Results are left adjusted
1	DIFF	0	RW	<b>Scan Sequence Differential Mode</b>
Select single ended or differential input.				
	Value	Description		
	0	Single ended input		
	1	Differential input		
0	REP	0	RW	<b>Scan Sequence Repetitive Mode</b>
Enable/disable repetitive scan sequence.				
	Value	Description		
	0	Scan conversion mode is deactivated after one sequence		
	1	Scan conversion mode is converting continuously until SCANSTOP is written		

### **28.5.6 ADCn\_IEN - Interrupt Enable Register**

Offset	Bit Position																					
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
Reset																						
Access																						
Name																						
SCANOF	RW	0	9																			
SINGLEOF	RW	0	8																			
SCAN	RW	0	1																			
SINGLE	RW	0	0																			

Bit	Name	Reset	Access	Description
31:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9	SCANOF	0	RW	<b>Scan Result Overflow Interrupt Enable</b>
				Enable/disable scan result overflow interrupt.
8	SINGLEOF	0	RW	<b>Single Result Overflow Interrupt Enable</b>
				Enable/disable single result overflow interrupt.
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	SCAN	0	RW	<b>Scan Conversion Complete Interrupt Enable</b>
				Enable/disable scan conversion complete interrupt.
0	SINGLE	0	RW	<b>Single Conversion Complete Interrupt Enable</b>
				Enable/disable single conversion complete interrupt.

## 28.5.7 ADCn\_IF - Interrupt Flag Register

Offset	Bit Position																					
Reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
Access	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	
Name	SCANOF	SCANOF	SINGLEOF	SCAN	SINGLE	SCANOF	SCANOF	SINGLEOF	SCAN	SINGLE	SCANOF	SCANOF	SINGLEOF	SCAN	SINGLE	SCANOF	SCANOF	SCAN	SINGLE	SCAN	SINGLE	

Bit	Name	Reset	Access	Description
31:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9	SCANOF	0	R	<b>Scan Result Overflow Interrupt Flag</b>
		Indicates scan result overflow when this bit is set.		
8	SINGLEOF	0	R	<b>Single Result Overflow Interrupt Flag</b>
		Indicates single result overflow when this bit is set.		
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	SCAN	0	R	<b>Scan Conversion Complete Interrupt Flag</b>
		Indicates scan conversion complete when this bit is set.		
0	SINGLE	0	R	<b>Single Conversion Complete Interrupt Flag</b>
		Indicates single conversion complete when this bit is set.		

### 28.5.8 ADCn\_IFS - Interrupt Flag Set Register

Bit	Name	Reset	Access	Description
31:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9	SCANOF	0	W1	<b>Scan Result Overflow Interrupt Flag Set</b>
		Write to 1 to set scan result overflow interrupt flag.		
8	SINGLEOF	0	W1	<b>Single Result Overflow Interrupt Flag Set</b>
		Write to 1 to set single result overflow interrupt flag.		
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	SCAN	0	W1	<b>Scan Conversion Complete Interrupt Flag Set</b>
		Write to 1 to set scan conversion complete interrupt flag.		
0	SINGLE	0	W1	<b>Single Conversion Complete Interrupt Flag Set</b>
		Write to 1 to set single conversion complete interrupt flag.		

## 28.5.9 ADCn\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																										
0x020	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		
Reset																									5	4	
Access																									3	2	
Name																		SCANOF	W1	0	9				W1	0	
																		SINGLEOF	W1	0	8				W1	0	
																		SCAN	W1	0	1				SINGLE	W1	0

Bit	Name	Reset	Access	Description
31:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
9	SCANOF	0	W1	<b>Scan Result Overflow Interrupt Flag Clear</b>
				Write to 1 to clear scan result overflow interrupt flag.
8	SINGLEOF	0	W1	<b>Single Result Overflow Interrupt Flag Clear</b>
				Write to 1 to clear single result overflow interrupt flag.
7:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
1	SCAN	0	W1	<b>Scan Conversion Complete Interrupt Flag Clear</b>
				Write to 1 to clear scan conversion complete interrupt flag.
0	SINGLE	0	W1	<b>Single Conversion Complete Interrupt Flag Clear</b>
				Write to 1 to clear single conversion complete interrupt flag.

## 28.5.10 ADCn\_SINGLEDATA - Single Conversion Result Data

Offset	Bit Position																								
0x024	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
Reset																			0x00000000						
Access																		R							
Name																		DATA							

Bit	Name	Reset	Access	Description
31:0	DATA	0x00000000	R	<b>Single Conversion Result Data</b>
				The register holds the results from the last single conversion. Reading this field clears the SINGLEDV bit in the ADCn_STATUS register.

## 28.5.11 ADCn\_SCANDATA - Scan Conversion Result Data

Offset	Bit Position																																
0x028	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	0x00000000																																
Access	R																																
Name	DATA																																
Bit	Name	Reset	Access	Description																													
31:0	DATA	0x00000000	R	Scan Conversion Result Data																													
The register holds the results from the last scan conversion. Reading this field clears the SCANDV bit in the ADCn_STATUS register.																																	

## 28.5.12 ADCn\_SINGLEDATAP - Single Conversion Result Data Peek Register

Offset	Bit Position																																	
0x02C	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	0x00000000																																	
Access	R																																	
Name	DATAP																																	
Bit	Name	Reset	Access	Description																														
31:0	DATAP	0x00000000	R	Single Conversion Result Data Peek																														
The register holds the results from the last single conversion. Reading this field will not clear SINGLEDV in ADCn_STATUS or SINGLE DMA request.																																		

## 28.5.13 ADCn\_SCANDATAP - Scan Sequence Result Data Peek Register

Offset	Bit Position																															
0x030	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	0x00000000																															
Access	R																															
Name	DATAP																															
Bit	Name	Reset	Access	Description																												
31:0	DATAP	0x00000000	R	Scan Conversion Result Data Peek																												
	The register holds the results from the last scan conversion. Reading this field will not clear SCANDV in ADCn_STATUS or single DMA request.																															

## 28.5.14 ADCn\_CAL - Calibration Register

Offset	Bit Position																															
0x034	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	0x3F																															
Access	RW																															
Name	SCANGAIN																															
Bit	Name	Reset	Access	Description																												
31	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
30:24	SCANGAIN	0x3F	RW	Scan Mode Gain Calibration Value																												
	This register contains the gain calibration value used with scan conversions. This field is set to the production gain calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is unsigned. Higher values lead to higher ADC results.																															
23	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
22:16	SCANOFFSET	0x00	RW	Scan Mode Offset Calibration Value																												
	This register contains the offset calibration value used with scan conversions. This field is set to the production offset calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is encoded as a signed 2's complement number. Higher values lead to lower ADC results.																															
15	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
14:8	SINGLEGAIN	0x3F	RW	Single Mode Gain Calibration Value																												
	This register contains the gain calibration value used with single conversions. This field is set to the production gain calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is unsigned. Higher values lead to higher ADC results.																															
7	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																														
6:0	SINGLEOFFSET	0x00	RW	Single Mode Offset Calibration Value																												

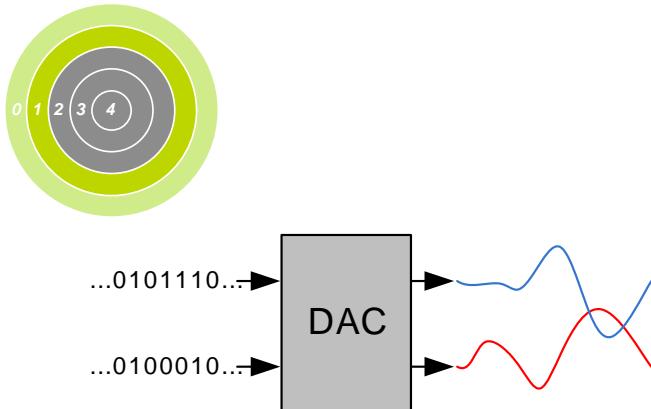
Bit	Name	Reset	Access	Description
This register contains the offset calibration value used with single conversions. This field is set to the production offset calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is encoded as a signed 2's complement number. Higher values lead to lower ADC results.				

## 28.5.15 ADCn\_BIASPROG - Bias Programming Register

Offset	Bit Position																
0x03C	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	Name	Reset	Access	Description
31:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11:8	COMPBIAST	0x7	RW	<b>Comparator Bias Value</b>
	These bits are used to adjust the bias current to the ADC Comparator.			
7	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
6	HALFBIAST	1	RW	<b>Half Bias Current</b>
	Set this bit to halve the bias current.			
5:4	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
3:0	BIASTPROG	0x7	RW	<b>Bias Programming Value</b>
	These bits are used to adjust the bias current.			

# 29 DAC - Digital to Analog Converter



## Quick Facts

### What?

The DAC is designed for low energy consumption, but can also provide very good performance. It can convert digital values to analog signals at up to 500 kilo samples/second and with 12-bit accuracy.

### Why?

The DAC is able to generate accurate analog signals using only a limited amount of energy.

### How?

The DAC can generate high-resolution analog signals while the MCU is operating at low frequencies and with low total power consumption. Using DMA and a timer, the DAC can be used to generate waveforms without any CPU intervention.

## 29.1 Introduction

The Digital to Analog Converter (DAC) can convert a digital value to an analog output voltage. The DAC is fully differential rail-to-rail, with 12-bit resolution. It has two single ended output buffers which can be combined into one differential output. The DAC may be used for a number of different applications such as sensor interfaces or sound output.

## 29.2 Features

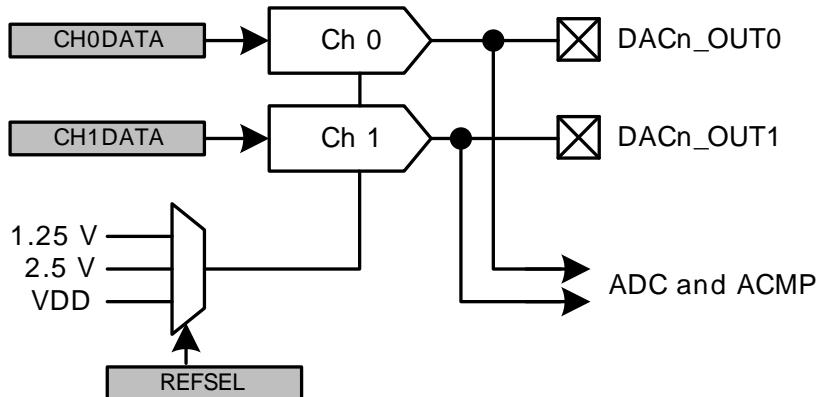
- 500 ksamples/s operation
- Two single ended output channels
  - Can be combined into one differential output
- Integrated prescaler with division factor selectable between 1-128
- Selectable voltage reference
  - Internal 2.5V
  - Internal 1.25V
  - $V_{DD}$
- Conversion triggers
  - Data write
  - PRS input
- Automatic refresh timer
  - Selection from 16-64 prescaled HFFPERCLK cycles
  - Individual refresh enable for each channel
- Interrupt generation on finished conversion
  - Separate interrupt flag for each channel
- PRS output pulse on finished conversion
  - Separate line for each channel
- DMA request on finished conversion
  - Separate request for each channel
- Support for offset and gain calibration

- Output to ADC
- Sine generation mode
- Optional high strength line driver

## 29.3 Functional Description

An overview of the DAC module is shown in Figure 29.1 (p. 705) .

**Figure 29.1. DAC Overview**



### 29.3.1 Conversions

The DAC consists of two channels (Channel 0 and 1) with separate 12-bit data registers (DACn\_CH0DATA and DACn\_CH1DATA). These can be used to produce two independent single ended outputs or the channel 0 register can be used to drive both outputs in differential mode. The DAC supports three conversion modes, continuous, sample/hold, sample/off.

#### 29.3.1.1 Continuous Mode

In continuous mode the DAC channels will drive their outputs continuously with the data in the DACn\_CHxDATA registers. This mode will maintain the output voltage and refresh is therefore not needed.

#### 29.3.1.2 Sample/Hold Mode

In sample/hold mode, the DAC cores converts data on a triggered conversion and then holds the output in a sample/hold element. When not converting, the DAC cores are turned off between samples, which reduces the power consumption. Because of output voltage drift the sample/hold element will only hold the output for a certain period without a refresh conversion. The reader is referred to the electrical characteristics for the details on the voltage drift.

#### 29.3.1.3 Sample/Off Mode

In sample/off mode the DAC and the sample/hold element is turned completely off between samples, tristating the DAC output. This requires the DAC output voltage to be held externally. The references are also turned off between samples, which means that a new warm-up period is needed before each conversion.

#### 29.3.1.4 Conversion Start

The DAC channel must be enabled before it can be used. When the channel is enabled, a conversion can be started by writing to the DACn\_CHxDATA register. These data registers are also mapped into a combined data register, DACn\_COMBDBDATA, where the data values for both channels can be written simultaneously. Writing to this register will start all enabled channels.

If the PRSEN bit in DACn\_CHxCTRL is set, a DAC conversion on channel x will not be started by data write, but when a positive one HPERCLK cycle pulse is received on the PRS input selected by PRSSEL in DACn\_CHxCTRL.

The CH0DV and CH1DV bits in DACn\_STATUS indicate that the corresponding channel contains data that has not yet been converted.

When entering Energy Mode 4, both DAC channels must be stopped.

### 29.3.1.5 Clock Prescaling

The DAC has an internal clock prescaler, which can divide the HPERCLK by any factor between 1 and 128, by setting the PRESC bits in DACnCTRL. The resulting DAC\_CLK is used by the converter core and the frequency is given by Equation 29.1 (p. 706) :

#### DAC Clock Prescaling

$$f_{DAC\_CLK} = f_{HPPERCLK} / 2^{\text{PRESC}} \quad (29.1)$$

where  $f_{HPPERCLK}$  is the HPERCLK frequency. One conversion takes 2 DAC\_CLK cycles and the DAC\_CLK should not be set higher than 1 MHz.

Normally the PRESCALER runs continuously when either of the channels are enabled. When running with a prescaler setting higher than 0, there will be an unpredictable delay from the time the conversion was triggered to the time the actual conversion takes place. This is because the conversions are controlled by the prescaled clock and the conversion can arrive at any time during a prescaled clock (DAC\_CLK) period. However, if the CH0PRESCRST bit in DACn\_CTRL is set, the prescaler will be reset every time a conversion is triggered on channel 0. This leads to a predictable latency between channel 0 trigger and conversion.

### 29.3.2 Reference Selection

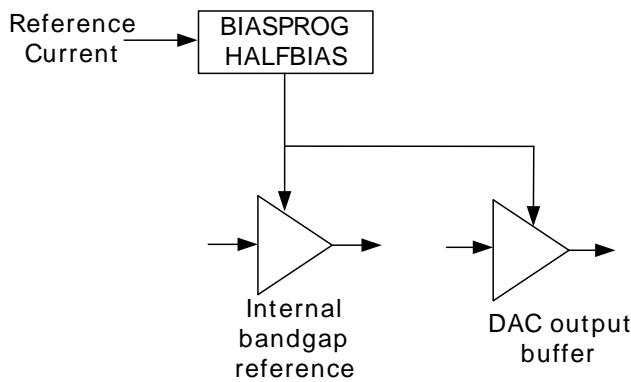
Three internal voltage references are available and are selected by setting the REFSEL bits in DACn\_CTRL:

- Internal 2.5V
- Internal 1.25V
- $V_{DD}$

The reference selection can only be changed while both channels are disabled. The references for the DAC need to be enabled for some time before they can be used. This is called the warm-up period, and starts when one of the channels is enabled. For a bandgap reference, this period is 5 DAC\_CLK cycles while the  $V_{DD}$  reference needs 1 DAC\_CLK cycle. The DAC will time this period automatically(given that the prescaler is set correctly) and delay any conversion triggers received during the warm-up until the references have stabilized.

### 29.3.3 Programming of Bias Current

The bias current of the bandgap reference and the DAC output buffer can be scaled by the BIASPROG and HALFBIAS bit fields of the DACn\_BIASPROG register as illustrated in Figure 29.2 (p. 707) .

**Figure 29.2. DAC Bias Programming**

The minimum value of the BIASPROG bitfield of the DACn\_BIASPROG register (i.e. BIASPROG=0b0000) represents the minimum bias current. Similarly BIASPROG=0b1111 represents the maximum bias current. The bias current defined by the BIASPROG setting can be halved by setting the HALFBIAS bit of the DACn\_BIASPROG register.

The bias current settings should only be changed while both DAC channels are disabled. The electrical characteristics given in the datasheet require the bias configuration to be set to the default values, where no other bias values are given.

## 29.3.4 Mode

The two DAC channels can act as two separate single ended channels or be combined into one differential channel. This is selected through the DIFF bit in DACn\_CTRL.

### 29.3.4.1 Single Ended Output

When operating in single ended mode, the channel 0 output is on DACn\_OUT0 and the channel 1 output is on DACn\_OUT1. The output voltage can be calculated using Equation 29.2 (p. 707)

#### DAC Single Ended Output Voltage

$$V_{OUT} = V_{DACn\_OUTx} - V_{SS} = V_{ref} \times CHxDATA/4095 \quad (29.2)$$

where CHxDATA is a 12-bit unsigned integer.

### 29.3.4.2 Differential Output

When operating in differential mode, both DAC outputs are used as output for the bipolar voltage. The differential conversion uses DACn\_CH0DATA as source. The positive output is on DACn\_OUT1 and the negative output is on DACn\_OUT0. Since the output can be negative, it is expected that the data is written in 2's complement form with the MSB of the 12-bit value being the signed bit. The output voltage can be calculated using Equation 29.3 (p. 707) :

#### DAC Differential Output Voltage

$$V_{OUT} = V_{DACn\_OUT1} - V_{DACn\_OUT0} = V_{ref} \times CH0DATA/2047 \quad (29.3)$$

where CH0DATA is a 12-bit signed integer. The common mode voltage is  $V_{DD}/2$ .

## 29.3.5 Sine Generation Mode

The DAC contains an automatic sine-generation mode, which is enabled by setting the SINEMODE bit in DACn\_CTRL. In this mode, the DAC data is overridden with a conversion data taken from a sine lookup

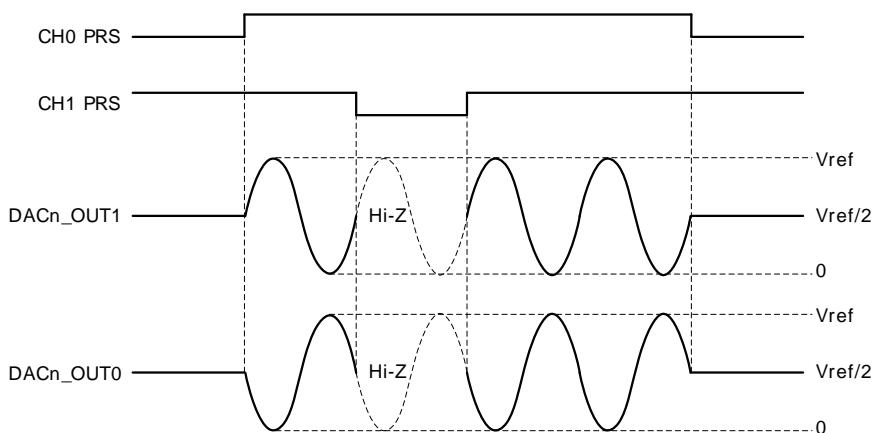
table. The sine signal is controlled by the PRS line selected by CH0PRSSEL in DACn\_CH0CTRL. When the PRS line is low, a voltage of Vref/2 will be produced. When the line is high, a sine wave will be produced. Each period, starting at 0 degrees, is made up of 16 samples and the frequency is given by Equation 29.4 (p. 708) :

### DAC Sine Generation

$$f_{\text{sine}} = f_{\text{HFPERCLK}} / 32 \times (\text{PRESC} + 1) \quad (29.4)$$

The SINE wave will be output on channel 0. If DIFF is set in DACn\_CTRL, the sine wave will be output on both channels (if enabled), but inverted (see Figure 29.1 (p. 705) ). Note that when OUTENPRS in DACn\_CTRL is set, the sine output will be reset to 0 degrees when the PRS line selected by CH1PRSSEL is low.

**Figure 29.3. DAC Sine Mode**



### 29.3.6 Interrupts and PRS Output

Both DAC channels have separate interrupt flags (in DACn\_IF) indicating that a conversion has finished on the channel and that new data can be written to the data registers. Setting one of these flags will result in a DAC interrupt if the corresponding interrupt enable bit is set in DACn\_IEN. All generated interrupts from the DAC will activate the same interrupt vector when enabled.

The DAC has two PRS outputs which will carry a one cycle (HFPERCLK) high pulse when the corresponding channel has finished a conversion.

### 29.3.7 DMA Request

The DAC sends out a DMA request when a conversion on a channel is complete. This request is cleared when the corresponding channel's data register is written.

### 29.3.8 Analog Output

Each DAC channel has its own output pin (DACn\_OUT0 and DACn\_OUT1) in addition to an internal loopback to the ADC and ACMP. These outputs can be enabled and disabled individually in the EN field in DACn\_CHxCTRL registers in combination with OUTPUTSEL in DACn\_CTRL. The DAC outputs can also be directed to the ADC and ACMP, which is also configurable in the OUTPUTSEL field in DACn\_CTRL.

The DAC outputs are tristated when the channels are not enabled. By setting the OUTENPRS bit in DACn\_CTRL, the outputs are also tristated when the PRS line selected by CH1PRSSEL in DACn\_CH1CTRL is low. When the PRS signal is high, the outputs are enabled as normal.

## 29.3.9 Calibration

The DAC contains a calibration register, DACn\_CAL, where calibration values for both offset and gain correction can be written. Offset calibration is done separately for each channel through the CHxOFFSET bitfields. Gain is calibrated in one common register field, GAIN. The gain calibration is linked to the reference and when the reference is changed, the gain must be re-calibrated. Gain and offset for the 1V25, 2V5 and VDD references are calibrated during production and the calibration values for these can be found in the Device Information page. During reset, the gain and offset calibration registers are loaded with the production calibration values for the 1V25 reference.

## 29.3.10 Opamps

The DAC includes a set of three highly configurable opamps that can be accessed in the DAC module. Two of the opamps are located in the DAC, while the third opamp is a standalone opamp. For detailed description see the OPAMP chapter. The register description can be found Section 29.5 (p. 710)

## 29.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	DACn_CTRL	RW	Control Register
0x004	DACn_STATUS	R	Status Register
0x008	DACn_CH0CTRL	RW	Channel 0 Control Register
0x00C	DACn_CH1CTRL	RW	Channel 1 Control Register
0x010	DACn_IEN	RW	Interrupt Enable Register
0x014	DACn_IF	R	Interrupt Flag Register
0x018	DACn_IFS	W1	Interrupt Flag Set Register
0x01C	DACn_IFC	W1	Interrupt Flag Clear Register
0x020	DACn_CH0DATA	RW	Channel 0 Data Register
0x024	DACn_CH1DATA	RW	Channel 1 Data Register
0x028	DACn_COMBDATA	W	Combined Data Register
0x02C	DACn_CAL	RW	Calibration Register
0x030	DACn_BIASPROG	RW	Bias Programming Register
0x054	DACn_OPACTRL	RW	Operational Amplifier Control Register
0x058	DACn_OPAOFFSET	RW	Operational Amplifier Offset Register
0x05C	DACn_OPA0MUX	RW	Operational Amplifier Mux Configuration Register
0x060	DACn_OPA1MUX	RW	Operational Amplifier Mux Configuration Register
0x064	DACn_OPA2MUX	RW	Operational Amplifier Mux Configuration Register

## 29.5 Register Description

## 29.5.1 DACn\_CTRL - Control Register

Offset	Bit Position							
Reset	31	30	29	28	27	26	25	24
Access								
Name								
REFRSEL	RW	0x0	20	19	18	17	16	15
PRES	RW	0x0						
OUTMODE	RW	0x1						
CONVMODE	RW	0x0						
SINEMODE	RW	0						
DIFF	RW	0						

Bit	Name	Reset	Access	Description
31:22	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
21:20	REFRSEL	0x0	RW	<b>Refresh Interval Select</b>

Value	Mode	Description
0	8CYCLES	All channels with enabled refresh are refreshed every 8 prescaled cycles
1	16CYCLES	All channels with enabled refresh are refreshed every 16 prescaled cycles
2	32CYCLES	All channels with enabled refresh are refreshed every 32 prescaled cycles

Bit	Name	Reset	Access	Description
	Value	Mode	Description	
	3	64CYCLES	All channels with enabled refresh are refreshed every 64 prescaled cycles	
19	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
18:16	PRESC	0x0	RW	<b>Prescaler Setting</b>
	Select clock division factor.			
	Value	Description		
	PRESC	Clock division factor of $2^{\text{PRESC}}$ .		
15:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
9:8	REFSEL	0x0	RW	<b>Reference Selection</b>
	Select reference.			
	Value	Mode	Description	
	0	1V25	Internal 1.25 V bandgap reference	
	1	2V5	Internal 2.5 V bandgap reference	
	2	VDD	VDD reference	
7	CH0PRESCRST	0	RW	<b>Channel 0 Start Reset Prescaler</b>
	Select if prescaler is reset on channel 0 start.			
	Value	Description		
	0	Prescaler not reset on channel 0 start		
	1	Prescaler reset on channel 0 start		
6	OUTENPRS	0	RW	<b>PRS Controlled Output Enable</b>
	Enable PRS Control of DAC output enable.			
	Value	Description		
	0	DAC output enable always on		
	1	DAC output enable controlled by PRS signal selected for CH1.		
5:4	OUTMODE	0x1	RW	<b>Output Mode</b>
	Select output mode.			
	Value	Mode	Description	
	0	DISABLE	DAC output to pin and ADC disabled	
	1	PIN	DAC output to pin enabled. DAC output to ADC and ACMP disabled	
	2	ADC	DAC output to pin disabled. DAC output to ADC and ACMP enabled	
	3	PINADC	DAC output to pin, ADC, and ACMP enabled	
3:2	CONVMODE	0x0	RW	<b>Conversion Mode</b>
	Configure conversion mode.			
	Value	Mode	Description	
	0	CONTINUOUS	DAC is set in continuous mode	
	1	SAMPLEHOLD	DAC is set in sample/hold mode	
	2	SAMPLEOFF	DAC is set in sample/shut off mode	
1	SINEMODE	0	RW	<b>Sine Mode</b>
	Enable/disable sine mode.			
	Value	Description		
	0	Sine mode disabled. Sine reset to 0 degrees		
	1	Sine mode enabled		
0	DIFF	0	RW	<b>Differential Mode</b>
	Select single ended or differential mode.			
	Value	Description		
	0	Single ended output		
	1	Differential output		

## 29.5.2 DACn\_STATUS - Status Register

Offset	Bit Position																																		
0x004	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					
Reset																																			
Access																																			
Name																														CH1DV	R	0	1		
																																CH0DV	R	0	0

Bit	Name	Reset	Access	Description
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1	CH1DV	0	R	<b>Channel 1 Data Valid</b>
	This bit is set high when CH1DATA is written and is set low when CH1DATA is used in conversion.			
0	CH0DV	0	R	<b>Channel 0 Data Valid</b>
	This bit is set high when CH0DATA is written and is set low when CH0DATA is used in conversion.			

## 29.5.3 DACn\_CH0CTRL - Channel 0 Control Register

Offset	Bit Position																																	
0x008	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				
Reset																																		
Access																																		
Name																															PRSSEL	RW	0	0

Bit	Name	Reset	Access	Description
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
7:4	PRSSEL	0x0	RW	<b>Channel 0 PRS Trigger Select</b>

Select Channel 0 PRS input channel.

Value	Mode	Description
0	PRSCH0	PRS ch 0 triggers channel 0 conversion.
1	PRSCH1	PRS ch 1 triggers channel 1 conversion.
2	PRSCH2	PRS ch 2 triggers channel 2 conversion.
3	PRSCH3	PRS ch 3 triggers channel 3 conversion.
4	PRSCH4	PRS ch 4 triggers channel 4 conversion.
5	PRSCH5	PRS ch 5 triggers channel 5 conversion.
6	PRSCH6	PRS ch 6 triggers channel 6 conversion.
7	PRSCH7	PRS ch 7 triggers channel 7 conversion.
8	PRSCH8	PRS ch 8 triggers channel 8 conversion.
9	PRSCH9	PRS ch 9 triggers channel 9 conversion.
10	PRSCH10	PRS ch 10 triggers channel 10 conversion.
11	PRSCH11	PRS ch 11 triggers channel 11 conversion.

3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
---	----------	---	--	--

2	PRSEN	0	RW	<b>Channel 0 PRS Trigger Enable</b>
---	-------	---	----	-------------------------------------

Select Channel 0 conversion trigger.

Value	Description
0	Channel 0 is triggered by CH0DATA or COMBDDATA write

Bit	Name	Reset	Access	Description	
	Value	Description			
	1	Channel 0 is triggered by PRS input			
1	REFREN	0	RW	<b>Channel 0 Automatic Refresh Enable</b>	
	Set to enable automatic refresh of channel 0. Refresh period is set by REFSEL in DACn_CTRL.				
	Value	Description			
	0	Channel 0 is not refreshed automatically			
	1	Channel 0 is refreshed automatically			
0	EN	0	RW	<b>Channel 0 Enable</b>	
	Enable/disable channel 0.				

## 29.5.4 DACn\_CH1CTRL - Channel 1 Control Register

Offset	Bit Position															
0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reset	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Access	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name	PRSSEL	PRSEN	REFREN	EN												

Bit	Name	Reset	Access	Description	
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
7:4	PRSSEL	0x0	RW	<b>Channel 1 PRS Trigger Select</b>	
	Select Channel 1 PRS input channel.				
	Value	Mode	Description		
	0	PRSCH0	PRS ch 0 triggers channel 1 conversion.		
	1	PRSCH1	PRS ch 1 triggers channel 1 conversion.		
	2	PRSCH2	PRS ch 2 triggers channel 1 conversion.		
	3	PRSCH3	PRS ch 3 triggers channel 1 conversion.		
	4	PRSCH4	PRS ch 4 triggers channel 1 conversion.		
	5	PRSCH5	PRS ch 5 triggers channel 1 conversion.		
	6	PRSCH6	PRS ch 6 triggers channel 1 conversion.		
	7	PRSCH7	PRS ch 7 triggers channel 1 conversion.		
	8	PRSCH8	PRS ch 8 triggers channel 1 conversion.		
	9	PRSCH9	PRS ch 9 triggers channel 1 conversion.		
	10	PRSCH10	PRS ch 10 triggers channel 1 conversion.		
	11	PRSCH11	PRS ch 11 triggers channel 1 conversion.		
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
2	PRSEN	0	RW	<b>Channel 1 PRS Trigger Enable</b>	
	Select Channel 1 conversion trigger.				
	Value	Description			
	0	Channel 1 is triggered by CH1DATA or COMBDDATA write			
	1	Channel 1 is triggered by PRS input			
1	REFREN	0	RW	<b>Channel 1 Automatic Refresh Enable</b>	
	Set to enable automatic refresh of channel 1. Refresh period is set by REFSEL in DACn_CTRL.				
	Value	Description			
	0	Channel 1 is not refreshed automatically			
	1	Channel 1 is refreshed automatically			

Bit	Name	Reset	Access	Description
0	EN	0	RW	<b>Channel 1 Enable</b> Enable/disable channel 1.

## 29.5.5 DACn\_IEN - Interrupt Enable Register

Offset	Bit Position																																		
0x010	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																																			
Access																																			
Name																																			
Bit	Name	Reset	Access	Description																															
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
5	CH1UF	0	RW	<b>Channel 1 Conversion Data Underflow Interrupt Enable</b> Enable/disable channel 1 data underflow interrupt.																															
4	CH0UF	0	RW	<b>Channel 0 Conversion Data Underflow Interrupt Enable</b> Enable/disable channel 0 data underflow interrupt.																															
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
1	CH1	0	RW	<b>Channel 1 Conversion Complete Interrupt Enable</b> Enable/disable channel 1 conversion complete interrupt.																															
0	CH0	0	RW	<b>Channel 0 Conversion Complete Interrupt Enable</b> Enable/disable channel 0 conversion complete interrupt.																															

## 29.5.6 DACn\_IF - Interrupt Flag Register

Offset	Bit Position																																			
0x014	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																																				
Access																																				
Name																																				
Bit	Name	Reset	Access	Description																																
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																
5	CH1UF	0	R	<b>Channel 1 Data Underflow Interrupt Flag</b> Indicates channel 1 data underflow.																																
4	CH0UF	0	R	<b>Channel 0 Data Underflow Interrupt Flag</b> Indicates channel 0 data underflow.																																
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																
1	CH1	0	R	<b>Channel 1 Conversion Complete Interrupt Flag</b> Indicates channel 1 conversion complete.																																
0	CH0	0	R	<b>Channel 0 Conversion Complete Interrupt Flag</b>																																

Bit	Name	Reset	Access	Description
Indicates channel 0 conversion complete.				

## 29.5.7 DACn\_IFS - Interrupt Flag Set Register

Offset	Bit Position																																
0x018	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							
Reset																																	
Access																																	
Name																																	
Bit	Name	Reset	Access	Description																													
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																													
5	CH1UF	0	W1	<b>Channel 1 Data Underflow Interrupt Flag Set</b>																													
	Write to 1 to set channel 1 Data Underflow interrupt flag.																																
4	CH0UF	0	W1	<b>Channel 0 Data Underflow Interrupt Flag Set</b>																													
	Write to 1 to set channel 0 Data Underflow interrupt flag.																																
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																													
1	CH1	0	W1	<b>Channel 1 Conversion Complete Interrupt Flag Set</b>																													
	Write to 1 to set channel 1 conversion complete interrupt flag.																																
0	CH0	0	W1	<b>Channel 0 Conversion Complete Interrupt Flag Set</b>																													
	Write to 1 to set channel 0 conversion complete interrupt flag.																																

## 29.5.8 DACn\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																		
0x01C	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									
Reset																																			
Access																																			
Name																																			
Bit	Name	Reset	Access	Description																															
31:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
5	CH1UF	0	W1	<b>Channel 1 Data Underflow Interrupt Flag Clear</b>																															
	Write to 1 to clear channel 1 data underflow interrupt flag.																																		
4	CH0UF	0	W1	<b>Channel 0 Data Underflow Interrupt Flag Clear</b>																															
	Write to 1 to clear channel 0 data underflow interrupt flag.																																		
3:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																															
1	CH1	0	W1	<b>Channel 1 Conversion Complete Interrupt Flag Clear</b>																															
	Write to 1 to clear channel 1 conversion complete interrupt flag.																																		
0	CH0	0	W1	<b>Channel 0 Conversion Complete Interrupt Flag Clear</b>																															
	Write to 1 to clear channel 0 conversion complete interrupt flag.																																		

## 29.5.9 DACn\_CH0DATA - Channel 0 Data Register

Offset	Bit Position																																
0x020	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																																0x000	
Access																																	R/W
Name																																	DATA

Bit	Name	Reset	Access	Description
31:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	DATA	0x000	RW	<b>Channel 0 Data</b>  This register contains the value which will be converted by channel 0.

## 29.5.10 DACn\_CH1DATA - Channel 1 Data Register

Offset	Bit Position																																
0x024	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																																	0x000
Access																																	R/W
Name																																	DATA

Bit	Name	Reset	Access	Description
31:12	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
11:0	DATA	0x000	RW	<b>Channel 1 Data</b>  This register contains the value which will be converted by channel 1.

## 29.5.11 DACn\_COMBDATA - Combined Data Register

Offset	Bit Position																																
0x028	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																																0x000	
Access																																W	
Name																																	CH0DATA

Bit	Name	Reset	Access	Description
31:28	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

Bit	Name	Reset	Access	Description
27:16	CH1DATA	0x000	W	<b>Channel 1 Data</b>
		Data written to this register will be written to DATA in DACn_CH1DATA.		
15:12	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
11:0	CH0DATA	0x000	W	<b>Channel 0 Data</b>
		Data written to this register will be written to DATA in DACn_CH0DATA.		

## 29.5.12 DACn\_CAL - Calibration Register

Offset	Bit Position																															
0x02C	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												0x40															0x00					
Access													RW															RW				
Name													GAIN															CH1OFFSET				
																												CH0OFFSET				

Bit	Name	Reset	Access	Description
31:23	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
22:16	GAIN	0x40	RW	<b>Gain Calibration Value</b>
				This register contains the gain calibration value. This field is set to the production gain calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is unsigned. Higher values lead to lower DAC results.
15:14	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
13:8	CH1OFFSET	0x00	RW	<b>Channel 1 Offset Calibration Value</b>
				This register contains the offset calibration value used with channel 1 conversions. This field is set to the production channel 1 offset calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is sign-magnitude encoded. Higher values lead to lower DAC results.
7:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5:0	CH0OFFSET	0x00	RW	<b>Channel 0 Offset Calibration Value</b>
				This register contains the offset calibration value used with channel 0 conversions. This field is set to the production channel 0 offset calibration value for the 1V25 internal reference during reset, hence the reset value might differ from device to device. The field is sign-magnitude encoded. Higher values lead to lower DAC results.

## 29.5.13 DACn\_BIASPROG - Bias Programming Register

Offset	Bit Position																															
0x030	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																	1															
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:15	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
14	OPA2HALFBIAS	1	RW	<b>Half Bias Current</b>

Bit	Name	Reset	Access	Description
Set this bit to halve the bias current.				
13:12	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
These bits control the bias current level.				
11:8	OPA2BIASPROG	0x7	RW	<b>Bias Programming Value for OPA2</b>
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	HALFBIAS	1	RW	<b>Half Bias Current</b>
Set this bit to halve the bias current.				
5:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3:0	BIASPROG	0x7	RW	<b>Bias Programming Value</b>
These bits control the bias current level.				

## 29.5.14 DACn\_OPACTRL - Operational Amplifier Control Register

Offset	Bit Position																
0x054	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
<b>Reset</b>								0	0	0					0x0	0x0	0x0
<b>Access</b>								RW	RW	RW					RW	RW	RW
<b>Name</b>								OPA2SHORT	OPA1SHORT	OPA0SHORT					OPA2LPFDIS	OPA1LPFDIS	OPA0LPFDIS
															OPA2HCMDIS	OPA1HCMDIS	OPA0HCMDIS
															RW	RW	RW
															5	4	3
															OPA2EN	OPA1EN	OPA0EN
															RW	RW	RW
															0	2	0
															OPA1EN	OPA0EN	OPA0EN
															0	1	0
															0	0	0

Bit	Name	Reset	Access	Description									
Set to short the non-inverting and inverting input.													
31:25	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
Set to short the non-inverting and inverting input.													
24	OPA2SHORT	0	RW	<b>Short the non-inverting and Inverting Input.</b>									
Set to short the non-inverting and inverting input.													
23	OPA1SHORT	0	RW	<b>Short the non-inverting and Inverting Input.</b>									
Set to short the non-inverting and inverting input.													
22	OPA0SHORT	0	RW	<b>Short the non-inverting and Inverting Input.</b>									
Set to short the non-inverting and Inverting Input.													
21:18	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)									
Disables the low pass filter between pad and the positive and negative inputmux.													
17:16	OPA2LPFDIS	0x0	RW	<b>Disables Low Pass Filter.</b>									
Disables the low pass filter between pad and the positive and negative inputmux.													
<table border="1"> <tr> <td>LPF DISABLE</td> <td>VALUE</td> <td>Description</td> </tr> <tr> <td>PLPFDIS</td> <td>x1</td> <td>Disables the low pass filter between positive pad and positive input.</td> </tr> <tr> <td>NLPFDIS</td> <td>1x</td> <td>Disables the low pass filter between negative pad and negative input.</td> </tr> </table>					LPF DISABLE	VALUE	Description	PLPFDIS	x1	Disables the low pass filter between positive pad and positive input.	NLPFDIS	1x	Disables the low pass filter between negative pad and negative input.
LPF DISABLE	VALUE	Description											
PLPFDIS	x1	Disables the low pass filter between positive pad and positive input.											
NLPFDIS	1x	Disables the low pass filter between negative pad and negative input.											
15:14	OPA1LPFDIS	0x0	RW	<b>Disables Low Pass Filter.</b>									
Disables the low pass filter between pad and the positive and negative inputmux.													
<table border="1"> <tr> <td>LPF DISABLE</td> <td>VALUE</td> <td>Description</td> </tr> <tr> <td>PLPFDIS</td> <td>x1</td> <td>Disables the low pass filter between positive pad and positive input.</td> </tr> <tr> <td>NLPFDIS</td> <td>1x</td> <td>Disables the low pass filter between negative pad and negative input.</td> </tr> </table>					LPF DISABLE	VALUE	Description	PLPFDIS	x1	Disables the low pass filter between positive pad and positive input.	NLPFDIS	1x	Disables the low pass filter between negative pad and negative input.
LPF DISABLE	VALUE	Description											
PLPFDIS	x1	Disables the low pass filter between positive pad and positive input.											
NLPFDIS	1x	Disables the low pass filter between negative pad and negative input.											
13:12	OPA0LPFDIS	0x0	RW	<b>Disables Low Pass Filter.</b>									
Disables the low pass filter between pad and the positive and negative input mux.													

Bit	Name	Reset	Access	Description
11:9	LPF DISABLE	VALUE		Description
	PLPFDIS	x1		Disables the low pass filter between positive pad and positive input.
	NLPFDIS	1x		Disables the low pass filter between negative pad and negative input.
11:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
8	OPA2HCMDIS	0	RW	<b>High Common Mode Disable.</b> Set to disable high common mode. Disables rail-to-rail on input, while output still remains rail-to-rail. The input voltage to the opamp while HCM is disabled is restricted between VSS and VDD-1.2V.
7	OPA1HCMDIS	0	RW	<b>High Common Mode Disable.</b> Set to disable high common mode. Disables rail-to-rail on input, while output still remains rail-to-rail. The input voltage to the opamp while HCM is disabled is restricted between VSS and VDD-1.2V.
6	OPA0HCMDIS	0	RW	<b>High Common Mode Disable.</b> Set to disable high common mode. Disables rail-to-rail on input, while output still remains rail-to-rail. The input voltage to the opamp while HCM is disabled is restricted between VSS and VDD-1.2V.
5:3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
2	OPA2EN	0	RW	<b>OPA2 Enable</b> Set to enable OPA2, clear to disable.
1	OPA1EN	0	RW	<b>OPA1 Enable</b> Set to enable OPA1, clear to disable.
0	OPA0EN	0	RW	<b>OPA0 Enable</b> Set to enable OPA0, clear to disable.

## 29.5.15 DACn\_OPAOFFSET - Operational Amplifier Offset Register

Offset	Bit Position																																			
Reset	0x00																																			
Access	RW																																			
Name	OPA2OFFSET																																			

Bit	Name	Reset	Access	Description
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
5:0	OPA2OFFSET	0x00	RW	<b>OPA2 Offset Configuration Value</b> This register contains the offset calibration value for OPA2. This field is set to the production OPA2 offset calibration value, hence the reset value might differ from device to device. The field is sign-magnitude encoded. Higher values lead to lower OPA results. The resolution of the LSB is 1.6mV/LSB

## 29.5.16 DACn\_OPA0MUX - Operational Amplifier Mux Configuration Register

Offset	Bit Position																
0x05C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
<b>Reset</b>			0x0			0									0x00		
<b>Access</b>		RW		RW	0		RW					RW					RW
<b>Name</b>		RESSEL		NEXTOUT			OUTMODE				CUTOPEN						POSEL

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
30:28	<b>RESSEL</b>	0x0	RW	<b>OPA0 Resistor Ladder Select</b>
	Configures the resistor ladder tap for OPA0.			
27	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
26	<b>NEXTOUT</b>	0	RW	<b>OPA0 Next Enable</b>
	Makes output of OPA0 available to OPA1.			
25:24	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
23:22	<b>OUTMODE</b>	0x1	RW	<b>Output Select</b>
	Select output channel.			
21:19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
18:14	<b>OUTOPEN</b>	0x00	RW	<b>OPA0 Output Enable Value</b>
	Set to enable output, clear to disable output			
13	<b>NPEN</b>	0	RW	<b>OPA0 Negative Pad Input Enable</b>
	Connects pad to the negative input mux			
12	<b>PPEN</b>	0	RW	<b>OPA0 Positive Pad Input Enable</b>
	Connects pad to the positive input mux			

Bit	Name	Reset	Access	Description																		
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																		
10:8	RESINMUX	0x0	RW	<b>OPA0 Resistor Ladder Input Mux</b>																		
		These bits selects the source for the input mux to the resistor ladder																				
		<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Set for Unity Gain</td> </tr> <tr> <td>1</td> <td>OPA0INP</td> <td>Set for OPA0 input</td> </tr> <tr> <td>2</td> <td>NEGPAD</td> <td>NEG pad connected</td> </tr> <tr> <td>3</td> <td>POSPAD</td> <td>POS pad connected</td> </tr> <tr> <td>4</td> <td>VSS</td> <td>VSS connected</td> </tr> </tbody> </table>			Value	Mode	Description	0	DISABLE	Set for Unity Gain	1	OPA0INP	Set for OPA0 input	2	NEGPAD	NEG pad connected	3	POSPAD	POS pad connected	4	VSS	VSS connected
Value	Mode	Description																				
0	DISABLE	Set for Unity Gain																				
1	OPA0INP	Set for OPA0 input																				
2	NEGPAD	NEG pad connected																				
3	POSPAD	POS pad connected																				
4	VSS	VSS connected																				
7:6	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																		
5:4	NEGSEL	0x0	RW	<b>OPA0 inverting Input Mux</b>																		
		These bits selects the source for the inverting input on OPA0																				
		<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Input disabled</td> </tr> <tr> <td>1</td> <td>UG</td> <td>Unity Gain feedback path</td> </tr> <tr> <td>2</td> <td>OPATAP</td> <td>OPA0 Resistor ladder as input</td> </tr> <tr> <td>3</td> <td>NEGPAD</td> <td>Input from NEG PAD</td> </tr> </tbody> </table>			Value	Mode	Description	0	DISABLE	Input disabled	1	UG	Unity Gain feedback path	2	OPATAP	OPA0 Resistor ladder as input	3	NEGPAD	Input from NEG PAD			
Value	Mode	Description																				
0	DISABLE	Input disabled																				
1	UG	Unity Gain feedback path																				
2	OPATAP	OPA0 Resistor ladder as input																				
3	NEGPAD	Input from NEG PAD																				
3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																		
2:0	POSSEL	0x0	RW	<b>OPA0 non-inverting Input Mux</b>																		
		These bits selects the source for the non-inverting input on OPA0																				
		<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DISABLE</td> <td>Input disabled</td> </tr> <tr> <td>1</td> <td>DAC</td> <td>DAC as input</td> </tr> <tr> <td>2</td> <td>POSPAD</td> <td>POS PAD as input</td> </tr> <tr> <td>3</td> <td>OPA0INP</td> <td>OPA0 as input</td> </tr> <tr> <td>4</td> <td>OPATAP</td> <td>OPA0 Resistor ladder as input</td> </tr> </tbody> </table>			Value	Mode	Description	0	DISABLE	Input disabled	1	DAC	DAC as input	2	POSPAD	POS PAD as input	3	OPA0INP	OPA0 as input	4	OPATAP	OPA0 Resistor ladder as input
Value	Mode	Description																				
0	DISABLE	Input disabled																				
1	DAC	DAC as input																				
2	POSPAD	POS PAD as input																				
3	OPA0INP	OPA0 as input																				
4	OPATAP	OPA0 Resistor ladder as input																				

## 29.5.17 DACn\_OPA1MUX - Operational Amplifier Mux Configuration Register

Offset	Bit Position																
0x060	31	30	29	28	27	25	24	23	22	21	20	19	18	17	16	15	14
Reset		0x0		0				0x0				0x00					
Access		RW		RW	0			RW				RW		0x0			
Name		RESSEL		NEXTOUT				OUTMODE				OUTOPEN		NPEN	0	13	
													PPEN	0	12		
													RESINMUX	0x0	9	8	7
															5	4	6
													NEGSEL	0x0	3	2	1
													POSSEL	0x0	0		

Bit	Name	Reset	Access	Description
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
30:28	RESSEL	0x0	RW	<b>OPA1 Resistor Ladder Select</b>
		Configures the resistor ladder tap for OPA1.		

Value	Mode	Resistor Value	Inverting Mode Gain (-R2/R1)	Non-inverting Mode Gain (1+(R2/R1))
0	RES0	R2 = 1/3 x R1	-1/3	1 1/3
1	RES1	R2 = R1	-1	2
2	RES2	R2 = 1 2/3 x R1	-1 2/3	2 2/3
3	RES3	R2 = 2 x R1	-2 1/5	3 1/5

Bit	Name	Reset	Access	Description
	Value	Mode	Resistor Value	Inverting Mode Gain (-R2/R1) Non-inverting Mode Gain (1+(R2/R1))
4	RES4	R2 = 3 x R1	-3	4
5	RES5	R2 = 4 1/3 x R1	-4 1/3	5 1/3
6	RES6	R2 = 7 x R1	-7	8
7	RES7	R2 = 15 x R1	-15	16
27	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
26	NEXTOUT	0	RW	<b>OPA1 Next Enable</b> Makes output of OPA1 available to OPA2.
25:24	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
23:22	OUTMODE	0x0	RW	<b>Output Select</b> Select output channel.
	Value	Mode	Description	
	0	DISABLE	OPA0 output is disabled	
	1	MAIN	Main OPA1 output to pin enabled	
	2	ALT	OPA1 alternative output enabled.	
	3	ALL	Main OPA1 output drives both main and alternative outputs.	
21:19	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
18:14	OUTOPEN	0x00	RW	<b>OPA1 Output Enable Value</b> Set to enable output, clear to disable output
	OUT ENABLE	VALUE	Description	
	OUT0	xxxx1	Alternate Output 0	
	OUT1	xxx1x	Alternate Output 1	
	OUT2	xx1xx	Alternate Output 2	
	OUT3	x1xxx	Alternate Output 3	
	OUT4	1xxxx	Alternate Output 4	
13	NPEN	0	RW	<b>OPA1 Negative Pad Input Enable</b> Connects pad to the negative input mux
12	PPEN	0	RW	<b>OPA1 Positive Pad Input Enable</b> Connects pad to the positive input mux
11	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
10:8	RESINMUX	0x0	RW	<b>OPA1 Resistor Ladder Input Mux</b> These bits selects the source for the input mux to the resistor ladder
	Value	Mode	Description	
	0	DISABLE	Set for Unity Gain	
	1	OPA0INP	Set for OPA0 input	
	2	NEGPAD	NEG PAD connected	
	3	POSPAD	POS PAD connected	
	4	VSS	VSS connected	
7:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
5:4	NEGSEL	0x0	RW	<b>OPA1 inverting Input Mux</b> These bits selects the source for the inverting input on OPA1
	Value	Mode	Description	
	0	DISABLE	Input disabled	
	1	UG	Unity Gain feedback path	
	2	OPATAP	OPA1 Resistor ladder as input	
	3	NEGPAD	Input from NEG PAD	
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		

Bit	Name	Reset	Access	Description
2:0	POSSEL	0x0	RW	<b>OPA1 non-inverting Input Mux</b>
These bits selects the source for the non-inverting input on OPA1				
Value		Mode		Description
0		DISABLE		Input disabled
1		DAC		DAC as input
2		POSPAD		POS PAD as input
3		OPA0INP		OPA0 as input
4		OPATAP		OPA 1 Resistor ladder as input

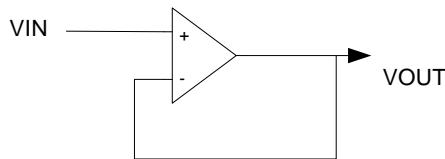
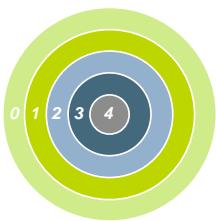
## 29.5.18 DACn\_OPA2MUX - Operational Amplifier Mux Configuration Register

Offset	Bit Position																
0x064	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
<b>Reset</b>			0x0		0												
<b>Access</b>		RW			RW	0	RW										
<b>Name</b>	RESSEL	NEXTOUT	OUTMODE	OUTOPEN	NPEN	PPEN	RESINMUX	NEGSEL	POSSEL								

Bit	Name	Reset	Access	Description																																													
31	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																															
30:28																																																	
30:28	RESSEL	0x0	RW	<b>OPA2 Resistor Ladder Select</b>																																													
Configures the resistor ladder tap for OPA2.																																																	
<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Resistor Value</th> <th>Inverting Mode Gain (-R2/R1)</th> <th>Non-inverting Mode Gain (1+(R2/R1))</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>RES0</td> <td>R2 = 1/3 x R1</td> <td>-1/3</td> <td>1 1/3</td> </tr> <tr> <td>1</td> <td>RES1</td> <td>R2 = R1</td> <td>-1</td> <td>2</td> </tr> <tr> <td>2</td> <td>RES2</td> <td>R2 = 1 2/3 x R1</td> <td>-1 2/3</td> <td>2 2/3</td> </tr> <tr> <td>3</td> <td>RES3</td> <td>R2 = 2 x R1</td> <td>-2 1/5</td> <td>3 1/5</td> </tr> <tr> <td>4</td> <td>RES4</td> <td>R2 = 3 x R1</td> <td>-3</td> <td>4</td> </tr> <tr> <td>5</td> <td>RES5</td> <td>R2 = 4 1/3 x R1</td> <td>-4 1/3</td> <td>5 1/3</td> </tr> <tr> <td>6</td> <td>RES6</td> <td>R2 = 7 x R1</td> <td>-7</td> <td>8</td> </tr> <tr> <td>7</td> <td>RES7</td> <td>R2 = 15 x R1</td> <td>-15</td> <td>16</td> </tr> </tbody> </table>					Value	Mode	Resistor Value	Inverting Mode Gain (-R2/R1)	Non-inverting Mode Gain (1+(R2/R1))	0	RES0	R2 = 1/3 x R1	-1/3	1 1/3	1	RES1	R2 = R1	-1	2	2	RES2	R2 = 1 2/3 x R1	-1 2/3	2 2/3	3	RES3	R2 = 2 x R1	-2 1/5	3 1/5	4	RES4	R2 = 3 x R1	-3	4	5	RES5	R2 = 4 1/3 x R1	-4 1/3	5 1/3	6	RES6	R2 = 7 x R1	-7	8	7	RES7	R2 = 15 x R1	-15	16
Value	Mode	Resistor Value	Inverting Mode Gain (-R2/R1)	Non-inverting Mode Gain (1+(R2/R1))																																													
0	RES0	R2 = 1/3 x R1	-1/3	1 1/3																																													
1	RES1	R2 = R1	-1	2																																													
2	RES2	R2 = 1 2/3 x R1	-1 2/3	2 2/3																																													
3	RES3	R2 = 2 x R1	-2 1/5	3 1/5																																													
4	RES4	R2 = 3 x R1	-3	4																																													
5	RES5	R2 = 4 1/3 x R1	-4 1/3	5 1/3																																													
6	RES6	R2 = 7 x R1	-7	8																																													
7	RES7	R2 = 15 x R1	-15	16																																													
27	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																															
26	NEXTOUT	0	RW	<b>OPA2 Next Enable</b>																																													
OPA2 does not have an next output.																																																	
25:23	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																															
22	OUTMODE	0	RW	<b>Output Select</b>																																													
Enables opa2 main output.																																																	
21:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																																															
15:14	OUTOPEN	0x0	RW	<b>OPA2 Output Location</b>																																													
Select location for main output																																																	
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Value	Mode	Description																																															
1	OUT0	Main Output 0																																															
2	OUT1	Main Output 1																																															
13	NPEN	0	RW	<b>OPA2 Negative Pad Input Enable</b>																																													

Bit	Name	Reset	Access	Description																		
Connects pad to the negative input mux																						
12	PPEN	0	RW	<b>OPA2 Positive Pad Input Enable</b>																		
Connects pad to the positive input mux																						
11	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																				
10:8	RESINMUX	0x0	RW	<b>OPA2 Resistor Ladder Input Mux</b>																		
These bits selects the source for the input mux to the resistor ladder																						
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Value	Mode	Description																				
0	DISABLE	Set for Unity Gain																				
1	OPA1INP	Set for OPA1 input																				
2	NEGPAD	NEG PAD connected																				
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7:6	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																				
5:4	NEGSEL	0x0	RW	<b>OPA2 inverting Input Mux</b>																		
These bits selects the source for the inverting input on OPA2																						
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Value	Mode	Description																				
0	DISABLE	Input disabled																				
1	UG	Unity Gain feedback path																				
2	OPATAP	OPA2 Resistor ladder as input																				
3	NEGPAD	Input from NEG PAD																				
3	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																				
2:0	POSSEL	0x0	RW	<b>OPA2 non-inverting Input Mux</b>																		
These bits selects the source for the non-inverting input on OPA2																						
<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DISABLE</td><td>Input disabled</td></tr> <tr> <td>2</td><td>POSPAD</td><td>POS PAD as input</td></tr> <tr> <td>3</td><td>OPA1INP</td><td>OPA1 as input</td></tr> <tr> <td>4</td><td>OPATAP</td><td>OPA0 Resistor ladder as input</td></tr> </tbody> </table>					Value	Mode	Description	0	DISABLE	Input disabled	2	POSPAD	POS PAD as input	3	OPA1INP	OPA1 as input	4	OPATAP	OPA0 Resistor ladder as input			
Value	Mode	Description																				
0	DISABLE	Input disabled																				
2	POSPAD	POS PAD as input																				
3	OPA1INP	OPA1 as input																				
4	OPATAP	OPA0 Resistor ladder as input																				

# 30 OPAMP - Operational Amplifier



## Quick Facts

### What?

The opamps are low power amplifiers with a high degree of flexibility targeting a wide variety of standard opamp application areas. With flexible gain and interconnection built-in programming they can be configured to support multiple common opamp functions, with all pins available externally for filter configurations. Each opamp has a rail to rail input and a rail to rail output.

### Why?

The opamps are included to save energy on a pcb compared to standalone opamps, but also reduce system cost by replacing external opamps.

### How?

Two of the opamps are made available as part of the DAC, while the third opamp is standalone. An ADC unity gain buffer mode configuration makes it possible to isolate kickback noise, in addition to popular differential to single ended and differential to differential driver modes. The opamps can also be configured as a one, two- or three-step cascaded PGA, and for all of the built-in modes no external components are necessary.

## 30.1 Introduction

The opamps are highly configurable general purpose opamps, suitable for simple filters and buffer applications. The three opamps can be configured to support various operational amplifier functions through a network of muxes, with possibilities of selecting ranges of on-chip non-inverting and inverting gain configurations, and selecting between outputs to various destinations. The opamps can also be configured with external feedback in addition to supporting cascade connections between two or three opamps. The opamps are rail-to-rail in and out. A user selectable mode has been added to optimize linearity, in which case the input voltage to the opamp is restricted between VSS and VDD-1.2V.

## 30.2 Features

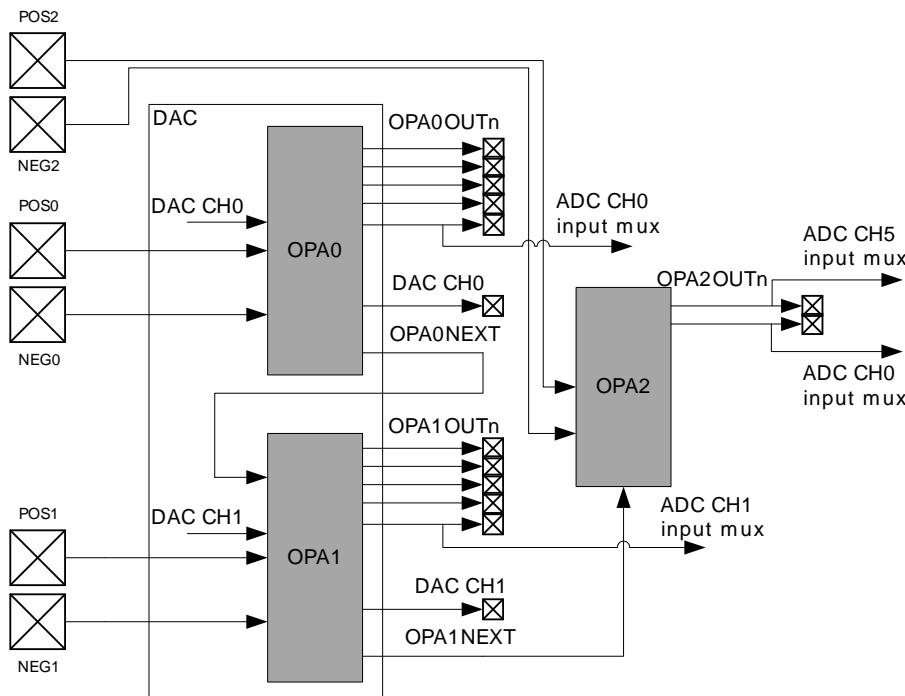
- 3 individually configurable opamps
- Opamps support rail-to-rail inputs and outputs
- Supports the following functions
  - General Opamp Mode
  - Voltage Follower Unity Gain
  - Inverting Input PGA
  - Non-inverting PGA
  - Cascaded Inverting PGA

- Cascaded Non-inverting PGA
- Two Opamp Differential Amplifier
- Three Opamp Differential Amplifier
- Dual Buffer ADC Driver
- Programmable gain

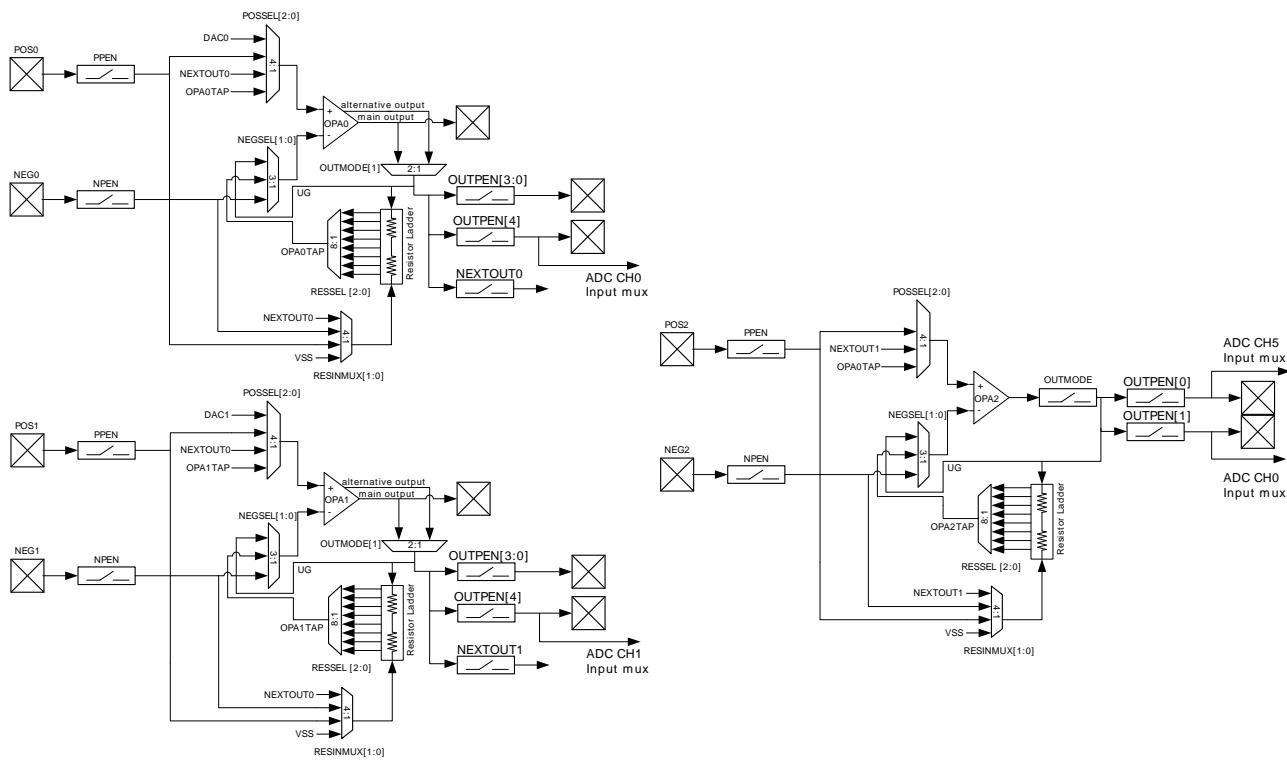
## 30.3 Functional Description

The three opamps can be configured to perform various opamp functions through a network of muxes. An overview of the opamps are shown in Figure 30.1 (p. 726) . Two of the three opamps are part of the DAC, while the third opamp is standalone. The output of OPA0 can be routed to ADC CH0, DAC CH0, OPA1 and various pad outputs. The output of OPA1 can be routed to ADC CH1, DAC CH1, OPA2, and various pad outputs. The output of OPA2 can be routed to ADC CH0, CH5, and various pad output destinations. All three opamps can also take input from PAD, and OPA0 and OPA1 can also be connected to DAC CH0 and DAC CH1 respectively.

**Figure 30.1. OPAMP System Overview**



A more detailed view of the three opamps, including the mux network is shown in Figure 30.2 (p. 727) . There is a set of input muxes and multiple output switches for each opamp, making it possible to select various input sources and various output destinations. The POSSEL mux connected to the positive input makes it possible to select pad, another opamp output, tap from the resistor network, or DAC as its source. Similarly, the NEGSEL mux on the negative input makes it possible to select pad or a feedback path as its source. The feedback path can be a unity gain configuration, or selected from the resistor network for programmable gain. The output switches connected to the output can be used to route the output signal to various destinations, including pad, another opamp input, ADC, or into the feedback path. In addition, there is also a mux to configure the resistor ladder to be connected to vss, pad, or another opamp output.

**Figure 30.2. OPAMP Overview**

### 30.3.1 Opamp Configuration

Since two of the three opamps (OPA0, OPA1) are part of the DAC, the opamp configuration registers are located in the DAC. The mux registers for OPA0/OPA1 together with OPA2 registers are separate registers, also located under the DAC module. All three opamps can be enabled individually by setting OPAxEN in DACn\_OPACTRL.

#### 30.3.1.1 Input Configuration

The inputs to the opamps are controlled through a set of input muxes. The mux connected to the positive input is configured by the POSSEL bitfield in the DACn\_OPAxMUX register. Similarly, the mux connected to the negative input is configured by setting the NEGSEL bitfield in DACn\_OPAxMUX. To connect the pins to the input muxes, the pin switches must also be enabled. Setting the PPEN bitfield enables to POSPADx, while setting the NPEN bitfield enables the NEGPADx, both located in DACn\_OPAxMUX. The input into the resistor ladder can be configured by setting the RESINMUX bitfield in DACn\_OPAxMUX.

#### 30.3.1.2 Output Configuration

The outputs of the opamps are connected to switches making it possible to route the outputs to various output destinations. There are two outputs from the opamp, a main output and an alternative output with lower drive strength. The main output is connected directly to the DACx pin and can be turned on by setting OUTMODE to MAIN in DACn\_OPAxMUX. There are several alternative outputs that can be driven from the opamp. These include the ADC, another opamp, and several alternative output connections. These outputs can be driven by the alternative opamp output by setting OUTMODE to ALT in DACn\_OPAxMUX. The main opamp output can also be configured to drive the alternative output together with the main output by setting OUTMODE to ALL in DACn\_OPAxMUX. The alternative outputs are controlled through switches. Setting NEXTOUT in DACn\_OPAxMUX enables the output to the next opamp (OPA1 for OPA0, and OPA2 for OPA1), while the alternative output locations can be individually enabled by setting bits in OUTOPEN in DACn\_OPAxMUX.

The opamps can also be routed to the ADC. OPA0 can be connected to ADC CH0, OPA1 to ADC CH1 and OPA2 can be connected to both ADC CH1 and CH5. The ADC connections are created by routing

the OPA output by setting corresponding bits in OUTPEN in DACn\_OPAXMUX. For OPA0 alternative output 4 is connected to ADC input mux CH0 when enabled. OPA1's alternative output 4 is connected to ADC input mux CH1 when enabled. For OPA2, the two main outputs can be connected to ADC input mux CH0 and ADC input mux CH5 respectively when enabled. In addition to these, OPA0 and OPA1 main outputs can also use the DAC0 ADC input and DAC1 ADC input. See Section 28.3.4 (p. 684) , in the ADC chapter for information on how to configure the ADC input mux.

### 30.3.1.3 Gain Programming

The feedback path of each mux includes a resistor ladder, which can be used to select a set of gain values. The gain can be selected by the RESSEL bitfield located in DACn\_OPAXMUX register. The gain values are taken from tappings of the resistor ladder based on ratio of R2/R1. It is also possible to bypass the resistor ladder in Unity Gain (UG) mode.

### 30.3.1.4 Offset Calibration

The offset calibration registers are located in different registers for the opamps. OPA0 and OPA1's offset can be set through the CH0OFFSET and CH1OFFSET bitfields respectively in DACn\_CAL. The offset for OPA2 can be set through OPA2OFFSET in DACn\_OPAOFFSET.

### 30.3.1.5 Shorting Non-inverting and Inverting Input

Functionality for offset calibration of the opamps has been added, this functionality is enabled by setting the OPAXSHORT bitfield in DACn\_OPAXCTRL. Setting this bitfield enables a switch that shorts between the inverting and non-inverting input of the OPA, effectively driving the offset voltage of the opamp to the output. Using the ADC to measure this offset, the calibration register can be adjusted to minimize the output offset.

### 30.3.1.6 Low Pass Filter

The low pass filter is located between the pad and the positive input. The lowpass filter is designed to couple the input signal to local VSS for high frequencies and has a 3dB frequency of approximately 130MHz when driven from a 50 ohm source. The filter adds a parasitic capacitance of approximately 1.2pF towards local VSS when enabled. The filter is enabled out of reset and can be disabled by setting OPAXLPFDIS in DACn\_OPAXCTRL.

### 30.3.1.7 Disabling of rail-to-rail Operation

Each opamp can have the input rail-to-rail stage disabled by setting the OPAXHCMDIS bitfield in DACn\_OPACTRL. Disabling the rail-to-rail input stage improves linearity of the opamp, thus improving the Total Harmonic Distortion, THD, at the cost of reduced input signal swing.

## 30.3.2 Opamp Modes

The opamp can be configured to perform different Operational Amplifier functions by configuring the internal signal routing between the opamps. The modes available are described in the following sections.

### 30.3.2.1 General Opamp Mode

In this mode the resistor ladder is isolated from the feedback path and input signal routing is defined by OPAXPOSSEL and OPAXNEGSEL in DACn\_OPAXMUX. The output signal routing is defined by OUTPEN in DACn\_OPAXMUX

**Table 30.1. General Opamp Mode Configuration**

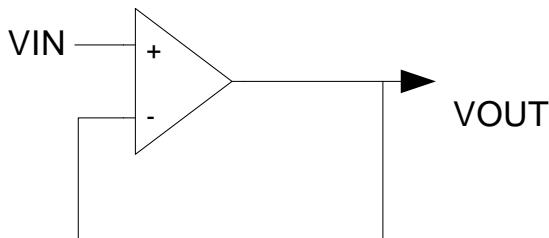
OPA bitfields	OPA Configuration
OPAx POSSEL	POSPADx, DACx

OPA bitfields	OPA Configuration
OPAx NEGSEL	OPATAP, UG, NEGPADx
OPAx RESINMUX	NEXTOUT, POSPADx, NEGPADx VSS

### 30.3.2.2 Voltage Follower Unity Gain

In this mode the unity gain feedback path is selected for the negative input by setting the OPAxNEGSEL bitfield to UG in the DACn\_OPAXMUX register as shown in Figure 30.3 (p. 729). The positive input is selected by the OPAxPOSSEL bitfield, and the output is configured by the OUTPEN bitfield, both in the DACn\_OPAXMUX register.

**Figure 30.3. Voltage Follower Unity Gain Overview**



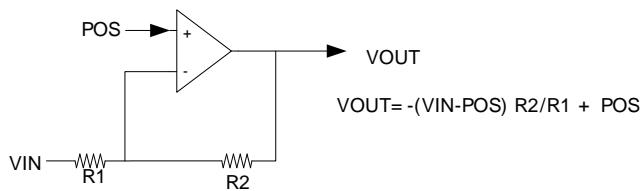
**Table 30.2. Voltage Follower Unity Gain Configuration**

OPA bitfields	OPA Configuration
OPAx POSSEL	OPATAP, NEXTOUT, POSPADx, DACx
OPAx NEGSEL	UG
OPAx RESINMUX	DISABLE

### 30.3.2.3 Inverting input PGA

Figure 30.4 (p. 729) shows the inverting input PGA configuration. In this mode the negative input is connected to the resistor ladder by setting the OPAxNEGSEL bitfield to OPATAP in the DACn\_OPAXMUX register. This setting provides a programmable gain on the negative input, which can be set by choosing the wanted gain value in the RESSEL bitfield in DACn\_OPAXMUX. Signal ground for the positive input can be generated off-chip through the pad by setting OPAxPOSSEL bitfield to PAD in DACn\_OPAXMUX. In addition the output is configured by the OUTPEN bitfield, located in DACn\_OPAXMUX.

**Figure 30.4. Inverting input PGA Overview**



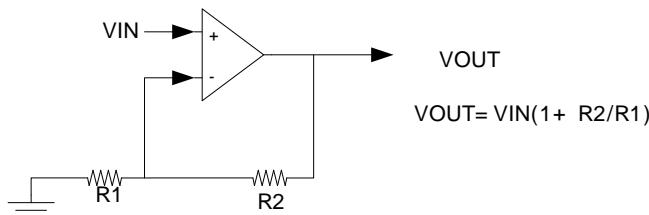
**Table 30.3. Inverting input PGA Configuration**

OPA bitfields	OPA Configuration
OPAx POSSEL	POSPADx
OPAx NEGSEL	OPATAP
OPAx RESINMUX	NEXTOUT, NEGPADx, POSPADx

### 30.3.2.4 Non-inverting PGA

Figure 30.5 (p. 730) shows the non-inverting input configuration. In this mode the negative input is connected to the resistor ladder by setting the OPAXNEGSEL bitfield to OPATAP in DACn\_OPAXMUX. This setting provides a programmable gain on the negative input, which can be set by choosing the wanted gain value in the RESSEL bitfield in DACn\_OPAXMUX. In addition the OPAXRESINMUX bitfield must be set to VSS or NEGPAD in DACn\_OPAXMUX. The positive input is selected by the OPAXPOSSEL bitfield, and the output is configured by the OUTPEN bitfield, both located in DACn\_OPAXMUX.

**Figure 30.5. Non-inverting PGA Overview**



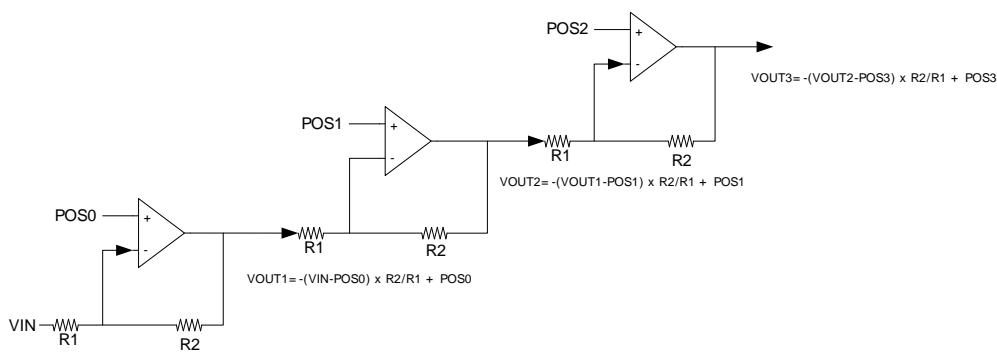
**Table 30.4. Non-inverting PGA Configuration**

OPA bitfields	OPA Configuration
OPAx POSSEL	NEXTOUT, POSPADx, DACx
OPAx NEGSEL	OPATAP
OPAx RESINMUX	VSS, NEGPAD

### 30.3.2.5 Cascaded Inverting PGA

This mode enables the opamp signals to be internally configured to cascade two or three opamps in inverting mode as shown in Figure 30.6 (p. 730) . In both cases the positive input will be configured to signal ground by setting OPAXPOSSEL bitfield to PAD in DACn\_OPAX\_MUX. When cascaded, the negative input is connected to the resistor ladder by setting the OPAXNEGSEL bitfield to OPATAP in DACn\_OPAXMUX. The input to the resistor ladder can be configured in the OPAXRESINMUX bitfield in DAC\_nOPAxMUX. The output from OPA0 can be connected to OPA1 to create the second stage by setting the NEXTOUT bitfield in DACn\_OPAXMUX. To complete the stage, OPA1RESINMUX field must be set to OPA0INP. Similarly, the last stage can be created by setting the NEXTOUT bitfield in DACn\_OPA1MUX and OPA2RESINMUX bitfield to OPA1INP in DACn\_OPA2MUX.

**Figure 30.6. Cascaded Inverting PGA Overview**



**Table 30.5. Cascaded Inverting PGA Configuration**

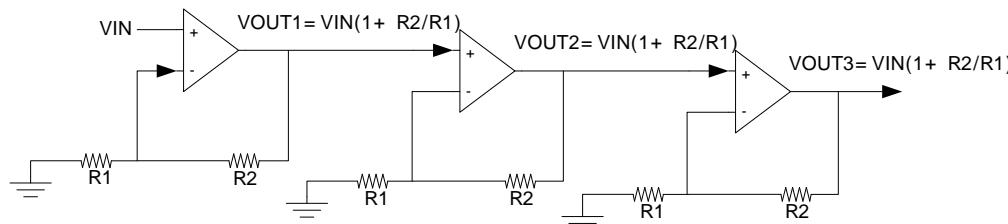
OPA	OPA bitfields	OPA Configuration
OPA0	POSSEL	POSPAD0

OPA	OPA bitfields	OPA Configuration
OPA0	NEGSEL	OPA0TAP
OPA0	RESINMUX	NEGPAD0
OPA0	NEXTOUT	1
OPA1	POSSEL	POSPAD1
OPA1	NEGSEL	OPATAP
OPA1	RESINMUX	OPA0INP
OPA1	NEXTOUT	1
OPA2	POSSEL	POSPAD2
OPA2	NEGSEL	OPATAP
OPA2	RESINMUX	OPA1INP

### 30.3.2.6 Cascaded Non-inverting PGA

This mode enables the opamp signals to be internally configured to cascade two or three opamps in non-inverting mode as shown in Figure 30.7 (p. 731). In both cases the negative input for all opamps will be connected to the resistor ladder by setting the OPAxNEGSEL bitfield to OPATAP. In addition the resistor ladder input must be set to VSS or NEGPADx in the OPAxRESINMUX in DACn\_OPAxMUX. When cascaded, the positive input on OPA0 is configured by the OPA0POSSEL bitfield. The output from OPA0 can be connected to OPA1 to create the second stage by setting NEXTOUT in DACn\_OPA0MUX. To complete the stage, the OPA1POSSEL bitfield must be set to OPA0INP in DACn\_OPA1MUX. Similarly, the last stage can be created by setting NEXTOUT in DACn\_OPA1MUX and OPA2POSSEL bitfield to OPA1INP in DACn\_OPA2MUX.

**Figure 30.7. Cascaded Non-inverting PGA Overview**



**Table 30.6. Cascaded Non-inverting PGA Configuration**

OPA	OPA bitfields	OPA Configuration
OPA0	POSSEL	POSPAD0, DAC0
OPA0	NEGSEL	OPATAP
OPA0	RESINMUX	VSS, NEGPAD0
OPA0	NEXTOUT	1
OPA1	POSSEL	OPA0INP
OPA1	NEGSEL	OPATAP
OPA1	RESINMUX	VSS, NEGPAD1
OPA1	NEXTOUT	1
OPA2	POSSEL	OPA1INP

OPA	OPA bitfields	OPA Configuration
OPA2	NEGSEL	OPATAP
OPA2	RESINMUX	VSS, NEGPAD2

### 30.3.2.7 Two Opamp Differential Amplifier

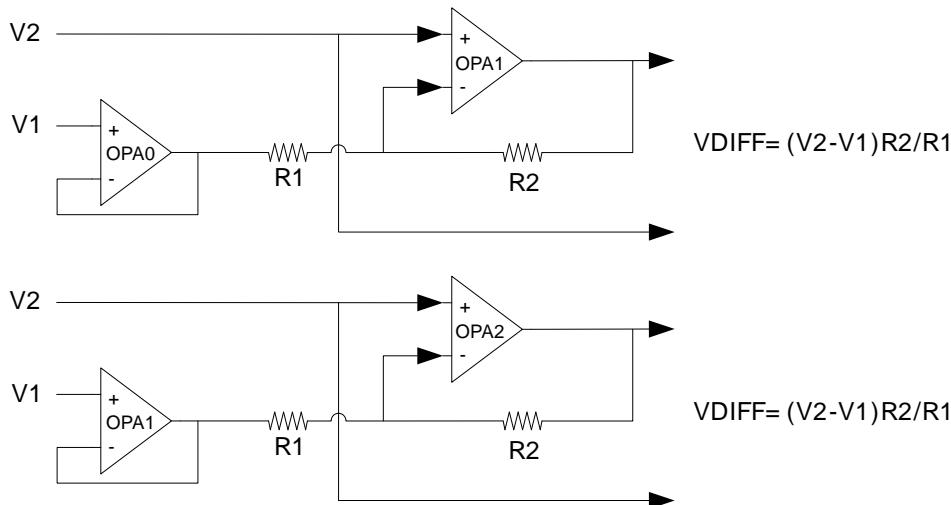
This mode enables OPA0 and OPA1 or OPA1 and OPA2 to be internally configured to form a two opamp differential amplifier as shown in Figure 30.8 (p. 732). When using OPA0 and OPA1, the positive input of OPA0 can be connected to any input by configuring the OPA0POSSEL bitfield in DACn\_OPA0MUX. The OPA0 feedback path must be configured to unity gain by setting the OPA0NEGSEL bitfield to UG in DACn\_OPA0MUX. In addition, the OPA0RESINMUX bitfield must be set to DISABLED. The OPA0OUT must be connected to OPA1 by setting NEXTOUT in DACn\_OPA0MUX, and OPA1RESINMUX to OPA0INP. The positive input on OPA1 can be set by configuring OPA1POSSEL. The OPA1 output can be configured by configuring the OUTPEN and OUTMODE bitfield.

When using OPA1 and OPA2, the positive input of OPA1 can be connected to any input by configuring the OPA1POSSEL bitfield in DACn\_OPA1MUX. The OPA1 feedback path must be configured to unity gain by setting the OPA1NEGSEL bitfield to UG in DACn\_OPA1MUX. In addition, the OPA1RESINMUX bitfield must be set to DISABLED. The OPA1OUT must be connected to OPA2 by setting NEXTOUT in DACn\_OPA1MUX, and OPA2RESINMUX to OPA1INP. The positive input on OPA2 can be set by configuring OPA2POSSEL. The OPA2 output can be configured by configuring the OUTPEN and OUTMODE bitfield.

#### Note

When making a differential connection with the ADC, only OPA1 and OPA2 can be used

**Figure 30.8. Two Op-amp Differential Amplifier Overview**



**Table 30.7. OPA0/OPA1 Differential Amplifier Configuration**

OPA	OPA bitfields	OPA Configuration
OPA0	POSSEL	POSPAD1, DAC1
OPA0	NEGSEL	UG
OPA0	RESINMUX	DISABLE
OPA0	NEXTOUT	1
OPA1	POSSEL	POSPAD1
OPA1	NEGSEL	OPATAP

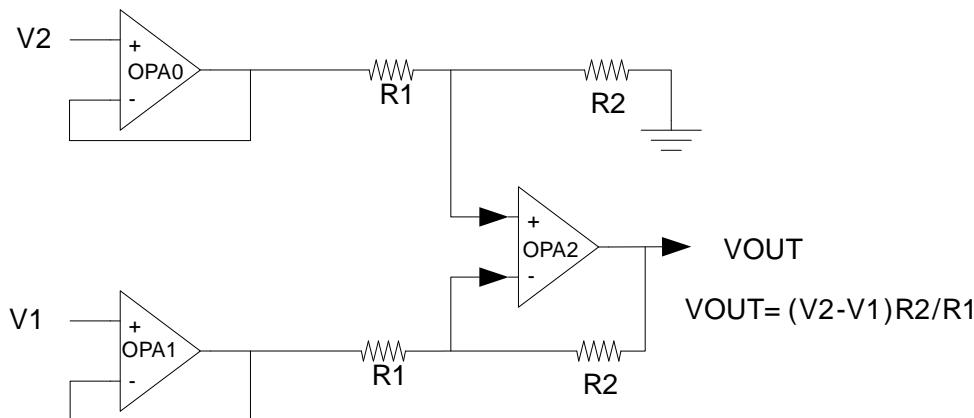
OPA	OPA bitfields	OPA Configuration
OPA1	RESINMUX	OPA1INP

**Table 30.8. OPA1/OPA2 Differential Amplifier Configuration**

OPA	OPA bitfields	OPA Configuration
OPA1	POSSEL	POSPAD1, DAC1
OPA1	NEGSEL	UG
OPA1	RESINMUX	DISABLE
OPA1	NEXTOUT	1
OPA2	POSSEL	POSPAD1
OPA2	NEGSEL	OPATAP
OPA2	RESINMUX	OPA1INP

### 30.3.2.8 Three Opamp Differential Amplifier

This mode enables the three opamps to be internally configured to form a three opamp differential amplifier as shown in Figure 30.9 (p. 733) . Both OPA0 and OPA1 can be configured in the same unity gain mode. For both OPA0/OPA1 the positive input can be connected to any input by configuring the OPA0POSSEL/OPA1POSSEL bitfield. The OPA0/OPA1 feedback path must be configured to unity gain by setting the OPA0NEGSEL/OPA1NEGSEL bitfield to UG. In addition the OPA0RESINMUX/OPA1RESINMUX bitfields must be set to DISABLED. The OPA1 output must be connected to OPA2 by setting the NEXTOUT bitfield in DACn\_OPA1MUX and OPA2RESINMUX to OPA1INP in DACn\_OPA2MUX. In addition the OPA2POSSEL must be set to OPATAP. The OPA2 output can be configured by configuring the OUTPEN and OUTMODE bitfield.

**Figure 30.9. Three Op-amp Differential Amplifier Overview**

The gain values for the Three Opamp Differential Amplifier is determined by the combination of the gain settings of OPA0 and OPA2. The 3 different gainvalues available, 1/3, 1 and 3, can be programmed as shown in the table below.

**Table 30.9. Three Opamp Differential Amplifier Gain Programming**

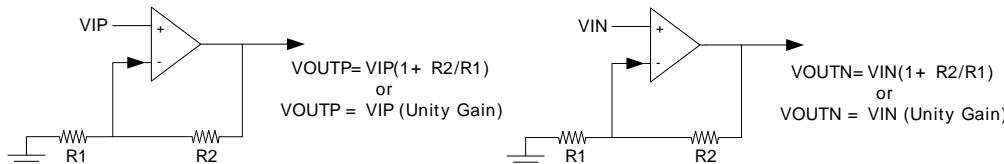
Gain	OPA0 RESSEL	OPA2 RESSEL
1/3	4	0
1	1	1
3	0	4

**Table 30.10. Three Opamp Differential Amplifier Configuration**

OPA	OPA bitfields	OPA Configuration
OPA0	POSSEL	POSPAD, DAC0
OPA0	NEGSEL	UG
OPA0	RESINMUX	DISABLE
OPA1	POSSEL	POSPAD, DAC0
OPA1	NEGSEL	UG
OPA1	RESINMUX	DISABLE
OPA1	NEXTOUT	1
OPA2	POSSEL	OPATAP
OPA2	NEGSEL	OPATAP
OPA2	RESINMUX	OPA1INP

### 30.3.2.9 Dual Buffer ADC Driver

It is possible to use OPA0 and OPA1 to form a Dual Buffer ADC driver as shown in Figure 30.10 (p. 734). Both opamps used can be configured in the same way. The positive input is configured by setting the OPAXPOSSEL to PAD and the negative input can be connected to the resistor ladder by setting OPATAP in DACn\_OPAXMUX. The output from the opamps can be configured to connect to the ADC by setting OUTMODE to ALT or ALL in DACn\_OPAXMUX.

**Figure 30.10. Dual Buffer ADC Driver Overview****Table 30.11. Dual Buffer ADC Driver Configuration**

OPA	OPA bitfields	OPA Configuration
OPA0	POSSEL	POSPAD0, DAC0
OPA0	NEGSEL	OPATAP
OPA0	RESINMUX	VSS
OPA1	POSSEL	POSPAD1, DAC1
OPA1	NEGSEL	OPATAP
OPA1	RESINMUX	VSS

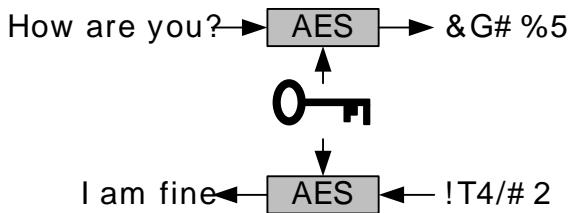
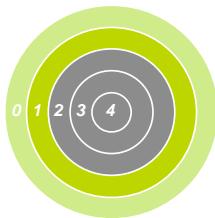
## 30.4 Register Description

The register description of the opamp can be found in Section 29.4 (p. 710) in the DAC chapter.

## 30.5 Register Map

The register map of the opamp can be found in Section 29.4 (p. 710) in the DAC chapter.

# 31 AES - Advanced Encryption Standard Accelerator



Quick Facts
<b>What?</b>
A fast and energy efficient hardware accelerator for AES-128 and AES-256 encryption and decryption.
<b>Why?</b>
Efficient encryption/decryption with little or no CPU intervention helps to meet the speed and energy demands of the application.
<b>How?</b>
High AES throughput allows the EFM32LG to spend more time in lower energy modes. In addition, specialized data access functions allow autonomous DMA/AES operation in both EM0 and EM1.

## 31.1 Introduction

The Advanced Encryption Standard (FIPS-197) is a symmetric block cipher operating on 128-bit blocks of data and 128-, 192- or 256-bit keys.

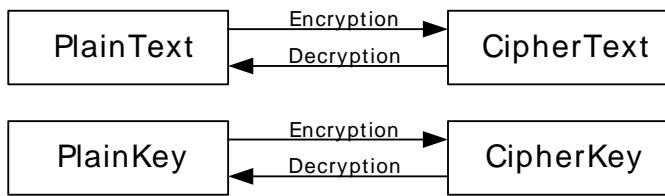
The AES accelerator performs AES encryption and decryption with 128-bit or 256-bit keys. Encrypting or decrypting one 128-bit data block takes 54 HFCORECLK cycles with 128-bit keys and 75 HFCORECLK cycles with 256-bit keys. The AES module is an AHB slave which enables efficient access to the data and key registers. All write accesses to the AES module must be 32-bit operations, i.e. 8- or 16-bit operations are not supported.

## 31.2 Features

- AES hardware encryption/decryption
  - 128-bit key (54 HFCORECLK cycles)
  - 256-bit key (75 HFCORECLK cycles)
- Efficient CPU/DMA support
- Interrupt on finished encryption/decryption
- DMA request on finished encryption/decryption
- Key buffer in AES128 mode
- Optional XOR on Data write
- Configurable byte ordering

## 31.3 Functional Description

Some data and a key must be loaded into the KEY and DATA registers before an encryption or decryption can take place. The input data before encryption is called the PlainText and output from the encryption is called CipherText. For encryption, the key is called PlainKey. After one encryption, the resulting key in the KEY registers is the CipherKey. This key must be loaded into the KEY registers before every decryption. After one decryption, the resulting key will be the PlainKey. The resulting PlainKey/CipherKey is only dependent on the value in the KEY registers before encryption/decryption. The resulting keys and data are shown in Figure 31.1 (p. 736).

**Figure 31.1. AES Key and Data Definitions**

### 31.3.1 Encryption/Decryption

The AES module can be set to encrypt or decrypt by clearing/setting the DECRYPT bit in AES\_CTRL. The AES256 bit in AES\_CTRL configures the size of the key used for encryption/decryption. The AES\_CTRL register should not be altered while AES is running, as this may lead to unpredictable behaviour.

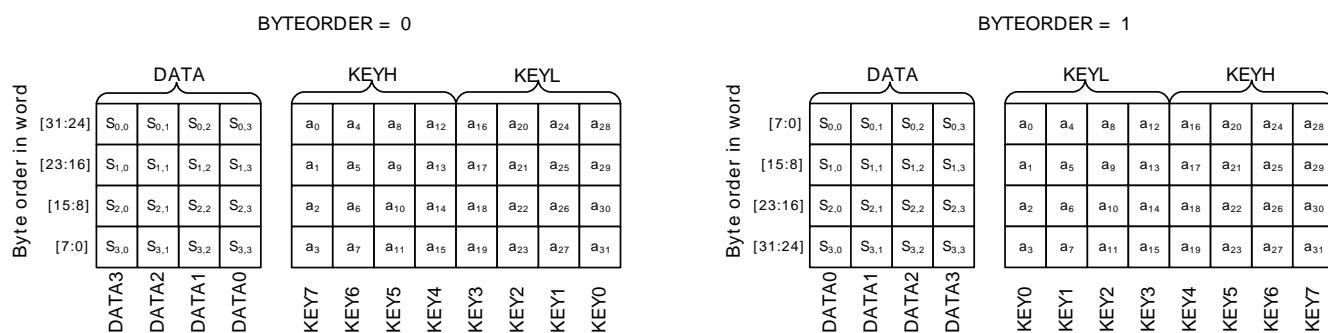
An AES encryption/decryption can be started in the following ways:

- Writing a 1 to the START bit in AES\_CMD
- Writing 4 times 32 bits to AES\_DATA when the DATASTART control bit is set
- Writing 4 times 32 bits to AES\_XORDATA when the XORSTART control bit is set

An AES encryption/decryption can be stopped by writing a 1 to the STOP bit in AES\_CMD. The RUNNING bit in AES\_STATUS indicates that an AES encryption/decryption is ongoing.

### 31.3.2 Data and Key Access

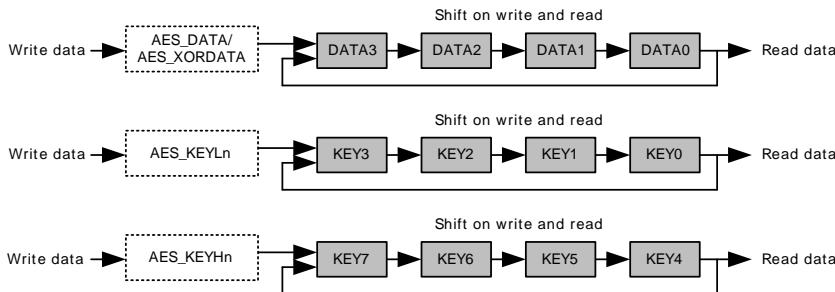
The AES module contains a 128-bit DATA (State) register and two 128-bit KEY registers defined as DATA3-DATA0, KEY3-KEY0 (KEYL) and KEY7-KEY4 (KEYH). In AES128 mode, the 128-bit key is read from KEYL, while both KEYH and KEYL are used in AES256 mode. The AES module has configurable byte ordering which is configured in BYTEORDER in AES\_CTRL. Figure 31.2 (p. 736) illustrates how data written to the AES registers is mapped to the key and state defined in the Advanced Encryption Standard (FIPS-197). The figure presents the key byte order for 256-bit keys. In 128-bit mode with BYTEORDER cleared,  $a_{16}$  represents the first byte of the 128-bit key. When BYTEORDER is set,  $a_0$  represents the first byte in the key. AES encryption/decryption takes two extra cycles when BYTEORDER is set. BYTEORDER has to be set prior to loading the data and key registers.

**Figure 31.2. AES Data and Key Orientation as Defined in the Advanced Encryption Standard**

The registers DATA3-DATA0, are not memory mapped directly, but can be written/read by accessing AES\_DATA or AES\_XORDATA. The same applies for the key registers, KEY3-KEY0 which are accessed through AES\_KEYLn (n=A, B, C or D), while KEY7-KEY4 are accessed through KEYHn (n=A, B, C or D). Writing DATA3-DATA0 is then done through 4 consecutive writes to AES\_DATA (or AES\_XORDATA), starting with the word which is to be written to DATA0. For each write, the words will

be word wise barrel shifted towards the least significant word. Accessing the KEY registers are done in the same fashion through KEYLn and KEYHn. See Figure 31.3 (p. 737). Note that KEYHA, KEYHB, KEYHC and KEYHD are really the same register, just mapped to four different addresses. You can then chose freely which of these addresses you want to use to update the KEY7-KKEY4 registers. The same principle applies to the KEYLn registers. Mapping the same registers to multiple addresses like this, allows the DMA controller to write a full 256-bit key in one sweep, when incrementing the address between each word write.

**Figure 31.3. AES Data and Key Register Operation**



### 31.3.2.1 Key Buffer

When encrypting multiple blocks of data in a row, the PlainKey must be written to the key register between each encryption, since the contents of the key registers will be turned into the CipherKey during the encryption. The opposite applies when decrypting, where you have to re-supply the CipherKey between each block. However, in AES128 mode, KEY4-KKEY7 can be used as a buffer register, to hold an extra copy of the KEY4-KEY0 registers. When KEYBUFEN is set in AES\_CTRL, the contents of KEY7-KKEY4 are copied to KEY4-KEY0, when an encryption/decryption is started. This eliminates the need for re-loading the KEY for every encrypted/decrypted block when running in AES128 mode.

### 31.3.2.2 Data Write XOR

The AES module contains an array of XOR gates connected to the DATA registers, which can be used during a data write to XOR the existing contents of the registers with the new data written. To use the XOR function, the data must be written to AES\_XORDATA location.

Reading data from AES\_XORDATA is equivalent to reading data from AES\_DATA.

### 31.3.2.3 Start on Data Write

The AES module can be configured to start an encryption/decryption when the new data has been written to AES\_DATA and/or AES\_XORDATA. A 2-bit counter is incremented each time the AES\_DATA or AES\_XORDATA registers are written. This counter indicates which data word is written. If DATASTART/XORSTART in AES\_CTRL is set, an encryption will start each time the counter overflows (DATA3 is written). Writing to the AES\_CTRL register will reset the counter to 0.

### 31.3.3 Interrupt Request

The DONE interrupt flag is set when an encryption/ decryption has finished.

### 31.3.4 DMA Request

The AES module has 4 DMA requests which are all set on a finished encryption/decryption and cleared on the following conditions:

- DATAWR: Cleared on a AES\_DATA write or AES\_CTRL write
- XORDATAWR: Cleared on a AES\_XORDATA write or AES\_CTRL write
- DATARD: Cleared on a AES\_DATA read or AES\_CTRL write

- KEYWR: Cleared on a AES\_KEYHn write or AES\_CTRL write

### 31.3.5 Block Chaining Example

Example 31.1 (p. 738) below illustrates how the AES module could be configured to perform Cipher Block Chaining with 128-bit keys.

#### ***Example 31.1. AES Cipher Block Chaining***

1. Configure module to encryption, key buffer enabled and XORSTART in AES\_CTRL
2. Write 128-bit initialization vector to AES\_DATA, starting with least significant word.
3. Write PlainKey to AES\_KEYHn, starting with least significant word.
4. Write PlainText to AES\_XORDATA, starting with least significant word. Encryption will be started when the DATA3 is written. KEYH (PlainKey) will be copied to KEYL before encryption starts.
5. When encryption finished, read CipherText from AES\_DATA, starting with least significant word.
6. Loop to step 4, if new PlainText is available.

## 31.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	AES_CTRL	RW	Control Register
0x004	AES_CMD	W1	Command Register
0x008	AES_STATUS	R	Status Register
0x00C	AES_IEN	RW	Interrupt Enable Register
0x010	AES_IF	R	Interrupt Flag Register
0x014	AES_IFS	W1	Interrupt Flag Set Register
0x018	AES_IFC	W1	Interrupt Flag Clear Register
0x01C	AES_DATA	RW	DATA Register
0x020	AES_XORDATA	RW	XORDATA Register
0x030	AES_KEYLA	RW	KEY Low Register
0x034	AES_KEYLB	RW	KEY Low Register
0x038	AES_KEYLC	RW	KEY Low Register
0x03C	AES_KEYLD	RW	KEY Low Register
0x040	AES_KEYHA	RW	KEY High Register
0x044	AES_KEYHB	RW	KEY High Register
0x048	AES_KEYHC	RW	KEY High Register
0x04C	AES_KEYHD	RW	KEY High Register

## 31.5 Register Description

### 31.5.1 AES\_CTRL - Control Register

Offset	Bit Position																							
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset																								
Access																								
Name																								
BYTEORDER	RW	0	6																					
XORSTART	RW	0	5																					
DATASTART	RW	0	4																					
KEYBUFEN	RW	0	2																					
AES256	RW	0	1																					
DECRYPT	RW	0	0																					

Bit	Name	Reset	Access	Description
31:7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6	BYTEORDER	0	RW	<b>Configure byte order in data and key registers</b> When set, the byte orders in the data and key registers are swapped before and after encryption/decryption.
5	XORSTART	0	RW	<b>AES_XORDATA Write Start</b> Set this bit to start encryption/decryption when DATA3 is written through AES_XORDATA.
4	DATASTART	0	RW	<b>AES_DATA Write Start</b> Set this bit to start encryption/decryption when DATA3 is written through AES_DATA.
3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2	KEYBUFEN	0	RW	<b>Key Buffer Enable</b>

Bit	Name	Reset	Access	Description						
Enable/disable key buffer in AES-128 mode.										
1	AES256	0	RW	<b>AES-256 Mode</b>						
Select AES-128 or AES-256 mode.										
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>AES-128 mode</td> </tr> <tr> <td>1</td> <td>AES-256 mode</td> </tr> </table>					Value	Description	0	AES-128 mode	1	AES-256 mode
Value	Description									
0	AES-128 mode									
1	AES-256 mode									
0	DECRYPT	0	RW	<b>Decryption/Encryption Mode</b>						
Select encryption or decryption.										
<table border="1"> <tr> <td>Value</td> <td>Description</td> </tr> <tr> <td>0</td> <td>AES Encryption</td> </tr> <tr> <td>1</td> <td>AES Decryption</td> </tr> </table>					Value	Description	0	AES Encryption	1	AES Decryption
Value	Description									
0	AES Encryption									
1	AES Decryption									

### 31.5.2 AES\_CMD - Command Register

Offset	Bit Position																																
Reset	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	
Access																										W1	0	1	0	0	0	0	
Name																																	

Bit	Name	Reset	Access	Description
31:2	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
1	STOP	0	W1	<b>Encryption/Decryption Stop</b>
	Set to stop encryption/decryption.			
0	START	0	W1	<b>Encryption/Decryption Start</b>
	Set to start encryption/decryption.			

### 31.5.3 AES\_STATUS - Status Register

Offset	Bit Position																																
Reset	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	
Access																										R	0	1	0	0	0	0	
Name																																	

Bit	Name	Reset	Access	Description
31:1	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
0	RUNNING	0	R	<b>AES Running</b>
This bit indicates that the AES module is running an encryption/decryption.				

### 31.5.4 AES\_IEN - Interrupt Enable Register

Offset	Bit Position																																				
Reset	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	0				
Access																																					
Name																																					DONE

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	DONE	0	RW	<b>Encryption/Decryption Done Interrupt Enable</b>
				Enable/disable interrupt on encryption/decryption done.

### 31.5.5 AES\_IF - Interrupt Flag Register

Offset	Bit Position																															0	0	0							
Reset	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	0	0							
Access																																					R	0	0		
Name																																						DONE			

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	DONE	0	R	<b>Encryption/Decryption Done Interrupt Flag</b>
				Set when an encryption/decryption has finished.

### 31.5.6 AES\_IFS - Interrupt Flag Set Register

Offset	Bit Position																									0	0	0												
Reset	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	0	0						
Access																																				W1	0	0		
Name																																					DONE			

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	DONE	0	W1	<b>Encryption/Decryption Done Interrupt Flag Set</b>
				Write to 1 to set encryption/decryption done interrupt flag

### 31.5.7 AES\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																			
0x018	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					
Reset																																				
Access																																				
Name																																	DONE	W1	0	0

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	DONE	0	W1	<b>Encryption/Decryption Done Interrupt Flag Clear</b>

Write to 1 to clear encryption/decryption done interrupt flag

### 31.5.8 AES\_DATA - DATA Register

Offset	Bit Position																																	
0x01C	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																																0x00000000		
Access																																RW		
Name																																DATA		

Bit	Name	Reset	Access	Description
31:0	DATA	0x00000000	RW	<b>Data Access</b>

Access data through this register.

### 31.5.9 AES\_XORDATA - XORDATA Register

Offset	Bit Position																																
0x020	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																															0x00000000		
Access																															RW		
Name																															XORDATA		

Bit	Name	Reset	Access	Description
31:0	XORDATA	0x00000000	RW	<b>XOR Data Access</b> Access data with XOR function through this register.

### 31.5.10 AES\_KEYLA - KEY Low Register

Offset	Bit Position																															
0x030	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	0x00000000																															
Access	RW																															
Name	KEYLA																															

Bit	Name	Reset	Access	Description
31:0	KEYLA	0x00000000	RW	<b>Key Low Access A</b> Access the low key words through this register.

### 31.5.11 AES\_KEYLB - KEY Low Register

Offset	Bit Position																															
0x034	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	0x00000000																															
Access	RW																															
Name	KEYLB																															

Bit	Name	Reset	Access	Description
31:0	KEYLB	0x00000000	RW	<b>Key Low Access B</b> Access the low key words through this register.

### 31.5.12 AES\_KEYLC - KEY Low Register

Offset	Bit Position																															
0x038	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	0x00000000																															
Access	RW																															
Name	KEYLC																															
Bit	Name	Reset	Access	Description																												
31:0	KEYLC	0x00000000	RW	<b>Key Low Access C</b> Access the low key words through this register.																												

### 31.5.13 AES\_KEYLD - KEY Low Register

Offset	Bit Position																															
0x03C	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	0x00000000																															
Access	RW																															
Name	KEYLD																															
Bit	Name	Reset	Access	Description																												
31:0	KEYLD	0x00000000	RW	<b>Key Low Access D</b> Access the low key words through this register.																												

### 31.5.14 AES\_KEYHA - KEY High Register

Offset	Bit Position																															
0x040	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	0x00000000																															
Access	RW																															
Name	KEYHA																															

Bit	Name	Reset	Access	Description
31:0	KEYHA	0x00000000	RW	<b>Key High Access A</b> Access the high key words through this register.

### 31.5.15 AES\_KEYHB - KEY High Register

Offset	Bit Position																															
0x044	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	0x00000000																															
Access	RW																															
Name	KEYHB																															

Bit	Name	Reset	Access	Description
31:0	KEYHB	0x00000000	RW	<b>Key High Access B</b> Access the high key words through this register.

### 31.5.16 AES\_KEYHC - KEY High Register

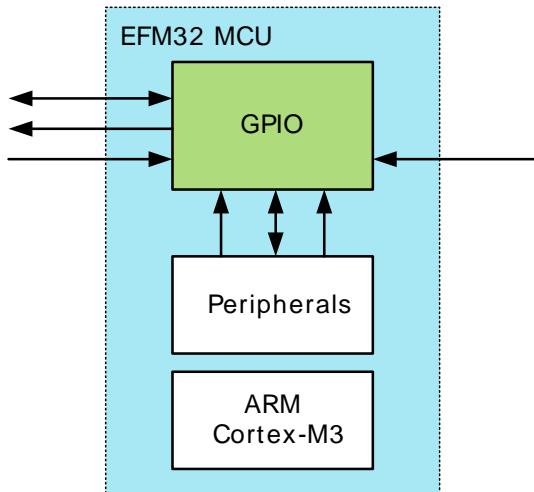
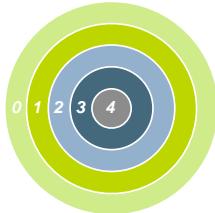
Offset	Bit Position																															
0x048	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset	0x00000000																															
Access	RW																															
Name	KEYHC																															

Bit	Name	Reset	Access	Description
31:0	KEYHC	0x00000000	RW	<b>Key High Access C</b> Access the high key words through this register.

### 31.5.17 AES\_KEYHD - KEY High Register

Offset	Bit Position																															
0x04C	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	0x00000000																															
Access	RW																															
Name	KEYHD																															
Bit	Name	Reset	Access	Description																												
31:0	KEYHD	0x00000000	RW	<b>Key High Access D</b> Access the high key words through this register.																												

# 32 GPIO - General Purpose Input/Output



## Quick Facts

### What?

The GPIO (General Purpose Input/Output) is used for pin configuration and direct pin manipulation and sensing as well as routing for peripheral pin connections.

### Why?

Easy to use and highly configurable input/output pins are important to fit many communication protocols as well as minimizing software control overhead. Flexible routing of peripheral functions helps to ease PCB layout.

### How?

Each pin on the device can be individually configured as either an input or an output with several different drive modes. Also, individual bit manipulation registers minimizes control overhead. Peripheral connections to pins can be routed to several different locations, thus solving congestion issues that may arise with multiple functions on the same pin. Fully asynchronous interrupts can also be generated from any pin.

## 32.1 Introduction

In the EFM32LG devices the General Purpose Input/Output (GPIO) pins are organized into ports with up to 16 pins each. These pins can individually be configured as either an output or input. More advanced configurations like open-drain, filtering and drive strength can also be configured individually for the pins. The GPIO pins can also be overridden by peripheral pin connections, like Timer PWM outputs or USART communication, which can be routed to several locations on the device. The GPIO supports up to 16 asynchronous external pin interrupts, which enables interrupts from any pin on the device. Also, the input value of a pin can be routed through the Peripheral Reflex System to other peripherals.

## 32.2 Features

- Individual configuration for each pin
  - Tristate (reset state)
  - Push-pull
  - Open-drain
  - Pull-up resistor
  - Pull-down resistor
  - Drive strength
    - 0.5 mA
    - 2 mA
    - 6 mA
    - 20 mA

- EM4 IO pin retention. This includes
  - Output enable
  - Output value
  - Pull enable
  - Pull direction
- EM4 wake-up on selected GPIO pins
- Glitch suppression input filter.
- Analog connection to e.g. ADC or LCD.
- Alternate functions (e.g. peripheral outputs and inputs)
  - Routed to several locations on the device
  - Pin connections can be enabled individually
  - Output data can be overridden by peripheral
  - Output enable can be overridden by peripheral
- Toggle, set and clear registers for output data
- Dedicated data input register (read-only)
- Interrupts
  - 2 interrupt lines from up to 16 pending sources
    - All GPIO pins are selectable
  - Separate enable, status, set and clear registers
  - Asynchronous sensing
  - Rising, falling or both edges
  - Wake up from EM0-EM3
- Peripheral Reflex System producer
  - All GPIO pins are selectable
- Configuration lock functionality to avoid accidental changes

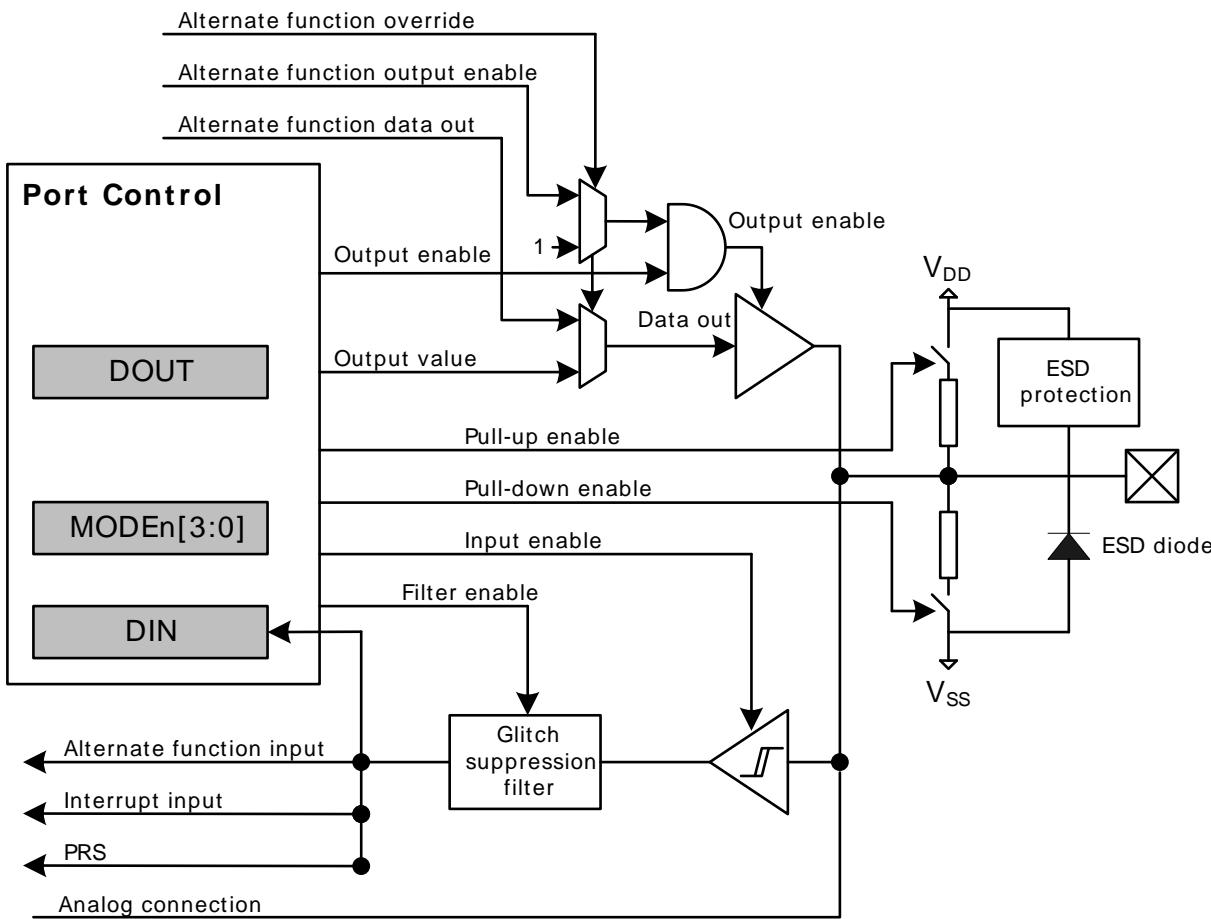
## 32.3 Functional Description

An overview of the GPIO module is shown in Figure 32.1 (p. 749). The GPIO pins are grouped into 16-pin ports. Each individual GPIO pin is called Px<sub>n</sub> where x indicates the port (A, B, C ...) and n indicates the pin number (0,1,...,15). Fewer than 16 bits may be available on some ports, depending on the total number of I/O pins on the package. After a reset both input and output is disabled for all pins on the device, except for debug pins. To use a pin, the port GPIO\_Px\_MODEL/GPIO\_Px\_MODEH registers must be configured for the pin to make it an input or output. These registers can also do more advanced configuration, which is covered in Section 32.3.1 (p. 749). When the port is either configured as an input or an output, the Data In Register (GPIO\_Px\_DIN) can be used to read the level of each pin in the port (bit n in the register is connected to pin n on the port). When configured as an output, the value of the Data Out Register (GPIO\_Px\_DOUT) will be driven to the pin.

The DOUT value can be changed in 4 different ways

- Writing to the GPIO\_Px\_DOUT register.
- Writing a 1 to a bit in the GPIO\_Px\_DOUTSET register sets the corresponding DOUT bit
- Writing a 1 to a bit in the GPIO\_Px\_DOUTCLR register clears the corresponding DOUT bit
- Writing a 1 to a bit in the GPIO\_Px\_DOUTTGL register toggles the corresponding DOUT bit

Reading the GPIO\_Px\_DOUT register will return its contents. Reading the GPIO\_Px\_DOUTSET, GPIO\_Px\_CLR or GPIO\_Px\_TGL will return 0.

**Figure 32.1. Pin Configuration****Note**

There is no ESD diode to V<sub>dd</sub> because if using LCD voltage boost the pin voltage will be higher than V<sub>dd</sub>. Nevertheless there is an ESD protection block against over voltage.

### 32.3.1 Pin Configuration

In addition to setting the pins as either outputs or inputs, the GPIO\_Px\_MODEL and GPIO\_Px\_MODEH registers can be used for more advanced configurations. GPIO\_Px\_MODEL contains 8 bit fields named MODEn (n=0,1,..7) which control pins 0-7, while GPIO\_Px\_MODEH contains 8 bit fields named MODEn (n=8,9,..15) which control pins 8-15. In some modes GPIO\_Px\_DOUT is also used for extra configurations like pull-up/down and glitch suppression filter enable. Table 32.1 (p. 749) shows the available configurations.

**Table 32.1. Pin Configuration**

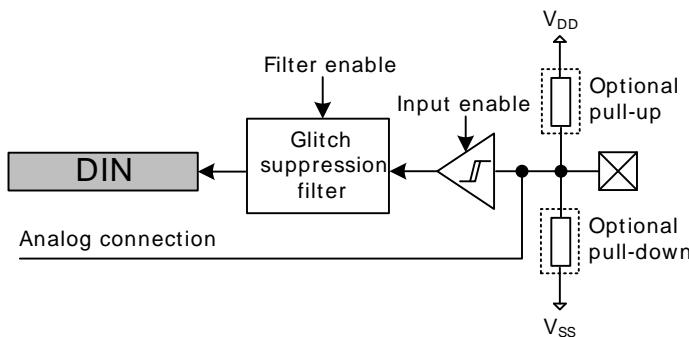
MODEx	Input	Output	DOUT	Pull-down	Pull-up	Alt. strength	Input Filter	Description
0b0000	Disabled	Disabled	0					Input disabled
			1		On			Input disabled with pull-up
0b0001	Enabled		0					Input enabled
			1				On	Input enabled with filter
0b0010			0	On				Input enabled with pull-down
			1		On			Input enabled with pull-up

MODEx	Input	Output	DOUT	Pull-down	Pull-up	Alt. strength	Input Filter	Description
0b0011	Push-pull		0	On			On	Input enabled with pull-down and filter
1				On			On	Input enabled with pull-up and filter
0b0100		x						Push-pull
0b0101		x			On			Push-pull with alt. drive strength
0b0110		x						Open-source
0b0111		x	On					Open-source with pull-down
0b1000		x						Open-drain
0b1001		x				On		Open-drain with filter
0b1010		x		On				Open-drain with pull-up
0b1011		x		On		On		Open-drain with pull-up and filter
0b1100	Open Drain (Wired-AND)	x			On			Open-drain with alt. drive strength
0b1101		x			On	On		Open-drain with alt. drive strength and filter
0b1110		x		On	On			Open-drain with alt. drive strength and pull-up
0b1111		x		On	On	On		Open-drain with alt. drive strength, pull-up and filter

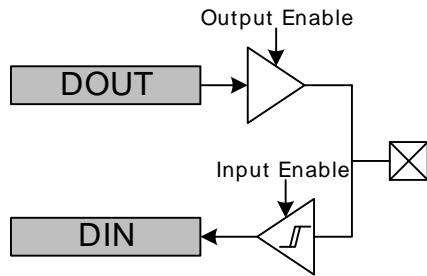
MODEn determines which mode the pin is in at a given time. Setting MODEn to 0b0000 disables the pin, reducing power consumption to a minimum. When the output driver is disabled, the pin can be used as a connection for an analog module (e.g. ADC, LCD...). Input is enabled by setting MODEn to any value other than 0b0000. The pull-up, pull-down and filter function can optionally be applied to the input, see Figure 32.2 (p. 750) .

The internal pull-up resistance,  $R_{PU}$ , and pull-down resistance,  $R_{PD}$ , are defined in the device datasheet. When the filter is enabled it suppresses glitches with pulse widths as defined by the parameter  $t_{IOGLITCH}$  in the device datasheet.

**Figure 32.2. Tristated Output with Optional Pull-up or Pull-down**

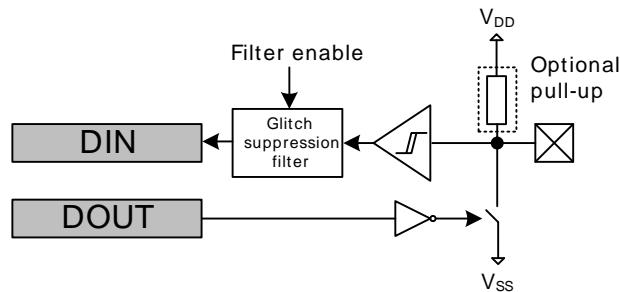


When MODEn=0b0100 or MODEn=0b0101, the pin operates in push-pull mode. In this mode, the pin is driven either high or low, dependent on the value of GPIO\_Px\_DOUT. The push-pull configuration is shown in Figure 32.3 (p. 751) .

**Figure 32.3. Push-Pull Configuration**

When MODEn is 0110 or 0111, the pin operates in open-source mode, the latter with a pull-down resistor. When driving a high value in open-source mode, the pull-down is disconnected to save power.

For the remaining MODEn values, i.e. MODEn >= 1000, the pin operates in open-drain mode as shown in Figure 32.4 (p. 751). In open-drain mode, the pin can have an input filter, a pull-up, different driver strengths or any combination of these. When driving a low value in open-drain mode, the pull-up is disconnected to save power.

**Figure 32.4. Open-drain**

When MODEn=0b0101 or 0b11xx, the output driver uses the drive strength specified in DRIVEMODE in GPIO\_Px\_CTRL. In all other output modes, the drive strength is set to 6 mA.

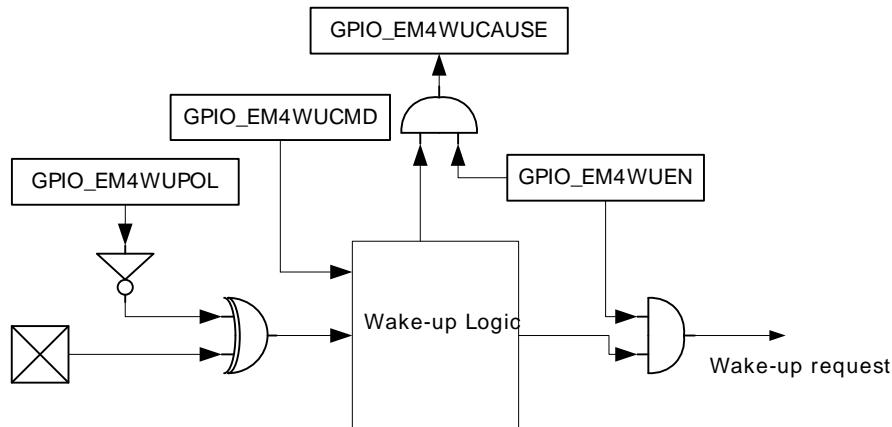
### 32.3.1.1 Configuration Lock

GPIO\_Px\_MODEL, GPIO\_Px\_MODEH, GPIO\_Px\_CTRL, GPIO\_Px\_PINLOCKN, GPIO\_EXTIPSELL, GPIO\_EXTIPSELH, GPIO\_INSENSE and GPIO\_ROUTE can be locked by writing any other value than 0xA534 to GPIO\_LOCK. Writing the value 0xA534 to the GPIOx\_LOCK register unlocks the configuration registers.

In addition to configuration lock, GPIO\_Px\_MODEL, GPIO\_Px\_MODEH, GPIO\_Px\_DOUT, GPIO\_Px\_DOUTSET, GPIO\_Px\_DOUTCLR, and GPIO\_Px\_DOUTTGL can be locked individually for each pin by clearing the corresponding bit in GPIO\_Px\_PINLOCKN. Bits in the GPIO\_Px\_PINLOCKN register can only be cleared, they are set high again after reset.

### 32.3.2 EM4 Wake-up

It is possible to wake-up from EM4 through reset triggered from any of up to 6 selectable GPIO pins. For the wake-up logic to work correctly, EM4 retention needs to be enabled before entering EM4, as described in Section 32.3.3 (p. 752). The wake-up request can be triggered through the pins by enabling the corresponding bit in the GPIO\_EM4WUEN register. When EM4 wake-up is enabled for the pin, the input filter is enabled during EM4. This is done to avoid false wake-up caused by glitches. In addition, the polarity of the EM4 wake-up request can be selected using the GPIO\_EM4WUPOL register.

**Figure 32.5. EM4 Wake-up Logic**

The pins used for EM4 wake-up must be configured as inputs using the GPIO\_Px\_MODEL/GPIO\_Px\_MODEH register. If input is disabled, the wakeup polarity is low a false wakeup will happen when entering EM4. Before going down to EM4, it is important to clear the wake-up logic by setting the EM4WUCLR bitfield in the GPIO\_EM4CMD register, which clears the complete wake-up logic, including the GPIO\_EM4WUCAUSE register. When the chip comes out of reset, it is possible to determine what caused the reset by reading the RMU\_RSTCAUSE register. If an em4 wake-up reset occurred, the EM4RST (indicating the chip was in EM4) and the EM4WU (indicating the EM4 wake-up reset) bits should be set. It is possible to determine which pin caused the reset by reading the GPIO\_EM4WUCAUSE register. The mapping between pins and the bits in the GPIO\_EM4WUEN, GPIO\_EM4WUPOL, and GPIO\_EM4WUCAUSE registers are described in Table 32.2 (p. 752)

**Table 32.2. EM4 WU Register bits to pin mapping**

Wake-up Registers Bits	Pin
bit 0	A0
bit 1	A6
bit 2	C9
bit 3	F1
bit 4	F2
bit 5	E13

### 32.3.3 EM4 Retention

It is possible to enable retention of output enable, output value, pull enable and pull direction when in EM4. EM4 retention also makes it possible to wake up from EM4 on pin reset as described in Section 32.3.2 (p. 751) EM4 retention can be enabled by setting the EM4RET field in GPIO\_CTRL register before going down in EM4.

### 32.3.4 Alternate Functions

Alternate functions are connections to pins from Timers, USARTs etc. These modules contain route registers, where the pin connections are enabled. In addition, these registers contain a location bit field, which configures which pins the outputs of that module will be connected to if they are enabled. If an alternate signal output is enabled for a pin and output is enabled for the pin, the alternate function's output data and output enable signals override the data output and output enable signals from the GPIO. However, the pin configuration stays as set in GPIO\_Px\_MODEL, GPIO\_Px\_MODEH and GPIO\_Px\_DOUT registers. I.e. the pin configuration must be set to output enable in GPIO for a peripheral to be able to use the pin as an output.

It is possible, but not recommended to select two or more peripherals as output on the same pin. These signals will then be OR'ed together. However, TIMER CC<sub>x</sub> and CDTIx outputs, which are routed as alternate functions, have priority, and will never be OR'ed with other alternate functions. The reader is referred to the pin map section of the device datasheet for more information on the possible locations of each alternate function and any priority settings.

### 32.3.4.1 Serial Wire Debug Port Connection

The SW Debug Port is routed as an alternate function and the SWDIO and SWCLK pin connections are enabled by default with internal pull down resistors. It is possible to disable these pin connections (and disable the pull down resistors) by setting the SWDOPEN and SWCLKPEN bits in GPIO\_ROUTE to 0.

**WARNING:** When the debug pins are disabled, the device can no longer be accessed by a debugger. A reset will set the debug pins back to their default state as enabled. If you do disable the debug pins, make sure you have at least a 3 second timeout at the start of your program code before you disable the debug pins. This way the debugger will have time to halt the device after a reset before the pins are disabled.

The Serial Wire Viewer Output pin (SWO) can be enabled by setting the SWOPEN bit in GPIO\_ROUTE. This bit can also be routed to alternate locations by configuring the LOCATION bitfield in GPIO\_ROUTE.

### 32.3.4.2 ETM Trace Ports

There are five trace pins available on the device. One trace clock which can be enabled by setting the TCLKPEN bitfield in GPIO\_ROUTE. The four data pins can be enabled individually by setting TD0PEN, TD1PEN, TD2PEN, and TD3PEN respectively in GPIO\_ROUTE. It is possible to choose which pins the trace data will be exported to. The lowest trace bit will be routed to the first enabled trace pin. For example, if the ETM data port size is 2 bits and TD0 and TD3 are enabled, will make bit 0 be routed to TD0 while bit 1 will be routed to TD3.

Both the TCLK and all the TD pins can also be routed to alternate locations by configuring the ETMLOCATION bitfield in GPIO\_ROUTE.

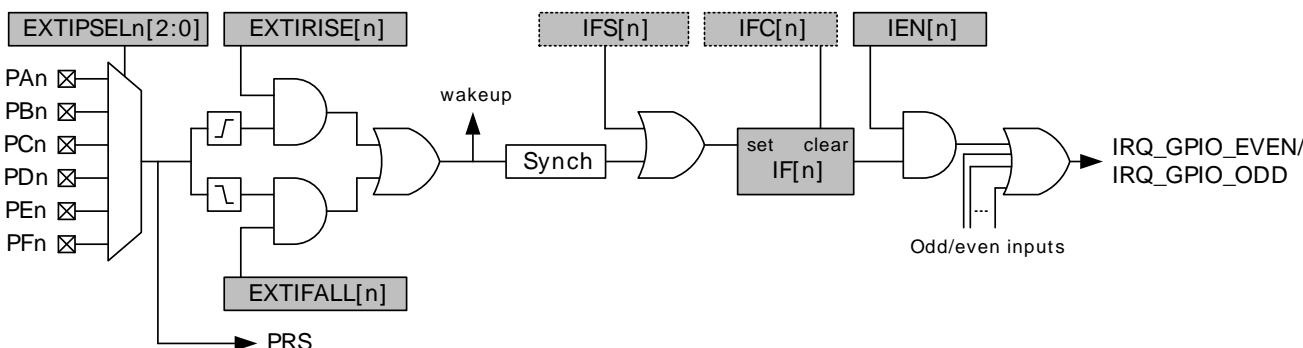
### 32.3.4.3 Analog Connections

When using the GPIO pin for analog functionality, it is recommended to disable the digital output and set the MODEn in GPIO\_Px\_MODEL/GPIO\_Px\_MODEH equal to 0b0000 to disable the input sense and pull resistors.

### 32.3.5 Interrupt Generation

The GPIO can generate an interrupt from the input of any GPIO pin on a device. The interrupts have asynchronous sense capability, enabling wake-up from energy modes as low as EM3, see Figure 32.6 (p. 753) .

**Figure 32.6. Pin n Interrupt Generation**



All pins with the same pin number (n) are grouped together to trigger one interrupt flag (EXT[n] in GPIO\_IF). The EXTIPSELn[2:0] bits in GPIO\_EXTIPSELL or GPIO\_EXTIPSELH select which port will

trigger the interrupt flag. The GPIO\_EXTIRISE[n] and GPIO\_EXTIFALL[n] registers enables sensing of rising and falling edges. By setting the EXT[n] bit in GPIO\_IEN, a high interrupt flag n, will trigger one of two interrupt lines. The even interrupt line is triggered by any enabled even numbered interrupt flag, while the odd is triggered by odd flags. The interrupt flags can be set and cleared by software by writing the GPIO\_IFS and GPIO\_IFC registers, see Example 32.1 (p. 754) . Since the external interrupts are asynchronous, they are sensitive to noise. To increase noise tolerance, the MODEL and MODEH fields in the GPIO\_Px\_MODEL and GPIO\_Px\_MODEH registers, respectively, should be set to include filtering for pins that have external interrupts enabled.

#### **Example 32.1. Interrupt Example**

Setting EXTIPSEL3 in GPIO\_EXTIPSELL to 2 (Port C) and setting the GPIO\_EXTIRISE[3] bit, the interrupt flag EXT[3] in GPIO\_IF will be triggered by a rising edge on pin 3 on PORT C. If EXT[3] in GPIO\_IEN is set as well, a interrupt request will be sent on IRQ\_GPIO\_ODD.

### **32.3.6 Output to PRS**

All pins with the same pin number (n) are grouped together to form one PRS producer output, giving a total of 16 outputs to the PRS. The port on which the output n should be taken is selected by the EXTIPSELn[3:0] bits in the GPIO\_EXTIPSELL or the GPIO\_EXTIPSELH registers.

### **32.3.7 Synchronization**

To avoid metastability in synchronous logic connected to the pins, all inputs are synchronized with double flip-flops. The flip-flops for the input data run on the HFCORECLK. Consequently, when a pin changes state, the change will have propagated to GPIO\_Px\_DIN after 2 positive HFCORECLK edges, or maximum 2 HFCORECLK cycles. Synchronization (also running on the HFCORECLK) is also added for interrupt input. The input to the PRS generation is also synchronized, but these flip-flops run on the HPERCLK. To save power when the external interrupts or PRS generation is not used, the synchronization flip-flops for these can be turned off by clearing the INTSENSE or PRSSENSE, respectively, in GPIO\_INSENSE register.

#### **Note**

To use the GPIO, the GPIO clock must first be enabled in CMU\_HPERCLKEN0. Setting this bit enables the HFCORECLK and the HPERCLK for the GPIO. HFCORECLK is used for updating registers, while HPERCLK is only used to synchronize PRS and interrupts. The PRS and interrupt synchronization can also be disabled through GPIO\_INSENSE, if these are not used.

## 32.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	GPIO_PA_CTRL	RW	Port Control Register
0x004	GPIO_PA_MODEL	RW	Port Pin Mode Low Register
0x008	GPIO_PA_MODEH	RW	Port Pin Mode High Register
0x00C	GPIO_PA_DOUT	RW	Port Data Out Register
0x010	GPIO_PA_DOUTSET	W1	Port Data Out Set Register
0x014	GPIO_PA_DOUTCLR	W1	Port Data Out Clear Register
0x018	GPIO_PA_DOUTTGL	W1	Port Data Out Toggle Register
0x01C	GPIO_PA_DIN	R	Port Data In Register
0x020	GPIO_PA_PINLOCKN	RW	Port Unlocked Pins Register
0x024	GPIO_PB_CTRL	RW	Port Control Register
0x028	GPIO_PB_MODEL	RW	Port Pin Mode Low Register
0x02C	GPIO_PB_MODEH	RW	Port Pin Mode High Register
0x030	GPIO_PB_DOUT	RW	Port Data Out Register
0x034	GPIO_PB_DOUTSET	W1	Port Data Out Set Register
0x038	GPIO_PB_DOUTCLR	W1	Port Data Out Clear Register
0x03C	GPIO_PB_DOUTTGL	W1	Port Data Out Toggle Register
0x040	GPIO_PB_DIN	R	Port Data In Register
0x044	GPIO_PB_PINLOCKN	RW	Port Unlocked Pins Register
0x048	GPIO_PC_CTRL	RW	Port Control Register
0x04C	GPIO_PC_MODEL	RW	Port Pin Mode Low Register
0x050	GPIO_PC_MODEH	RW	Port Pin Mode High Register
0x054	GPIO_PC_DOUT	RW	Port Data Out Register
0x058	GPIO_PC_DOUTSET	W1	Port Data Out Set Register
0x05C	GPIO_PC_DOUTCLR	W1	Port Data Out Clear Register
0x060	GPIO_PC_DOUTTGL	W1	Port Data Out Toggle Register
0x064	GPIO_PC_DIN	R	Port Data In Register
0x068	GPIO_PC_PINLOCKN	RW	Port Unlocked Pins Register
0x06C	GPIO_PD_CTRL	RW	Port Control Register
0x070	GPIO_PD_MODEL	RW	Port Pin Mode Low Register
0x074	GPIO_PD_MODEH	RW	Port Pin Mode High Register
0x078	GPIO_PD_DOUT	RW	Port Data Out Register
0x07C	GPIO_PD_DOUTSET	W1	Port Data Out Set Register
0x080	GPIO_PD_DOUTCLR	W1	Port Data Out Clear Register
0x084	GPIO_PD_DOUTTGL	W1	Port Data Out Toggle Register
0x088	GPIO_PD_DIN	R	Port Data In Register
0x08C	GPIO_PD_PINLOCKN	RW	Port Unlocked Pins Register
0x090	GPIO_PE_CTRL	RW	Port Control Register
0x094	GPIO_PE_MODEL	RW	Port Pin Mode Low Register
0x098	GPIO_PE_MODEH	RW	Port Pin Mode High Register
0x09C	GPIO_PE_DOUT	RW	Port Data Out Register

Offset	Name	Type	Description
0x0A0	GPIO_PE_DOUTSET	W1	Port Data Out Set Register
0x0A4	GPIO_PE_DOUTCLR	W1	Port Data Out Clear Register
0x0A8	GPIO_PE_DOUTTGL	W1	Port Data Out Toggle Register
0x0AC	GPIO_PE_DIN	R	Port Data In Register
0x0B0	GPIO_PE_PINLOCKN	RW	Port Unlocked Pins Register
0x0B4	GPIO_PF_CTRL	RW	Port Control Register
0x0B8	GPIO_PF_MODEL	RW	Port Pin Mode Low Register
0x0BC	GPIO_PF_MODEH	RW	Port Pin Mode High Register
0x0C0	GPIO_PF_DOUT	RW	Port Data Out Register
0x0C4	GPIO_PF_DOUTSET	W1	Port Data Out Set Register
0x0C8	GPIO_PF_DOUTCLR	W1	Port Data Out Clear Register
0x0CC	GPIO_PF_DOUTTGL	W1	Port Data Out Toggle Register
0x0D0	GPIO_PF_DIN	R	Port Data In Register
0x0D4	GPIO_PF_PINLOCKN	RW	Port Unlocked Pins Register
0x100	GPIO_EXTIPSELL	RW	External Interrupt Port Select Low Register
0x104	GPIO_EXTIPSELH	RW	External Interrupt Port Select High Register
0x108	GPIO_EXTIRISE	RW	External Interrupt Rising Edge Trigger Register
0x10C	GPIO_EXTI_FALL	RW	External Interrupt Falling Edge Trigger Register
0x110	GPIO_IEN	RW	Interrupt Enable Register
0x114	GPIO_IF	R	Interrupt Flag Register
0x118	GPIO_IFS	W1	Interrupt Flag Set Register
0x11C	GPIO_IFC	W1	Interrupt Flag Clear Register
0x120	GPIO_ROUTE	RW	I/O Routing Register
0x124	GPIO_INSENSE	RW	Input Sense Register
0x128	GPIO_LOCK	RW	Configuration Lock Register
0x12C	GPIO_CTRL	RW	GPIO Control Register
0x130	GPIO_CMD	W1	GPIO Command Register
0x134	GPIO_EM4WUEN	RW	EM4 Wake-up Enable Register
0x138	GPIO_EM4WUPOL	RW	EM4 Wake-up Polarity Register
0x13C	GPIO_EM4WUCAUSE	R	EM4 Wake-up Cause Register

## 32.5 Register Description

### 32.5.1 GPIO\_Px\_CTRL - Port Control Register

Offset	Bit Position																																			
	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																														0x0						
Access																															RW					
Name																																				DRIVemode

Bit	Name	Reset	Access	Description															
31:2	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)															
1:0	DRIVEMODE	0x0	RW	<b>Drive Mode Select</b> Select drive mode for all pins on port configured with alternate drive strength.															
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>STANDARD</td> <td>6 mA drive current</td> </tr> <tr> <td>1</td> <td>LOWEST</td> <td>0.5 mA drive current</td> </tr> <tr> <td>2</td> <td>HIGH</td> <td>20 mA drive current</td> </tr> <tr> <td>3</td> <td>LOW</td> <td>2 mA drive current</td> </tr> </tbody> </table>	Value	Mode	Description	0	STANDARD	6 mA drive current	1	LOWEST	0.5 mA drive current	2	HIGH	20 mA drive current	3	LOW	2 mA drive current
Value	Mode	Description																	
0	STANDARD	6 mA drive current																	
1	LOWEST	0.5 mA drive current																	
2	HIGH	20 mA drive current																	
3	LOW	2 mA drive current																	

### 32.5.2 GPIO\_Px\_MODEL - Port Pin Mode Low Register

Offset	Bit Position																														
	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
Reset	0x0				0x0				0x0				0x0				0x0				0x0				0x0						
Access	RW				RW				RW				RW				RW				RW				RW						
Name	MODE7	MODE6	MODE5	MODE4	MODE3	MODE2	MODE1	MODE0																							

Bit	Name	Reset	Access	Description
31:28	MODE7	0x0	RW	<b>Pin 7 Mode</b> Configure mode for pin 7. Enumeration is equal to MODE0.
27:24	MODE6	0x0	RW	<b>Pin 6 Mode</b> Configure mode for pin 6. Enumeration is equal to MODE0.
23:20	MODE5	0x0	RW	<b>Pin 5 Mode</b> Configure mode for pin 5. Enumeration is equal to MODE0.
19:16	MODE4	0x0	RW	<b>Pin 4 Mode</b> Configure mode for pin 4. Enumeration is equal to MODE0.
15:12	MODE3	0x0	RW	<b>Pin 3 Mode</b> Configure mode for pin 3. Enumeration is equal to MODE0.
11:8	MODE2	0x0	RW	<b>Pin 2 Mode</b> Configure mode for pin 2. Enumeration is equal to MODE0.
7:4	MODE1	0x0	RW	<b>Pin 1 Mode</b> Configure mode for pin 1. Enumeration is equal to MODE0.
3:0	MODE0	0x0	RW	<b>Pin 0 Mode</b> Configure mode for pin 0.

Value	Mode	Description
0	DISABLED	Input disabled. Pullup if DOUT is set.
1	INPUT	Input enabled. Filter if DOUT is set
2	INPUTPULL	Input enabled. DOUT determines pull direction
3	INPUTPULLFILTER	Input enabled with filter. DOUT determines pull direction
4	PUSHPULL	Push-pull output
5	PUSHPULLDRIVE	Push-pull output with drive-strength set by DRIVEMODE
6	WIREDOR	Wired-or output
7	WIREDORPULLDOWN	Wired-or output with pull-down
8	WIREDAND	Open-drain output
9	WIREDANDFILTER	Open-drain output with filter
10	WIREDANDPULLUP	Open-drain output with pullup
11	WIREDANDPULLUPFILTER	Open-drain output with filter and pullup
12	WIREDANDDRIVE	Open-drain output with drive-strength set by DRIVEMODE

Bit	Name	Reset	Access	Description
	Value	Mode		
	13	WIREDANDDRIVEFILTER		
	14	WIREDANDDRIVEPULLUP		
	15	WIREDANDDRIVEPULLUPFILTER		

### 32.5.3 GPIO\_Px\_MODEH - Port Pin Mode High Register

Offset	Bit Position																
0x008	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset		0x0			0x0				0x0			0x0			0x0		
Access	RW		RW		RW		RW		RW		RW		RW		RW		RW
Name	MODE15		MODE14		MODE13		MODE12		MODE11		MODE10		MODE9		MODE8		

Bit	Name	Reset	Access	Description
31:28	MODE15	0x0	RW	<b>Pin 15 Mode</b> Configure mode for pin 15. Enumeration is equal to MODE8.
27:24	MODE14	0x0	RW	<b>Pin 14 Mode</b> Configure mode for pin 14. Enumeration is equal to MODE8.
23:20	MODE13	0x0	RW	<b>Pin 13 Mode</b> Configure mode for pin 13. Enumeration is equal to MODE8.
19:16	MODE12	0x0	RW	<b>Pin 12 Mode</b> Configure mode for pin 12. Enumeration is equal to MODE8.
15:12	MODE11	0x0	RW	<b>Pin 11 Mode</b> Configure mode for pin 11. Enumeration is equal to MODE8.
11:8	MODE10	0x0	RW	<b>Pin 10 Mode</b> Configure mode for pin 10. Enumeration is equal to MODE8.
7:4	MODE9	0x0	RW	<b>Pin 9 Mode</b> Configure mode for pin 9. Enumeration is equal to MODE8.
3:0	MODE8	0x0	RW	<b>Pin 8 Mode</b> Configure mode for pin 8.

Value	Mode	Description
0	DISABLED	Input disabled. Pullup if DOUT is set.
1	INPUT	Input enabled. Filter if DOUT is set
2	INPUTPULL	Input enabled. DOUT determines pull direction
3	INPUTPULLFILTER	Input enabled with filter. DOUT determines pull direction
4	PUSHPULL	Push-pull output
5	PUSHPULLDRIVE	Push-pull output with drive-strength set by DRIVEMODE
6	WIREDOR	Wired-or output
7	WIREDORPULLDOWN	Wired-or output with pull-down
8	WIREDAND	Open-drain output
9	WIREDANDFILTER	Open-drain output with filter
10	WIREDANDPULLUP	Open-drain output with pullup
11	WIREDANDPULLUPFILTER	Open-drain output with filter and pullup
12	WIREDANDDRIVE	Open-drain output with drive-strength set by DRIVEMODE
13	WIREDANDDRIVEFILTER	Open-drain output with filter and drive-strength set by DRIVEMODE
14	WIREDANDDRIVEPULLUP	Open-drain output with pullup and drive-strength set by DRIVEMODE
15	WIREDANDDRIVEPULLUPFILTER	Open-drain output with filter, pullup and drive-strength set by DRIVEMODE

### 32.5.4 GPIO\_Px\_DOUT - Port Data Out Register

Offset	Bit Position																															
0x00C	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																	0x0000															
Access																	RW															
Name																	DOUT															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	DOUT	0x0000	RW	<b>Data Out</b>

Data output on port.

### 32.5.5 GPIO\_Px\_DOUTSET - Port Data Out Set Register

Offset	Bit Position																															
0x010	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																	0x0000															
Access																	W1															
Name																	DOUTSET															

Bit	Name	Reset	Access	Description
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
15:0	DOUTSET	0x0000	W1	<b>Data Out Set</b>

Write bits to 1 to set corresponding bits in GPIO\_Px\_DOUT. Bits written to 0 will have no effect.

### 32.5.6 GPIO\_Px\_DOUTCLR - Port Data Out Clear Register

Offset	Bit Position																															
0x014	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																	0x0000															
Access																	W1															
Name																	DOUTCLR															

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DOUTCLR	0x0000	W1	<b>Data Out Clear</b>  Write bits to 1 to clear corresponding bits in GPIO_Px_DOUT. Bits written to 0 will have no effect.

### 32.5.7 GPIO\_Px\_DOUTTGL - Port Data Out Toggle Register

Offset	Bit Position																															
0x018	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																0x0000																
Access																W1																
Name																DOUTTGL																

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DOUTTGL	0x0000	W1	<b>Data Out Toggle</b>  Write bits to 1 to toggle corresponding bits in GPIO_Px_DOUT. Bits written to 0 will have no effect.

### 32.5.8 GPIO\_Px\_DIN - Port Data In Register

Offset	Bit Position																															
0x01C	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																0x0000																
Access																R																
Name																DIN																

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	DIN	0x0000	R	<b>Data In</b>  Port data input.

### 32.5.9 GPIO\_Px\_PINLOCKN - Port Unlocked Pins Register

Offset	Bit Position																
0x020	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset																	0xFFFF
Access																	RW
Name																	PINLOCKN

Bit	Name	Reset	Access	Description
31:16	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
15:0	PINLOCKN	0xFFFF	RW	<b>Unlocked Pins</b>  Shows unlocked pins in the port. To lock pin n, clear bit n. The pin is then locked until reset.

### 32.5.10 GPIO\_EXTIPSELL - External Interrupt Port Select Low Register

Offset	Bit Position																
0x100	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset																	
Access		RW	0x0														
Name		EXTIPSEL7		EXTIPSEL6		EXTIPSEL5		EXTIPSEL4		EXTIPSEL3		EXTIPSEL2		EXTIPSEL1		EXTIPSEL0	

Bit	Name	Reset	Access	Description																					
31	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
30:28	EXTIPSEL7	0x0	RW	<b>External Interrupt 7 Port Select</b>  Select input port for external interrupt 7.																					
				<table border="1"> <thead> <tr> <th>Value</th> <th>Mode</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PORTA</td> <td>Port A pin 7 selected for external interrupt 7</td> </tr> <tr> <td>1</td> <td>PORTB</td> <td>Port B pin 7 selected for external interrupt 7</td> </tr> <tr> <td>2</td> <td>PORTC</td> <td>Port C pin 7 selected for external interrupt 7</td> </tr> <tr> <td>3</td> <td>PORTD</td> <td>Port D pin 7 selected for external interrupt 7</td> </tr> <tr> <td>4</td> <td>PORTE</td> <td>Port E pin 7 selected for external interrupt 7</td> </tr> <tr> <td>5</td> <td>PORTF</td> <td>Port F pin 7 selected for external interrupt 7</td> </tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 7 selected for external interrupt 7	1	PORTB	Port B pin 7 selected for external interrupt 7	2	PORTC	Port C pin 7 selected for external interrupt 7	3	PORTD	Port D pin 7 selected for external interrupt 7	4	PORTE	Port E pin 7 selected for external interrupt 7	5	PORTF	Port F pin 7 selected for external interrupt 7
Value	Mode	Description																							
0	PORTA	Port A pin 7 selected for external interrupt 7																							
1	PORTB	Port B pin 7 selected for external interrupt 7																							
2	PORTC	Port C pin 7 selected for external interrupt 7																							
3	PORTD	Port D pin 7 selected for external interrupt 7																							
4	PORTE	Port E pin 7 selected for external interrupt 7																							
5	PORTF	Port F pin 7 selected for external interrupt 7																							

27	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
26:24	EXTIPSEL6	0x0	RW	<b>External Interrupt 6 Port Select</b>  Select input port for external interrupt 6.

				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>PORTA</td><td>Port A pin 6 selected for external interrupt 6</td></tr> <tr> <td>1</td><td>PORTB</td><td>Port B pin 6 selected for external interrupt 6</td></tr> <tr> <td>2</td><td>PORTC</td><td>Port C pin 6 selected for external interrupt 6</td></tr> <tr> <td>3</td><td>PORTD</td><td>Port D pin 6 selected for external interrupt 6</td></tr> <tr> <td>4</td><td>PORTE</td><td>Port E pin 6 selected for external interrupt 6</td></tr> <tr> <td>5</td><td>PORTF</td><td>Port F pin 6 selected for external interrupt 6</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 6 selected for external interrupt 6	1	PORTB	Port B pin 6 selected for external interrupt 6	2	PORTC	Port C pin 6 selected for external interrupt 6	3	PORTD	Port D pin 6 selected for external interrupt 6	4	PORTE	Port E pin 6 selected for external interrupt 6	5	PORTF	Port F pin 6 selected for external interrupt 6
Value	Mode	Description																							
0	PORTA	Port A pin 6 selected for external interrupt 6																							
1	PORTB	Port B pin 6 selected for external interrupt 6																							
2	PORTC	Port C pin 6 selected for external interrupt 6																							
3	PORTD	Port D pin 6 selected for external interrupt 6																							
4	PORTE	Port E pin 6 selected for external interrupt 6																							
5	PORTF	Port F pin 6 selected for external interrupt 6																							

Bit	Name	Reset	Access	Description																					
23	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
22:20	EXTIPSEL5	0x0	RW	<b>External Interrupt 5 Port Select</b>  Select input port for external interrupt 5.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PORTA</td><td>Port A pin 5 selected for external interrupt 5</td></tr> <tr><td>1</td><td>PORTB</td><td>Port B pin 5 selected for external interrupt 5</td></tr> <tr><td>2</td><td>PORTC</td><td>Port C pin 5 selected for external interrupt 5</td></tr> <tr><td>3</td><td>PORTD</td><td>Port D pin 5 selected for external interrupt 5</td></tr> <tr><td>4</td><td>PORTE</td><td>Port E pin 5 selected for external interrupt 5</td></tr> <tr><td>5</td><td>PORTF</td><td>Port F pin 5 selected for external interrupt 5</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 5 selected for external interrupt 5	1	PORTB	Port B pin 5 selected for external interrupt 5	2	PORTC	Port C pin 5 selected for external interrupt 5	3	PORTD	Port D pin 5 selected for external interrupt 5	4	PORTE	Port E pin 5 selected for external interrupt 5	5	PORTF	Port F pin 5 selected for external interrupt 5
Value	Mode	Description																							
0	PORTA	Port A pin 5 selected for external interrupt 5																							
1	PORTB	Port B pin 5 selected for external interrupt 5																							
2	PORTC	Port C pin 5 selected for external interrupt 5																							
3	PORTD	Port D pin 5 selected for external interrupt 5																							
4	PORTE	Port E pin 5 selected for external interrupt 5																							
5	PORTF	Port F pin 5 selected for external interrupt 5																							
19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
18:16	EXTIPSEL4	0x0	RW	<b>External Interrupt 4 Port Select</b>  Select input port for external interrupt 4.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PORTA</td><td>Port A pin 4 selected for external interrupt 4</td></tr> <tr><td>1</td><td>PORTB</td><td>Port B pin 4 selected for external interrupt 4</td></tr> <tr><td>2</td><td>PORTC</td><td>Port C pin 4 selected for external interrupt 4</td></tr> <tr><td>3</td><td>PORTD</td><td>Port D pin 4 selected for external interrupt 4</td></tr> <tr><td>4</td><td>PORTE</td><td>Port E pin 4 selected for external interrupt 4</td></tr> <tr><td>5</td><td>PORTF</td><td>Port F pin 4 selected for external interrupt 4</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 4 selected for external interrupt 4	1	PORTB	Port B pin 4 selected for external interrupt 4	2	PORTC	Port C pin 4 selected for external interrupt 4	3	PORTD	Port D pin 4 selected for external interrupt 4	4	PORTE	Port E pin 4 selected for external interrupt 4	5	PORTF	Port F pin 4 selected for external interrupt 4
Value	Mode	Description																							
0	PORTA	Port A pin 4 selected for external interrupt 4																							
1	PORTB	Port B pin 4 selected for external interrupt 4																							
2	PORTC	Port C pin 4 selected for external interrupt 4																							
3	PORTD	Port D pin 4 selected for external interrupt 4																							
4	PORTE	Port E pin 4 selected for external interrupt 4																							
5	PORTF	Port F pin 4 selected for external interrupt 4																							
15	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
14:12	EXTIPSEL3	0x0	RW	<b>External Interrupt 3 Port Select</b>  Select input port for external interrupt 3.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PORTA</td><td>Port A pin 3 selected for external interrupt 3</td></tr> <tr><td>1</td><td>PORTB</td><td>Port B pin 3 selected for external interrupt 3</td></tr> <tr><td>2</td><td>PORTC</td><td>Port C pin 3 selected for external interrupt 3</td></tr> <tr><td>3</td><td>PORTD</td><td>Port D pin 3 selected for external interrupt 3</td></tr> <tr><td>4</td><td>PORTE</td><td>Port E pin 3 selected for external interrupt 3</td></tr> <tr><td>5</td><td>PORTF</td><td>Port F pin 3 selected for external interrupt 3</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 3 selected for external interrupt 3	1	PORTB	Port B pin 3 selected for external interrupt 3	2	PORTC	Port C pin 3 selected for external interrupt 3	3	PORTD	Port D pin 3 selected for external interrupt 3	4	PORTE	Port E pin 3 selected for external interrupt 3	5	PORTF	Port F pin 3 selected for external interrupt 3
Value	Mode	Description																							
0	PORTA	Port A pin 3 selected for external interrupt 3																							
1	PORTB	Port B pin 3 selected for external interrupt 3																							
2	PORTC	Port C pin 3 selected for external interrupt 3																							
3	PORTD	Port D pin 3 selected for external interrupt 3																							
4	PORTE	Port E pin 3 selected for external interrupt 3																							
5	PORTF	Port F pin 3 selected for external interrupt 3																							
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
10:8	EXTIPSEL2	0x0	RW	<b>External Interrupt 2 Port Select</b>  Select input port for external interrupt 2.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PORTA</td><td>Port A pin 2 selected for external interrupt 2</td></tr> <tr><td>1</td><td>PORTB</td><td>Port B pin 2 selected for external interrupt 2</td></tr> <tr><td>2</td><td>PORTC</td><td>Port C pin 2 selected for external interrupt 2</td></tr> <tr><td>3</td><td>PORTD</td><td>Port D pin 2 selected for external interrupt 2</td></tr> <tr><td>4</td><td>PORTE</td><td>Port E pin 2 selected for external interrupt 2</td></tr> <tr><td>5</td><td>PORTF</td><td>Port F pin 2 selected for external interrupt 2</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 2 selected for external interrupt 2	1	PORTB	Port B pin 2 selected for external interrupt 2	2	PORTC	Port C pin 2 selected for external interrupt 2	3	PORTD	Port D pin 2 selected for external interrupt 2	4	PORTE	Port E pin 2 selected for external interrupt 2	5	PORTF	Port F pin 2 selected for external interrupt 2
Value	Mode	Description																							
0	PORTA	Port A pin 2 selected for external interrupt 2																							
1	PORTB	Port B pin 2 selected for external interrupt 2																							
2	PORTC	Port C pin 2 selected for external interrupt 2																							
3	PORTD	Port D pin 2 selected for external interrupt 2																							
4	PORTE	Port E pin 2 selected for external interrupt 2																							
5	PORTF	Port F pin 2 selected for external interrupt 2																							
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																					
6:4	EXTIPSEL1	0x0	RW	<b>External Interrupt 1 Port Select</b>  Select input port for external interrupt 1.																					
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr><td>0</td><td>PORTA</td><td>Port A pin 1 selected for external interrupt 1</td></tr> <tr><td>1</td><td>PORTB</td><td>Port B pin 1 selected for external interrupt 1</td></tr> <tr><td>2</td><td>PORTC</td><td>Port C pin 1 selected for external interrupt 1</td></tr> <tr><td>3</td><td>PORTD</td><td>Port D pin 1 selected for external interrupt 1</td></tr> <tr><td>4</td><td>PORTE</td><td>Port E pin 1 selected for external interrupt 1</td></tr> </tbody> </table>	Value	Mode	Description	0	PORTA	Port A pin 1 selected for external interrupt 1	1	PORTB	Port B pin 1 selected for external interrupt 1	2	PORTC	Port C pin 1 selected for external interrupt 1	3	PORTD	Port D pin 1 selected for external interrupt 1	4	PORTE	Port E pin 1 selected for external interrupt 1			
Value	Mode	Description																							
0	PORTA	Port A pin 1 selected for external interrupt 1																							
1	PORTB	Port B pin 1 selected for external interrupt 1																							
2	PORTC	Port C pin 1 selected for external interrupt 1																							
3	PORTD	Port D pin 1 selected for external interrupt 1																							
4	PORTE	Port E pin 1 selected for external interrupt 1																							

Bit	Name	Reset	Access	Description	
	Value	Mode	Description		
	5	PORTF	Port F pin 1 selected for external interrupt 1		
3	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
2:0	EXTIPSEL0	0x0	RW	<b>External Interrupt 0 Port Select</b>	
	Select input port for external interrupt 0.				
	Value	Mode	Description		
	0	PORTA	Port A pin 0 selected for external interrupt 0		
	1	PORTB	Port B pin 0 selected for external interrupt 0		
	2	PORTC	Port C pin 0 selected for external interrupt 0		
	3	PORTD	Port D pin 0 selected for external interrupt 0		
	4	PORTE	Port E pin 0 selected for external interrupt 0		
	5	PORTF	Port F pin 0 selected for external interrupt 0		

### 32.5.11 GPIO\_EXTIPSELH - External Interrupt Port Select High Register

Offset	Bit Position																
0x104	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Reset			0x0				0x0								0x0		
Access		RW			RW		RW		RW		RW		RW		RW		RW
Name	EXTIPSEL15				EXTIPSEL14			EXTIPSEL13			EXTIPSEL12			EXTIPSEL11			EXTIPSEL10

Bit	Name	Reset	Access	Description	
31	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
30:28	EXTIPSEL15	0x0	RW	<b>External Interrupt 15 Port Select</b>	
	Select input port for external interrupt 15.				
	Value	Mode	Description		
	0	PORTA	Port A pin 15 selected for external interrupt 15		
	1	PORTB	Port B pin 15 selected for external interrupt 15		
	2	PORTC	Port C pin 15 selected for external interrupt 15		
	3	PORTD	Port D pin 15 selected for external interrupt 15		
	4	PORTE	Port E pin 15 selected for external interrupt 15		
	5	PORTF	Port F pin 15 selected for external interrupt 15		
27	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
26:24	EXTIPSEL14	0x0	RW	<b>External Interrupt 14 Port Select</b>	
	Select input port for external interrupt 14.				
	Value	Mode	Description		
	0	PORTA	Port A pin 14 selected for external interrupt 14		
	1	PORTB	Port B pin 14 selected for external interrupt 14		
	2	PORTC	Port C pin 14 selected for external interrupt 14		
	3	PORTD	Port D pin 14 selected for external interrupt 14		
	4	PORTE	Port E pin 14 selected for external interrupt 14		
	5	PORTF	Port F pin 14 selected for external interrupt 14		
23	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
22:20	EXTIPSEL13	0x0	RW	<b>External Interrupt 13 Port Select</b>	
	Select input port for external interrupt 13.				

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0	PORTE			Port E pin 13 selected for external interrupt 13
1	PORTE			Port F pin 13 selected for external interrupt 13
2	PORTE			Port C pin 13 selected for external interrupt 13
3	PORTE			Port D pin 13 selected for external interrupt 13
4	PORTE			Port A pin 13 selected for external interrupt 13
5	PORTE			Port B pin 13 selected for external interrupt 13
19	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
18:16	EXTIPSEL12	0x0	RW	<b>External Interrupt 12 Port Select</b>
	Select input port for external interrupt 12.			
	Value	Mode		Description
0	PORTE			Port A pin 12 selected for external interrupt 12
1	PORTE			Port B pin 12 selected for external interrupt 12
2	PORTE			Port C pin 12 selected for external interrupt 12
3	PORTE			Port D pin 12 selected for external interrupt 12
4	PORTE			Port E pin 12 selected for external interrupt 12
5	PORTE			Port F pin 12 selected for external interrupt 12
15	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
14:12	EXTIPSEL11	0x0	RW	<b>External Interrupt 11 Port Select</b>
	Select input port for external interrupt 11.			
	Value	Mode		Description
0	PORTE			Port A pin 11 selected for external interrupt 11
1	PORTE			Port B pin 11 selected for external interrupt 11
2	PORTE			Port C pin 11 selected for external interrupt 11
3	PORTE			Port D pin 11 selected for external interrupt 11
4	PORTE			Port E pin 11 selected for external interrupt 11
5	PORTE			Port F pin 11 selected for external interrupt 11
11	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
10:8	EXTIPSEL10	0x0	RW	<b>External Interrupt 10 Port Select</b>
	Select input port for external interrupt 10.			
	Value	Mode		Description
0	PORTE			Port A pin 10 selected for external interrupt 10
1	PORTE			Port B pin 10 selected for external interrupt 10
2	PORTE			Port C pin 10 selected for external interrupt 10
3	PORTE			Port D pin 10 selected for external interrupt 10
4	PORTE			Port E pin 10 selected for external interrupt 10
5	PORTE			Port F pin 10 selected for external interrupt 10
7	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
6:4	EXTIPSEL9	0x0	RW	<b>External Interrupt 9 Port Select</b>
	Select input port for external interrupt 9.			
	Value	Mode		Description
0	PORTE			Port A pin 9 selected for external interrupt 9
1	PORTE			Port B pin 9 selected for external interrupt 9
2	PORTE			Port C pin 9 selected for external interrupt 9
3	PORTE			Port D pin 9 selected for external interrupt 9
4	PORTE			Port E pin 9 selected for external interrupt 9
5	PORTE			Port F pin 9 selected for external interrupt 9
3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
2:0	EXTIPSEL8	0x0	RW	<b>External Interrupt 8 Port Select</b>

Bit	Name	Reset	Access	Description
Select input port for external interrupt 8.				
Value		Mode		
0		PORTA		
1		PORTB		
2		PORTC		
3		PORTD		
4		PORTE		
5		PORTF		
Port A pin 8 selected for external interrupt 8				

### 32.5.12 GPIO\_EXTIRISE - External Interrupt Rising Edge Trigger Register

Offset	Bit Position																																	
0x108	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																																	0x0000	
Access																																	RW	
Name																																		EXTIRISE

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXTIRISE	0x0000	RW	External Interrupt n Rising Edge Trigger Enable	
Set bit n to enable triggering of external interrupt n on rising edge.					
Value		Description			
EXTIRISE[n] = 0		Rising edge trigger disabled			
EXTIRISE[n] = 1		Rising edge trigger enabled			

### 32.5.13 GPIO\_EXTIFALL - External Interrupt Falling Edge Trigger Register

Offset	Bit Position																																	
0x10C	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																																	0x0000	
Access																																	RW	
Name																																		EXTIFALL

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXTIFALL	0x0000	RW	External Interrupt n Falling Edge Trigger Enable	

Bit	Name	Reset	Access	Description
Set bit n to enable triggering of external interrupt n on falling edge.				
Value		Description		
EXTIFALL[n] = 0		Falling edge trigger disabled		
EXTIFALL[n] = 1		Falling edge trigger enabled		

### 32.5.14 GPIO\_IEN - Interrupt Enable Register

Offset	Bit Position																															
0x110	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																															0x0000	
Access																															RW	
Name																																EXT

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXT	0x0000	RW	<b>External Interrupt n Enable</b>	
Set bit n to enable external interrupt from pin n.					
Value		Description			
EXT[n] = 0		Pin n external interrupt disabled			
EXT[n] = 1		Pin n external interrupt enabled			

### 32.5.15 GPIO\_IF - Interrupt Flag Register

Offset	Bit Position																															
0x114	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																															0x0000	
Access																															R	
Name																																EXT

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXT	0x0000	R	<b>External Interrupt Flag n</b>	
Pin n external interrupt flag.					
Value		Description			
EXT[n] = 0		Pin n external interrupt flag cleared			

Bit	Name	Reset	Access	Description
Value		Description		
EXT[n] = 1		Pin n external interrupt flag set		

### 32.5.16 GPIO\_IFS - Interrupt Flag Set Register

Offset	Bit Position																																	
0x118	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																																	0x0000	
Access																																	W1	
Name																																		EXT

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXT	0x0000	W1	<b>External Interrupt Flag n Set</b>	
Write bit n to 1 to set interrupt flag n.					
Value		Description			
EXT[n] = 0		Pin n external interrupt flag unchanged			
EXT[n] = 1		Pin n external interrupt flag set			

### 32.5.17 GPIO\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																	
0x11C	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																																	0x0000	
Access																																	W1	
Name																																		EXT

Bit	Name	Reset	Access	Description	
31:16	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
15:0	EXT	0x0000	W1	<b>External Interrupt Flag Clear</b>	
Write bit n to 1 to clear external interrupt flag n.					
Value		Description			
EXT[n] = 0		Pin n external interrupt flag unchanged			
EXT[n] = 1		Pin n external interrupt flag cleared			

### **32.5.18 GPIO\_ROUTE - I/O Routing Register**

Bit	Name	Reset	Access	Description															
31:26	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)															
25:24	ETMLOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the TCLK and TD pins.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr> <td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr> <td>2</td><td>LOC2</td><td>Location 2</td></tr> <tr> <td>3</td><td>LOC3</td><td>Location 3</td></tr> </tbody> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2	3	LOC3	Location 3
Value	Mode	Description																	
0	LOC0	Location 0																	
1	LOC1	Location 1																	
2	LOC2	Location 2																	
3	LOC3	Location 3																	
23:17	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)															
16	TD3PEN	0	RW	<b>ETM Trace Data Pin Enable</b> Enable ETM Trace Data Output 3 connection to pin.															
15	TD2PEN	0	RW	<b>ETM Trace Data Pin Enable</b> Enable ETM Trace Data Output 2 connection to pin.															
14	TD1PEN	0	RW	<b>ETM Trace Data Pin Enable</b> Enable ETM Trace Data Output 1 connection to pin.															
13	TD0PEN	0	RW	<b>ETM Trace Data Pin Enable</b> Enable ETM Trace Data Output 0 connection to pin.															
12	TCLKPEN	0	RW	<b>ETM Trace Clock Pin Enable</b> Enable ETM Trace Clock Output connection to pin.															
11:10	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)															
9:8	SWLOCATION	0x0	RW	<b>I/O Location</b> Decides the location of the SW pins.															
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>LOC0</td><td>Location 0</td></tr> <tr> <td>1</td><td>LOC1</td><td>Location 1</td></tr> <tr> <td>2</td><td>LOC2</td><td>Location 2</td></tr> <tr> <td>3</td><td>LOC3</td><td>Location 3</td></tr> </tbody> </table>	Value	Mode	Description	0	LOC0	Location 0	1	LOC1	Location 1	2	LOC2	Location 2	3	LOC3	Location 3
Value	Mode	Description																	
0	LOC0	Location 0																	
1	LOC1	Location 1																	
2	LOC2	Location 2																	
3	LOC3	Location 3																	
7:3	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)															
2	SWOPEN	0	RW	<b>Serial Wire Viewer Output Pin Enable</b> Enable Serial Wire Viewer Output connection to pin.															
1	SDIOPEN	1	RW	<b>Serial Wire Data Pin Enable</b> Enable Serial Wire Data connection to pin. <b>WARNING:</b> When this pin is disabled, the device can no longer be accessed by a debugger. A reset will set the pin back to a default state as enabled. If you disable this pin, make sure you have at least a 3 second timeout at the start of your program code before you disable the pin. This way, the debugger will have time to halt the device after a reset before the pin is disabled.															
0	SWCLKPEN	1	RW	<b>Serial Wire Clock Pin Enable</b>															

Bit	Name	Reset	Access	Description
				Enable Serial Wire Clock connection to pin. WARNING: When this pin is disabled, the device can no longer be accessed by a debugger. A reset will set the pin back to a default state as enabled. If you disable this pin, make sure you have at least a 3 second timeout at the start of your program code before you disable the pin. This way, the debugger will have time to halt the device after a reset before the pin is disabled.

### 32.5.19 GPIO\_INSENSE - Input Sense Register

Bit	Name	Reset	Access	Description
31:2	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
1	PRS	1	RW	<b>PRS Sense Enable</b>  Set this bit to enable input sensing for PRS.
0	INT	1	RW	<b>Interrupt Sense Enable</b>  Set this bit to enable input sensing for interrupts.

## 32.5.20 GPIO\_LOCK - Configuration Lock Register

Offset	Bit Position																															
0x128	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																																
Access																																
Name																										LOCKKEY	RW					

Bit	Name	Reset	Access	Description																					
31:16	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>																					
15:0	LOCKKEY	0x0000	RW	<b>Configuration Lock Key</b>																					
Write any other value than the unlock code to lock MODEL, MODEH, CTRL, PINLOCKN, EPISELL, EIPSELH, INSENSE and SWDPROUTE from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled.																									
<table border="1"> <thead> <tr> <th>Mode</th> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Read Operation</td> <td></td> <td></td> </tr> <tr> <td>UNLOCKED</td> <td>0</td> <td>GPIO registers are unlocked</td> </tr> <tr> <td>LOCKED</td> <td>1</td> <td>GPIO registers are locked</td> </tr> <tr> <td>Write Operation</td> <td></td> <td></td> </tr> <tr> <td>LOCK</td> <td>0</td> <td>Lock GPIO registers</td> </tr> <tr> <td>UNLOCK</td> <td>0xA534</td> <td>Unlock GPIO registers</td> </tr> </tbody> </table>					Mode	Value	Description	Read Operation			UNLOCKED	0	GPIO registers are unlocked	LOCKED	1	GPIO registers are locked	Write Operation			LOCK	0	Lock GPIO registers	UNLOCK	0xA534	Unlock GPIO registers
Mode	Value	Description																							
Read Operation																									
UNLOCKED	0	GPIO registers are unlocked																							
LOCKED	1	GPIO registers are locked																							
Write Operation																									
LOCK	0	Lock GPIO registers																							
UNLOCK	0xA534	Unlock GPIO registers																							

### **32.5.21 GPIO\_CTRL - GPIO Control Register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	<b>EM4RET</b>	0	RW	<b>Enable EM4 retention</b>  Set to enable EM4 retention of output enable, output value and pull enable.

### **32.5.22 GPIO\_CMD - GPIO Command Register**

Offset	Bit Position																																		
	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																																			
Access																																			
Name																																		EM4AVUCLR	W1 0

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	EM4WUCLR	0	W1	<b>EM4 Wake-up clear</b>  Write 1 to clear all wake-up requests.

## 32.5.23 GPIO\_EM4WUEN - EM4 Wake-up Enable Register

Offset	Bit Position																															
Reset	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
Access																																
Name																										EM4WUEN	RW	0x00				

Bit	Name	Reset	Access	Description
31:6	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
5:0	<b>EM4WUEN</b>	0x00	RW	<b>EM4 Wake-up enable</b>  Write 1 to enable wake-up request, write 0 to disable wake-up request.

Bit	Name	Reset	Access	Description
Value		Mode		
0x01	A0			Enable em4 wakeup on pin A0
0x02	A6			Enable em4 wakeup on pin A6
0x04	C9			Enable em4 wakeup on pin C9
0x08	F1			Enable em4 wakeup on pin F1
0x10	F2			Enable em4 wakeup on pin F2
0x20	E13			Enable em4 wakeup on pin E13

### 32.5.24 GPIO\_EM4WUPOL - EM4 Wake-up Polarity Register

Offset	Bit Position																															
0x138	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																														0x00		
Access																														RW		
Name																															EM4WUPOL	

Bit	Name	Reset	Access	Description	
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
5:0	EM4WUPOL	0x00	RW	<b>EM4 Wake-up Polarity</b>	
Write bit n to 1 for high wake-up request. Write bit n to 0 for low wake-up request					
Value		Mode		Description	
0x01		A0		Determines polarity on pin A0	
0x02		A6		Determines polarity on pin A6	
0x04		C9		Determines polarity on pin C9	
0x08		F1		Determines polarity on pin F1	
0x10		F2		Determines polarity on pin F2	
0x20		E13		Determines polarity on pin E13	

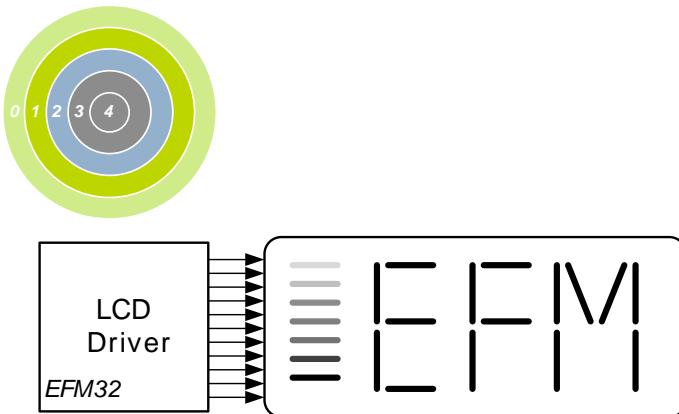
### 32.5.25 GPIO\_EM4WUCAUSE - EM4 Wake-up Cause Register

Offset	Bit Position																															
0x13C	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																														0x00		
Access																													R			
Name																														EM4WUCAUSE		

Bit	Name	Reset	Access	Description	
31:6	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)			
5:0	EM4WUCAUSE	0x00	R	<b>EM4 wake-up cause</b>	
Bit n indicates which pin the wake-up request occurred.					

Bit	Name	Reset	Access	Description
Value	Mode			Description
0x01	A0			This bit indicates an em4 wake-up request occurd on pin A0
0x02	A6			This bit indicates an em4 wake-up request occurd on pin A6
0x04	C9			This bit indicates an em4 wake-up request occurd on pin C9
0x08	F1			This bit indicates an em4 wake-up request occurd on pin F1
0x10	F2			This bit indicates an em4 wake-up request occurd on pin F2
0x20	E13			This bit indicates an em4 wake-up request occurd on pin E13

# 33 LCD - Liquid Crystal Display Driver



## Quick Facts

### What?

The LCD driver can drive up to 8x36 segmented LCD directly. The LCD driver consumes less than 900 nA in EM2. The animation feature makes it possible to have active animations without CPU intervention.

### Why?

Segmented LCD displays are common way to display information. The extreme low-power LCD driver enables a lot of applications to utilize an LCD display even in energy critical systems.

### How?

The low frequency clock signal, low-power waveform, animation and blink capabilities enable the LCD driver to run autonomously in EM2 for long periods. Adding the flexible frame rate setting, contrast control, and different multiplexing modes make the EFM32LG the optimal choice for battery-driven systems with LCD panels.

## 33.1 Introduction

The LCD driver is capable of driving a segmented LCD display combination of: 1x40, 2x40, 3x40, 4x40, 6x38 or 8x36 segments. A voltage boost function enables it to provide the LCD display with higher voltage than the supply voltage for the device. In addition, an animation feature can run custom animations on the LCD display without any CPU intervention. The LCD driver can also remain active even in Energy Mode 2 and provides a Frame Counter interrupt that can wake-up the device on a regular basis for updating data.

## 33.2 Features

- Up to 8x 36 segments.
- Configurable multiplexing (1, 2, 3, 4, 6, 8)
- LCD supports the following COM/SEG combinations
  - 1x40, 2x40, 3x40, 4x40, 6x38, 8x36
- Configurable bias/voltage levels settings
- Configurable clock source prescaler
- Configurable Framerate
- Segment lines can be enabled or disabled individually
- Blink capabilities
- Integrated animation functionality
  - Available on SEG0-SEG7 or SEG8-SEG15
- Voltage boost capabilities
- Possible to run on external power
- Programmable contrast

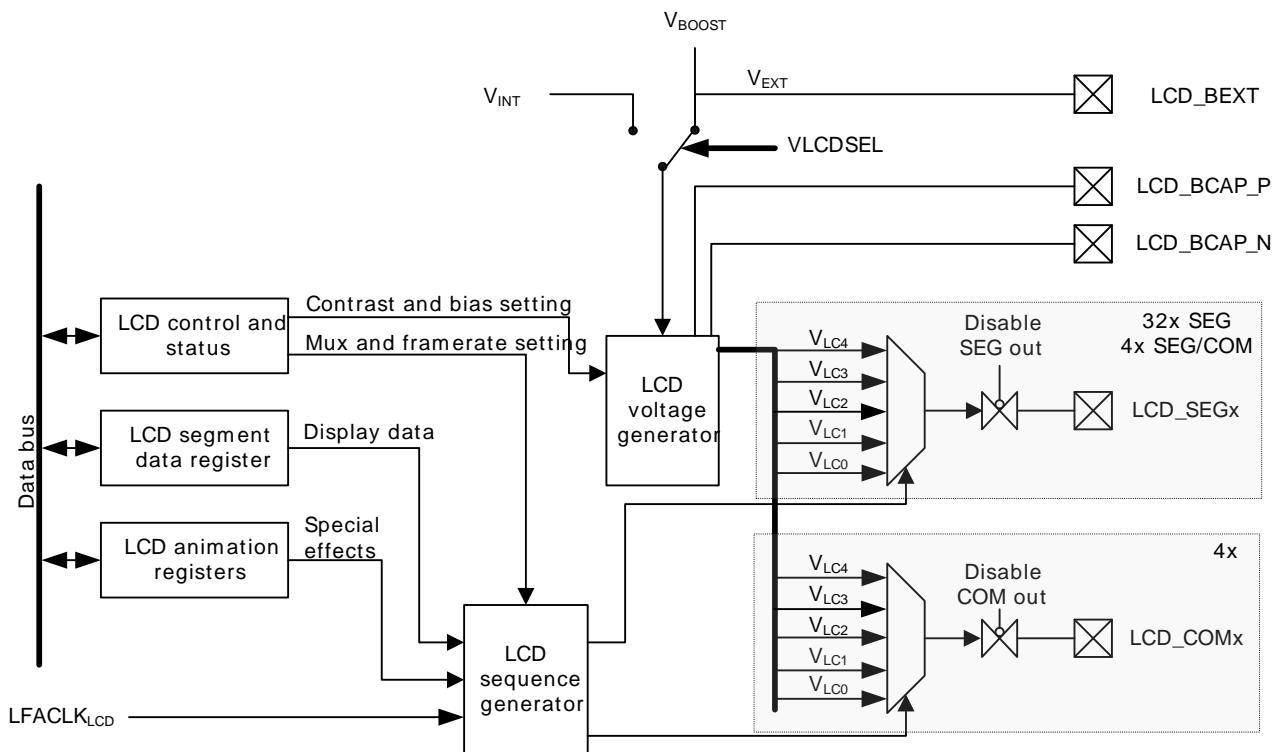
- Frame Counter
- LCD frame interrupt
- Direct segment control

### 33.3 Functional Description

An overview of the LCD module is shown in Figure 33.1 (p. 774). In its simplest form, an LCD driver would apply a voltage above a certain threshold voltage in order to darken a segment and a voltage below threshold to make a segment clear. However, the LCD display segment will degrade if the applied voltage has a DC-component. To avoid this, the applied waveforms are arranged such that the differential voltage seen by each segment has an average value of zero, and such that the RMS voltage (or differential sum of the two waveforms for fast response LCDs) is below the segment threshold voltage if the segment shall be transparent, and above the segment threshold voltage when the segment shall be dark.

The waveforms are multiplexed between eight (1-8) different common lines and 20-36 segment lines to support up to 288 different LCD segments. The common lines and segment lines can be enabled or disabled individually to prevent the LCD driver from occupying more I/O resources than required.

**Figure 33.1. LCD Block Diagram**



For simplicity, only one segment pin and one common terminal is shown in the figure.

#### 33.3.1 LCD Driver Enable

Setting the EN bit in **LCD\_CTRL** enables the LCD driver. The MUX bitfield in **LCD\_DISPCTRL** determines which COM lines are driven by the LCD driver. By default, **LCD\_COM0** is driven whenever the LCD driver is enabled.

The **LCD\_SEGEN** register determines which segment lines are enabled. Segment lines can be enabled in groups of 4 and disabled in groups of 4 or individually disabled. To enable output on segment lines 0-7 for instance, the two lowest segment groups, set the two lowest bits in **LCD\_SEGEN**. Each LCD segment pin can also be individually disabled by setting the pin to any other state than DISABLED in the GPIO pin configuration.

Each LCD segment pin can also be individually disabled by setting the pin to any other state than DISABLED in the GPIO pin configuration.

### 33.3.2 Multiplexing, Bias, and Wave Settings

The LCD driver supports different multiplexing and bias settings, and these can be set individually in the MUX and BIAS bits in LCD\_DISPCTRL respectively, see Table 33.1 (p. 775) and Table 33.2 (p. 775) .

**Note**

If the MUX and BIAS settings in LCD\_DISPCTRL are changed while the LCD driver is enabled, the output waveform is unpredictable and may lead to a DC-component for one LCD frame.

The MUX setting determines the number of LCD COM lines that are enabled. When using octaplex or sextaplex multiplexing, the additional COM lines used (COM4-COM7) are actually located on the SEG (SEG20-SEG23) lines. When static multiplexing is selected, LCD output is enabled on LCD\_COM0, when duplex multiplexing is used, LCD\_COM0-LCD\_COM1 are used, when triplex multiplexing is selected, LCD\_COM0-LCD\_COM2 are used, when quadruplex multiplexing is selected, LCD\_COM0-LCD\_COM3 are used, when sextaplex multiplexing is selected, LCD\_COM0-LCD\_COM3 together with SEG20-SEG21 as LCD\_COM4-LCD\_COM5 are used, making 38 segments available, located in SEG0-SEG19, and SEG22-SEG39. Finally when octaplex multiplexing is selected, LCD\_COM0-LCD\_COM3 together with SEG20-SEG23 as LCD\_COM4-LCD\_COM7 are used, making the 36 segments available, located in SEG0-SEG19, and SEG24-SEG39.

See Section 33.3.3 (p. 776) for waveforms for the different bias and multiplexing settings.

The waveforms generated by the LCD controller can be generated in two different versions, regular and low-power. The low power mode waveforms have a lower switching frequency than the regular waveforms, and thus consume less power. The WAVE bit in LCD\_DISPCTRL decides which waveforms to generate. An example of a low-power waveform is shown in Figure 33.2 (p. 776) , and an example of a regular waveform is shown in Figure 33.3 (p. 776) .

**Table 33.1. LCD Mux Settings**

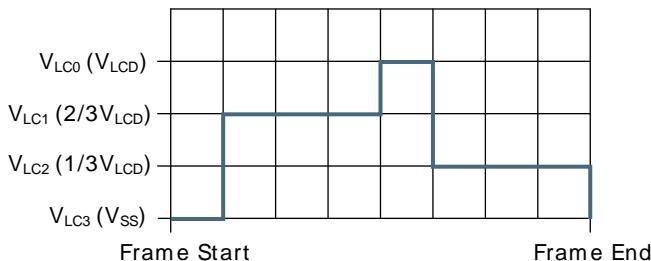
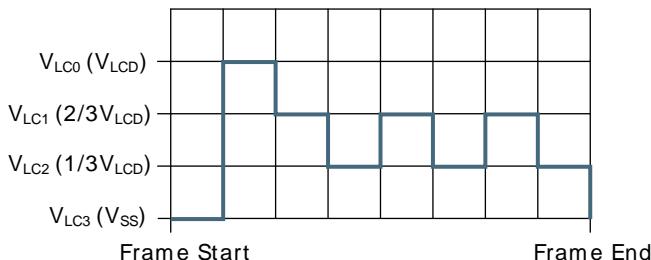
MUXE	MUX	Mode	Multiplexing
0	00	Static	Static (segments can be multiplexed with LCD_COM[0])
0	01	Duplex	Duplex (segments can be multiplexed with LCD_COM[1:0])
0	10	Triplex	Triplex (segments can be multiplexed with LCD_COM[2:0])
0	11	Quadruplex	Quadruplex (segments can be multiplexed with LCD_COM[3:0])
1	01	Sextaplex	Sextaplex (segments can be multiplexed with LCD_COM[3:0] and SEG[21:20])
1	11	Octaplex	Octaplex (segments can be multiplexed with LCD_COM[3:0] and SEG[23:20])

**Table 33.2. LCD BIAS Settings**

BIAS	Mode	Bias setting
00	Static	Static (2 levels)
01	Half Bias	1/2 Bias (3 levels)
10	Third Bias	1/3 Bias (4 levels)
11	Fourth Bias	1/4 Bias (5 levels)

**Table 33.3. LCD Wave Settings**

WAVE	Mode	Wave mode
0	LowPower	Low power optimized waveform output
1	Normal	Regular waveform output

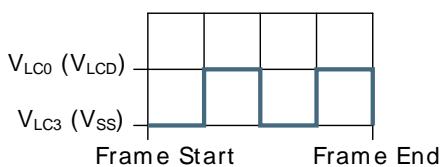
**Figure 33.2. LCD Low-power Waveform for LCD\_COM0 in Quadruples Multiplex Mode, 1/3 Bias****Figure 33.3. LCD Normal Waveform for LCD\_COM0 in Quadruples Multiplex Mode, 1/3 Bias**

### 33.3.3 Waveform Examples

The numbers on the illustration's y-axes in the following sections only indicate different voltage levels. All examples are shown with low-power waveforms.

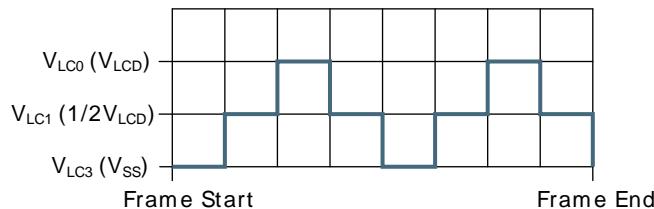
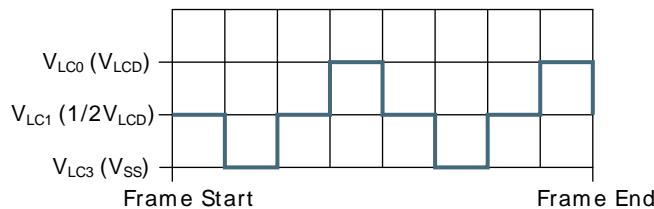
#### 33.3.3.1 Waveforms with Static Bias and Multiplexing

- With static bias and multiplexing, each segment line can be connected to LCD\_COM0. When the segment line has the same waveform as LCD\_COM0, the LCD panel pixel is turned off, while when the segment line has the opposite waveform, the LCD panel pixel is turned on.
- DC voltage = 0 (over one frame)
- $V_{RMS}(\text{on}) = V_{LCD\_OUT}$
- $V_{RMS}(\text{off}) = 0 (V_{ss})$

**Figure 33.4. LCD Static Bias and Multiplexing - LCD\_COM0**

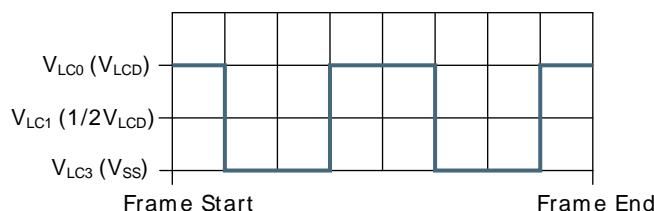
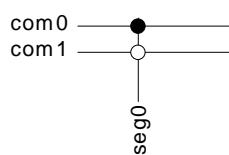
#### 33.3.3.2 Waveforms with 1/2 Bias and Duplex Multiplexing

In this mode, each frame is divided into 4 periods. LCD\_COM[1:0] lines can be multiplexed with all segment lines. Figures show 1/2 bias and duplex multiplexing (waveforms show two frames)

**Figure 33.5. LCD 1/2 Bias and Duplex Multiplexing - LCD\_COM0****Figure 33.6. LCD 1/2 Bias and Duplex Multiplexing - LCD\_COM1**

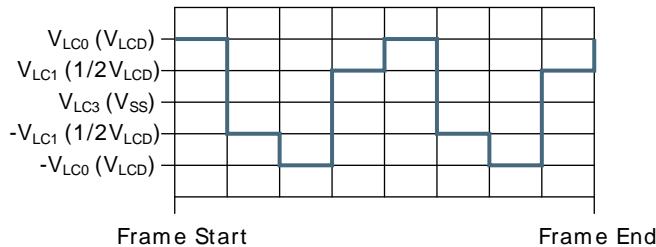
### 1/2 bias and duplex multiplexing - LCD\_SEG0

The LCD\_SEG0 waveform on the left is just an example to illustrate how different segment waveforms can be multiplexed with the LCD\_COM lines in order to turn on and off LCD pixels. As illustrated in the figures below, this waveform will turn ON pixels connected to LCD\_COM0, while pixels connected to LCD\_COM1 will be turned OFF.

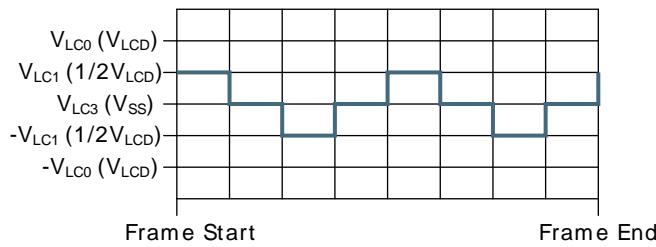
**Figure 33.7. LCD 1/2 Bias and Duplex Multiplexing - LCD\_SEG0****Figure 33.8. LCD 1/2 Bias and Duplex Multiplexing - LCD\_SEG0 Connection**

### 1/2 bias and duplex multiplexing - LCD\_SEG0-LCD\_COM0

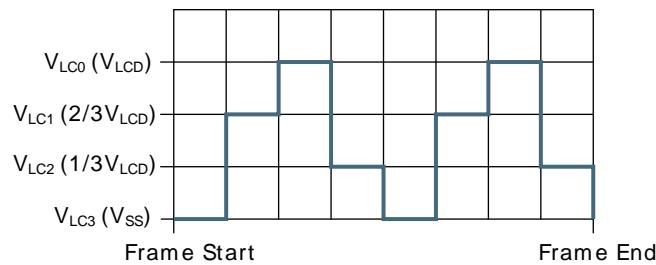
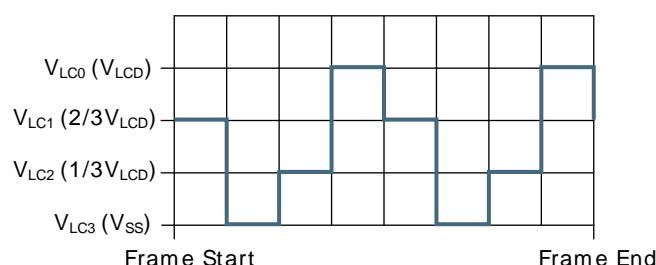
- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.79 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM0 will be ON with this waveform.

**Figure 33.9. LCD 1/2 Bias and Duplex Multiplexing - LCD\_SEG0-LCD\_COM0****1/2 bias and duplex multiplexing - LCD\_SEG0-LCD\_COM1**

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.35 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM1 will be OFF with this waveform

**Figure 33.10. LCD 1/2 Bias and Duplex Multiplexing - LCD\_SEG0-LCD\_COM1****33.3.3.3 Waveforms with 1/3 Bias and Duplex Multiplexing**

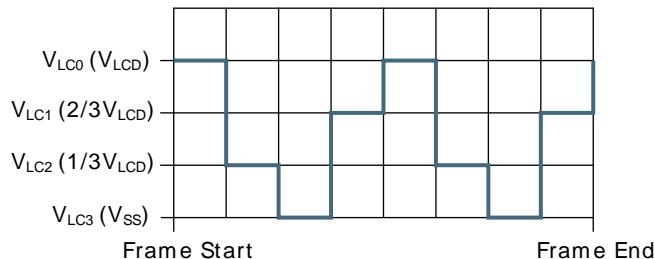
In this mode, each frame is divided into 4 periods. LCD\_COM[1:0] lines can be multiplexed with all segment lines. Figures show 1/3 bias and duplex multiplexing (waveforms show two frames).

**Figure 33.11. LCD 1/3 Bias and Duplex Multiplexing - LCD\_COM0****Figure 33.12. LCD 1/3 Bias and Duplex Multiplexing - LCD\_COM1**

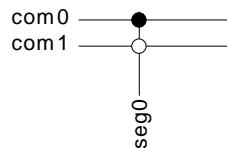
### 1/3 bias and duplex multiplexing - LCD\_SEG0

The LCD\_SEG0 waveform on the left is just an example to illustrate how different segment waveforms can be multiplexed with the COM lines in order to turn on and off LCD pixels. As illustrated in the figures below, this waveform will turn ON pixels connected to LCD\_COM0, while pixels connected to LCD\_COM1 will be turned OFF.

**Figure 33.13. LCD 1/3 Bias and Duplex Multiplexing - LCD\_SEG0**



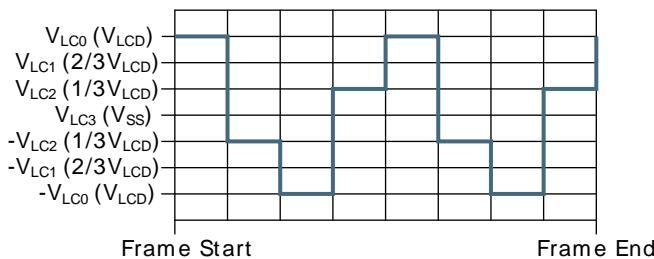
**Figure 33.14. LCD 1/3 Bias and Duplex Multiplexing - LCD\_SEG0 Connection**



### 1/3 bias and duplex multiplexing - LCD\_SEG0-LCD\_COM0

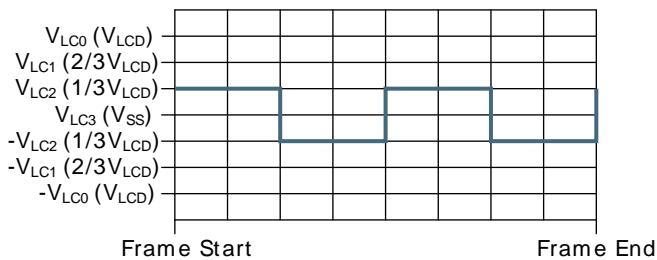
- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.75 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM0 will be ON with this waveform

**Figure 33.15. LCD 1/3 Bias and Duplex Multiplexing - LCD\_SEG0-LCD\_COM0**



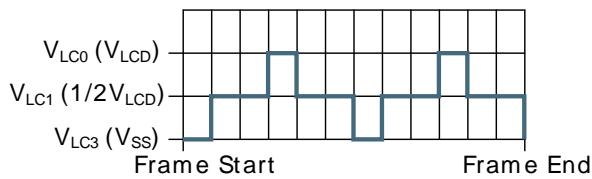
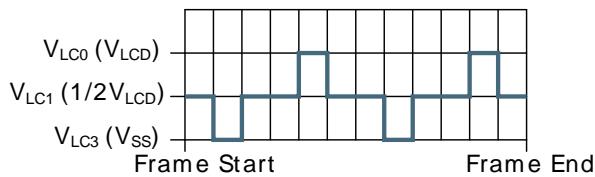
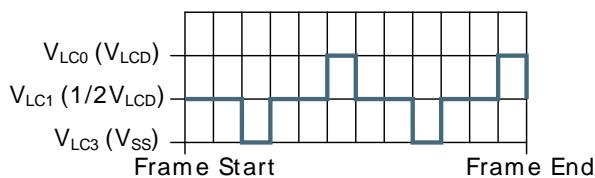
### 1/3 bias and duplex multiplexing - LCD\_SEG0-LCD\_COM0

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.33 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM1 will be OFF with this waveform

**Figure 33.16. LCD 1/3 Bias and Duplex Multiplexing - LCD\_SEG0-LCD\_COM1**

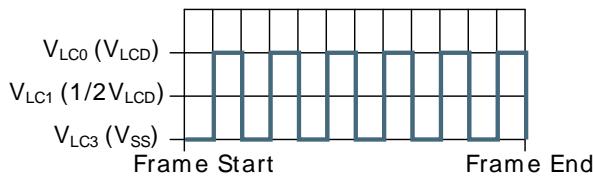
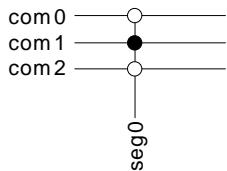
### 33.3.3.4 Waveforms with 1/2 Bias and Triplex Multiplexing

In this mode, each frame is divided into 6 periods. LCD\_COM[2:0] lines can be multiplexed with all segment lines. Figures show 1/2 bias and triplex multiplexing (waveforms show two frames).

**Figure 33.17. LCD 1/2 Bias and Triplex Multiplexing - LCD\_COM0****Figure 33.18. LCD 1/2 Bias and Triplex Multiplexing - LCD\_COM1****Figure 33.19. LCD 1/2 Bias and Triplex Multiplexing - LCD\_COM2**

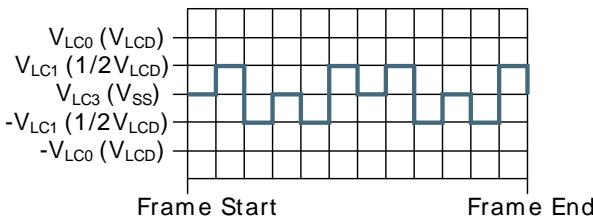
### 1/2 bias and triplex multiplexing - LCD\_SEG0

The LCD\_SEG0 waveform on the left is just an example to illustrate how different segment waveforms can be multiplexed with the COM lines in order to turn on and off LCD pixels. As illustrated in the figures below, this waveform will turn ON pixels connected to LCD\_COM1, while pixels connected to LCD\_COM0 and LCD\_COM2 will be turned OFF.

**Figure 33.20. LCD 1/2 Bias and Triplex Multiplexing - LCD\_SEG0****Figure 33.21. LCD 1/2 Bias and Triplex Multiplexing - LCD\_SEG0 Connection**

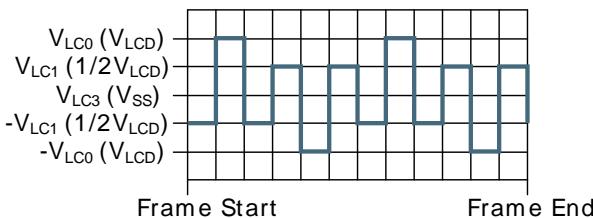
1/2 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM0

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.4 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM0 will be OFF with this waveform

**Figure 33.22. LCD 1/2 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM0**

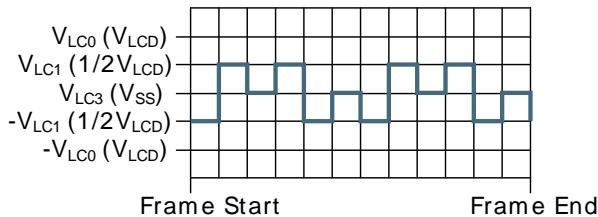
1/2 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM1

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.7 V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM1 will be ON with this waveform

**Figure 33.23. LCD 1/2 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM1**

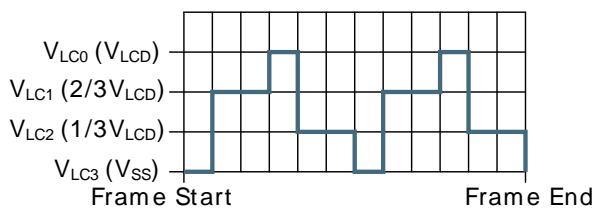
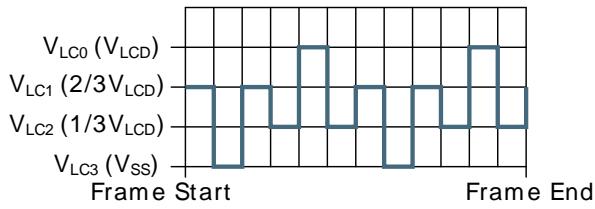
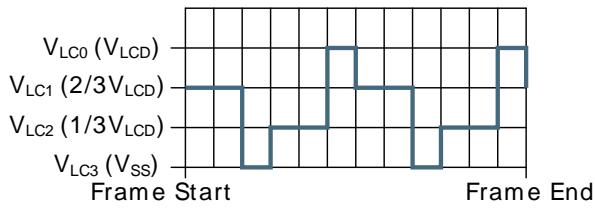
1/2 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM2

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.4 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM2 will be OFF with this waveform

**Figure 33.24. LCD 1/2 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM2**

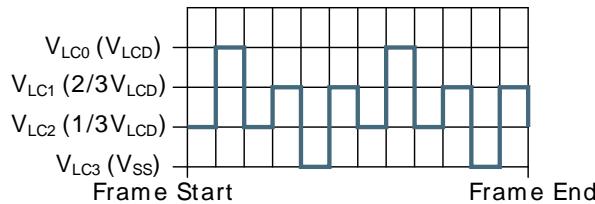
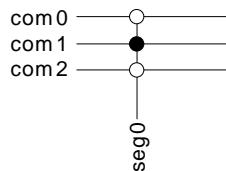
### 33.3.3.5 Waveforms with 1/3 Bias and Triplex Multiplexing

In this mode, each frame is divided into 6 periods. LCD\_COM[2:0] lines can be multiplexed with all segment lines. Figures show 1/3 bias and triplex multiplexing (waveforms show two frames).

**Figure 33.25. LCD 1/3 Bias and Triplex Multiplexing - LCD\_COM0****Figure 33.26. LCD 1/3 Bias and Triplex Multiplexing - LCD\_COM1****Figure 33.27. LCD 1/3 Bias and Triplex Multiplexing - LCD\_COM2**

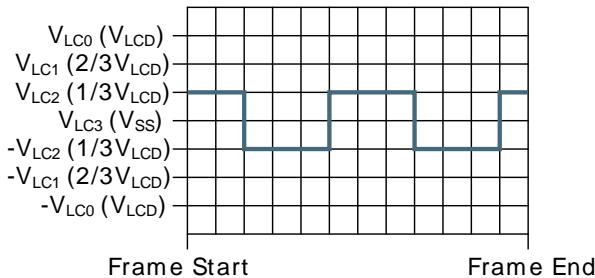
### 1/3 bias and triplex multiplexing - LCD\_SEG0

The LCD\_SEG0 waveform illustrates how different segment waveforms can be multiplexed with the COM lines in order to turn on and off LCD pixels. As illustrated in the figures below, this waveform will turn ON pixels connected to LCD\_COM1, while pixels connected to LCD\_COM0 and LCD\_COM2 will be turned OFF.

**Figure 33.28. LCD 1/3 Bias and Triplex Multiplexing - LCD\_SEG0****Figure 33.29. LCD 1/3 Bias and Triplex Multiplexing - LCD\_SEG0 Connection**

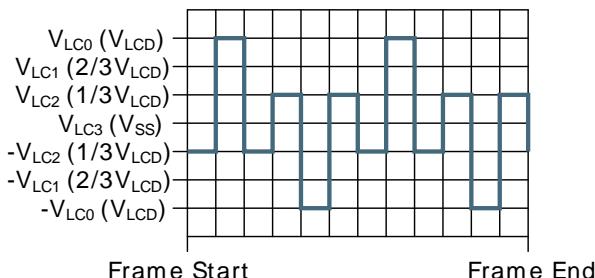
1/3 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM0

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.33 V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM0 will be OFF with this waveform

**Figure 33.30. LCD 1/3 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM0**

1/3 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM1

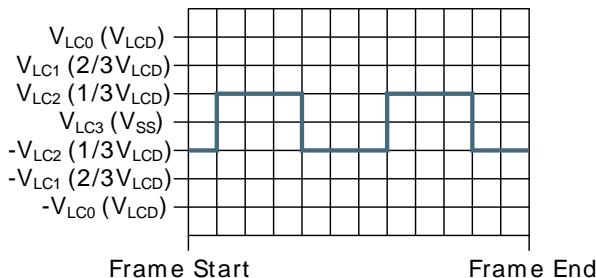
- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.64 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM1 will be ON with this waveform

**Figure 33.31. LCD 1/3 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM1**

1/3 bias and triplex multiplexing - LCD\_SEG0-LCD\_COM2

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.33 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM2 will be OFF with this waveform

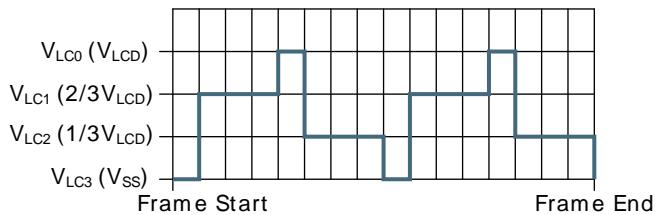
**Figure 33.32. LCD 1/3 Bias and Triplex Multiplexing - LCD\_SEG0-LCD\_COM2**



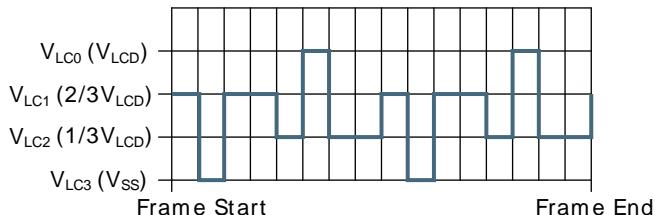
### 33.3.3.6 Waveforms with 1/3 Bias and Quadruplex Multiplexing

In this mode, each frame is divided into 8 periods. All COM lines can be multiplexed with all segment lines. Figures show 1/3 bias and quadruplex multiplexing (waveforms show two frames).

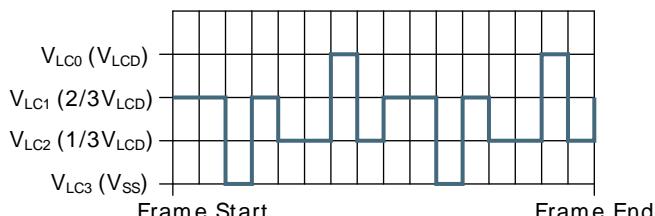
**Figure 33.33. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_COM0**

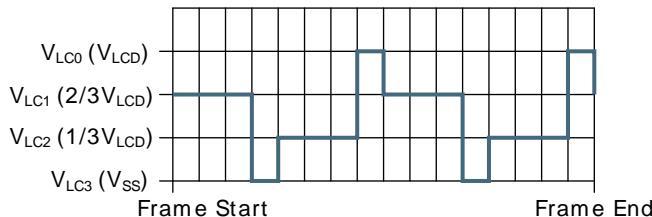


**Figure 33.34. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_COM1**



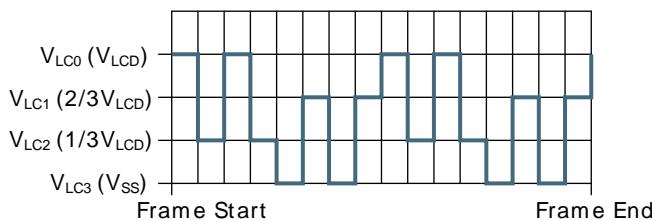
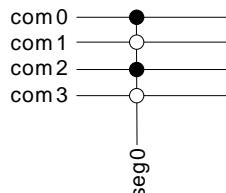
**Figure 33.35. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_COM2**



**Figure 33.36. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_COM3**

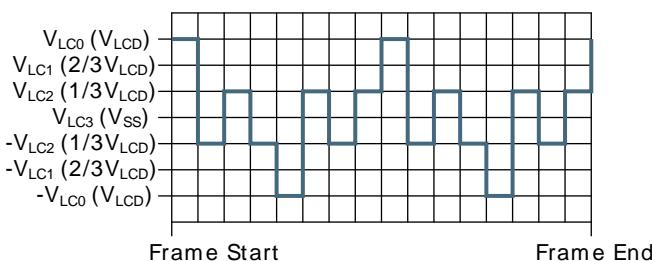
## 1/3 bias and quadruplex multiplexing - LCD\_SEG0

The LCD\_SEG0 waveform on the left is just an example to illustrate how different segment waveforms can be multiplexed with the COM lines in order to turn on and off LCD pixels. As illustrated in the figures below, this wave form will turn ON pixels connected to LCD\_COM0 and LCD\_COM2, while pixels connected to LCD\_COM1 and LCD\_COM3 will be turned OFF.

**Figure 33.37. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_SEG0****Figure 33.38. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_SEG0 Connection**

## 1/3 bias and quadruplex multiplexing - LCD\_SEG0-LCD\_COM0

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.58 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM0 will be ON with this waveform

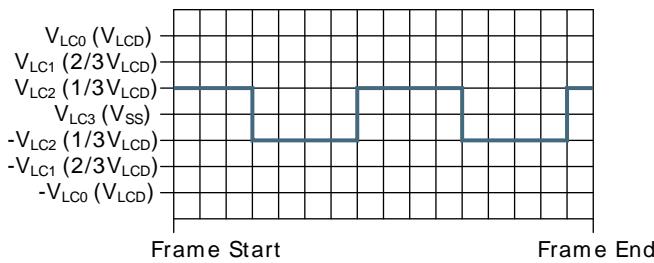
**Figure 33.39. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_SEG0-LCD\_COM0**

## 1/3 bias and quadruplex multiplexing - LCD\_SEG0-LCD\_COM1

- DC voltage = 0 (over one frame)

- $V_{RMS} = 0.33 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM1 will be OFF with this waveform

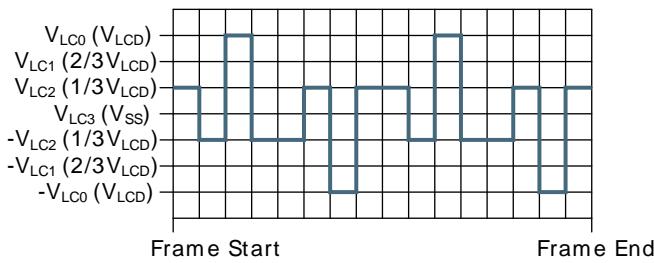
**Figure 33.40. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_SEG0-LCD\_COM1**



#### 1/3 bias and quadruplex multiplexing - LCD\_SEG0-LCD\_COM2

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.58 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM2 will be ON with this waveform

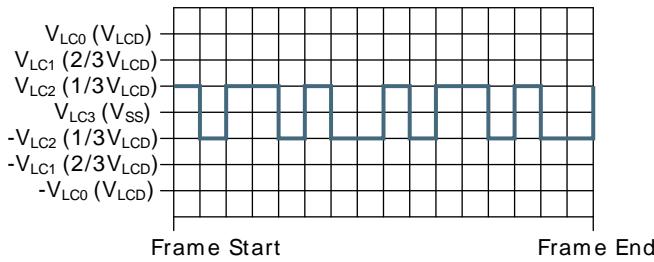
**Figure 33.41. LCD 1/3 Bias and Quadruplex Multiplexing - LCD\_SEG0-LCD\_COM2**



#### 1/3 bias and quadruplex multiplexing - LCD\_SEG0-LCD\_COM3

- DC voltage = 0 (over one frame)
- $V_{RMS} = 0.33 \times V_{LCD\_OUT}$
- The LCD display pixel that is connected to LCD\_SEG0 and LCD\_COM3 will be OFF with this waveform

**Figure 33.42. LCD 1/3 Bias and Quadruplex Multiplexing- LCD\_SEG0-LCD\_COM3**



### 33.3.4 LCD Contrast

Different LCD panels have different characteristics and also temperature may affect the characteristics of the LCD panels. To compensate for such variations, the LCD driver has a programmable contrast that

adjusts the  $V_{LCD\_OUT}$ . The contrast is set by CONLEV in LCD\_DISPCTRL, and can be adjusted relative to either  $V_{DD}$  ( $V_{LCD}$ ) or Ground using CONCONF in LCD\_DISPCTRL. See Table 33.4 (p. 787) and Table 33.5 (p. 787), Table 33.5 (p. 787) and Table 33.6 (p. 788).

**Table 33.4. LCD Contrast**

BIAS	CONLEV	Equation	Range
00	00000-11111	$V_{LCD\_OUT} = V_{LCD} \times (0.61 \times (1 + CONLEV/(2^5 - 1)))$	$CONLEV = 0 \Rightarrow V_{LCD\_OUT} = 0.61V_{LCD}$ $CONLEV = 31 \Rightarrow V_{LCD\_OUT} = V_{LCD}$
01	00000-11111	$V_{LCD\_OUT} = V_{LCD} \times (0.53 \times (1 + CONLEV/(2^5 - 1)))$	$CONLEV = 0 \Rightarrow V_{LCD\_OUT} = 0.53V_{LCD}$ $CONLEV = 31 \Rightarrow V_{LCD\_OUT} = V_{LCD}$
10	00000-11111	$V_{LCD\_OUT} = V_{LCD} \times (0.61 \times (1 + CONLEV/(2^5 - 1)))$	$CONLEV = 0 \Rightarrow V_{LCD\_OUT} = 0.61V_{LCD}$ $CONLEV = 31 \Rightarrow V_{LCD\_OUT} = V_{LCD}$
11	00000-11111	$V_{LCD\_OUT} = V_{LCD} \times (0.61 \times (1 + CONLEV/(2^5 - 1)))$	$CONLEV = 0 \Rightarrow V_{LCD\_OUT} = 0.61V_{LCD}$ $CONLEV = 31 \Rightarrow V_{LCD\_OUT} = V_{LCD}$

**Note**

Reset value is maximum contrast

**Table 33.5. LCD Contrast Function**

CONCONF	Function
0	Contrast is adjusted relative to $V_{DD}$ ( $V_{LCD}$ )
1	Contrast is adjusted relative to Ground

**Table 33.6. LCD Principle of Contrast Adjustment for Different Bias Settings.**

	Contrast adjustment relative to $V_{DD}$ ( $V_{LCD}$ ) (CONCONF = 0)	Contrast adjustment relative to GND (CONCONF = 1)	No contrast adjustment (CONLEV = 11111)
1/4 bias			
1/3 bias			
1/2 bias			
Static			

$R_0 = R_1 = R_2 = R_3$  in the figure, while  $R_x$  is adjusted by changing the CONLEV bits.

### 33.3.5 $V_{LCD}$ Selection

By default, the LCD driver runs on main external power ( $V_{LCD} = V_{DD}$ ), see Table 33.7 (p. 789). An internal boost circuit can be enabled by setting VBOOSTEN in CMU\_LCDCTRL and selecting the boosted voltage by setting VLCDSEL in LCD\_DISPCTRL. This will boosts  $V_{LCD}$  to  $V_{BOOST}$ .  $V_{BOOST}$  can be selected in the range of 3.0 V – 3.6 V by configuring VBLEV in LCD\_DISPCTRL. Note that the boost circuit is not designed to operate with the selected boost voltage,  $V_{BOOST}$ , smaller than  $V_{DD}$ . The boost circuit can boost the  $V_{LCD}$  up to 3.6 V when  $V_{DD}$  is as low as 2.0 V.

When using the voltage booster, the LCD\_BEXT pin must be connected through a 1  $\mu$ F capacitor to VSS, and the LCD\_BCAP\_P and LCD\_BCAP\_N pins must be connected to each other through a 22 nF capacitor.

It is also possible to connect a dedicated power supply to the LCD module. The LCD external power supply must be connected to the LCD\_BEXT pin and VLCDSEL in LCD\_DISPCTRL must be set. In this mode, the voltage booster should be disabled.

**Table 33.7. LCD  $V_{LCD}$**

VLCDSEL	Mode	$V_{LCD}$
0	VDD	$V_{DD}$ (same as main external power)
1	VBOOST	Voltage booster/External $V_{DD}$

### 33.3.6 VBOOST Control

The boost voltage is configurable. By programming the VBLEV bits in LCD\_DISPCTRL, the boost voltage level can be adjusted between 3.0V and 3.6V.

The boost circuit will use an update frequency given by the VBFREQ bits in CMU\_LCDCTRL, see Table 33.8 (p. 789). It is possible to adjust the frequency to optimize performance for all kinds of LCD panels (large capacitors may require less frequent updates, while small capacitors may require more frequent updates). A lower update frequency would in general lead to smaller current consumption.

**Table 33.8. LCD  $V_{BOOST}$  Frequency**

VBFREQ	$V_{BOOST}$ Update Frequency
000	LFACLK
001	LFACLK/2
010	LFACLK/4
011	LFACLK/8
100	LFACLK/16
101	LFACLK/32
110	LFACLK/64
111	LFACLK/128

### 33.3.7 Framerate

It is important to choose the correct framerate for the LCD display. Normally, the framerate should be between 30 and 100 Hz. A framerate below 30 Hz may lead to flickering, while a framerate above 100 Hz may lead to ghosting and unnecessarily high power consumption.

#### 33.3.7.1 Clock Selection and Prescaler

The LFACLK is prescaled to LFACLK<sub>LCDpre</sub> in the CMU. The available prescaler settings are:

- LFCLK16: LFACLK<sub>LCDpre</sub> = LFACLK/16
- LFCLK32: LFACLK<sub>LCDpre</sub> = LFACLK/32
- LFCLK64: LFACLK<sub>LCDpre</sub> = LFACLK/64
- LFCLK128: LFACLK<sub>LCDpre</sub> = LFACLK/128

In addition to selecting the correct prescaling, the clock source can be selected in the CMU.

To use this module, the LE interface clock must be enabled in CMU\_HFCORECLKEN0, in addition to the module clock.

### 33.3.7.2 Framerate Division Register

The framerate is set in the CMU by programming the framerate division bits FDIV in CMU\_LCDCTRL. This setting should not be changed while the LCD driver is running. The equation for calculating the resulting framerate is given from Equation 33.1 (p. 790)

#### LCD Framerate Calculation

$$\text{LFACLK}_{\text{LCD}} = \text{LFACLK}_{\text{LCDpre}} / (1 + \text{FDIV}) \quad (33.1)$$

**Table 33.9. LCD Framerate Conversion Table**

MUX Mode	Frame- rate formula	Resulting Framerate, $\text{CLK}_{\text{FRAME}}(\text{Hz})$							
		$\text{LFACLK}_{\text{LCDpre}} = 2 \text{ kHz}$		$\text{LFACLK}_{\text{LCDpre}} = 1 \text{ kHz}$		$\text{LFACLK}_{\text{LCDpre}} = 0.5 \text{ kHz}$		$\text{LFACLK}_{\text{LCDpre}} = 0.25 \text{ kHz}$	
		Min	Max	Min	Max	Min	Max	Min	Max
Static	$\text{LFACLK}_{\text{LCD}}/2$	128	1024	64	512	32	256	16	128
Duplex	$\text{LFACLK}_{\text{LCD}}/4$	64	512	32	256	16	128	8	64
Triplex	$\text{LFACLK}_{\text{LCD}}/6$	43	341	21	171	11	85	5	43
Quadruplex	$\text{LFACLK}_{\text{LCD}}/8$	32	256	16	128	8	64	4	32
Sextaplex	$\text{LFACLK}_{\text{LCD}}/12$	21.33	170.67	10.67	85.33	5.33	42.67	2.67	21.33
Octaplex	$\text{LFACLK}_{\text{LCD}}/16$	16	128	8	64	4	32	2	16

Table settings: Min: FDIV = 7, Max: FDIV = 0

### 33.3.8 Data Update

The LCD Driver logic that controls the output waveforms is clocked on  $\text{LFACLK}_{\text{LCDpre}}$ . The LCD data and Control Registers are clocked on the HFCoreCLK. To avoid metastability and unpredictable behavior, the data in the Segment Data (SEGDN) registers must be synchronized to the LCD driver logic. Also, it is important that data is updated at the beginning of an LCD frame since the segment waveform depends on the segment data and a change in the middle of a frame may lead to a DC-component in that frame. The LCD driver has dedicated functionality to synchronize data transfer to the LCD frames. The synchronization logic is applied to all data that need to be updated at the beginning of the LCD frames:

- LCD\_SEGDn
- LCD\_AREGA
- LCD\_AREGB
- LCD\_BACTRL

The different methods to update data are controlled by the UDCTRL bits in LCD\_CTRL.

**Table 33.10. LCD Update Data Control (UDCTRL) Bits**

UDCTRL	Mode	Description
00	REGULAR	The data transfer is controlled by SW and data synchronization is initiated by writing data to the buffers. Data is transferred as soon as possible, possibly creating a frame with a DC component on the LCD.
01	FCEVENT	The data transfer is done at the next event triggered by the Frame Counter (FC). See Section 33.3.10 (p. 791) for details on how to configure the Frame Counter. Optionally, the Frame Counter can also generate an interrupt at every event.
10	FRAMESTART	The data transfer is done at frame-start.

### 33.3.9 Direct Segment Control

It is possible to gain direct control over the bias levels for each SEG/COM line by setting DSC in LCD\_CTRL. The SEG lines bias levels can be set in SEGD0-SEGД2, while the COM line bias levels can be set in SEGD3. To represent the different bias levels, 2-bits per SEG lines are needed. For example, SEG0's bias levels can be set using SEGD0[1:0], and SEG1 can be controlled through SEGD[3:2] etc.

### 33.3.10 Frame Counter (FC)

The Frame Counter is synchronized to the LCD frame start and will generate an event after a programmable number of frames. An FC event can trigger:

- LCD ready interrupt
- Blink (controlling the blink frequency)
- Next state in the Animation State Machine
- Data update if UDCTRL = 01

The Frame Counter is a down counter. It is enabled by writing FCEN in LCD\_BACTRL. Optionally, the Frame Counter can be prescaled so that the Frame Counter is decremented at:

- Every frame
- Every second frame
- Every fourth frame
- Every eight frame

This is controlled by the FCPRESC in LCD\_BACTRL, see Table 33.11 (p. 791)

**Table 33.11. FCPRESC**

FCPRES	Mode	Description	General equation
00	Div1	CLK <sub>FRAME</sub> /1	CLK <sub>FC</sub> = CLK <sub>FRAME</sub> /2 <sup>FCPRES</sup>
01	Div2	CLK <sub>FRAME</sub> /2	
10	Div4	CLK <sub>FRAME</sub> /4	
11	Div8	CLK <sub>FRAME</sub> /8	

The top value for the Frame Counter is set by FCTOP in LCD\_BACTRL. Every time the frame counter reaches zero, it is reloaded with the top value, and at the same time an event, which can cause an interrupt, data update, blink, or an animation state transition is triggered.

#### LCD Event Frequency Equation

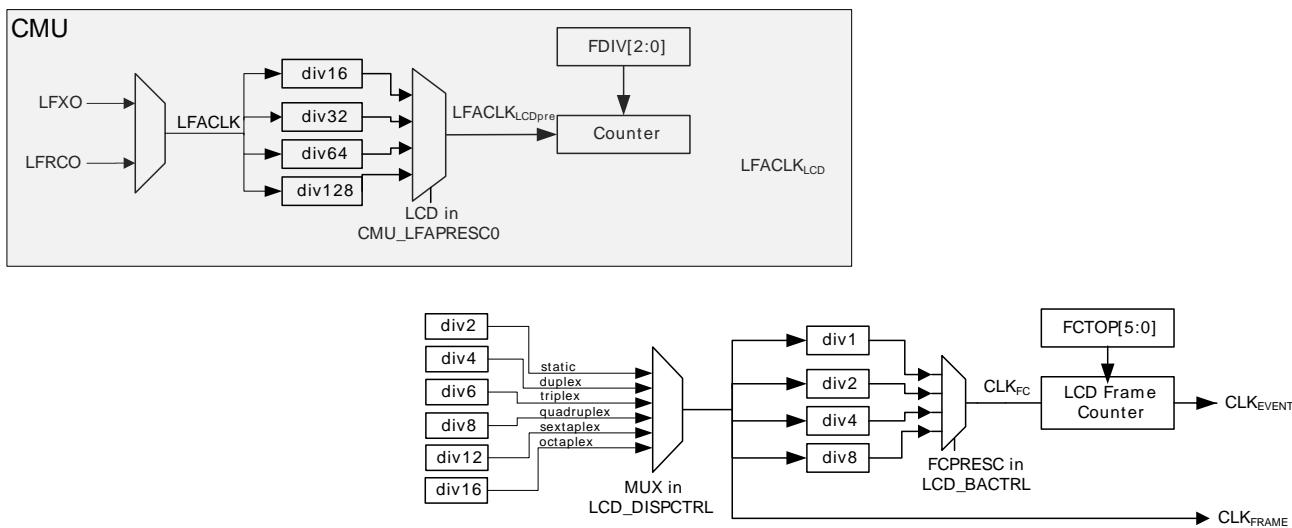
$$\text{CLK}_{\text{EVENT}} = \text{CLK}_{\text{FC}} / (1 + \text{FCTOP}[5:0]) \text{ Hz} \quad (33.2)$$

The above equation shows how to set-up the LCD event frequency. In this example, the framerate is 64Hz, and the LCD event frequency should be set-up to 2 seconds.

#### Example 33.1. LCD Event Frequency Example

- Write FCPRESC to 3 => CLK<sub>FC</sub> = 8Hz (0.125 seconds)
- Write FCTOP to 15 => CLK<sub>EVENT</sub> = 0.5Hz (2 seconds)

If higher resolution is required, configure a lower prescaler value and increase the FCPRESC in LCD\_BACTRL accordingly (e.g. FCPRESC = 2, FCTOP = 31).

**Figure 33.43. LCD Clock System in LCD Driver**

### 33.3.11 LCD Interrupt

The LCD interrupt can be used to synchronize data update. The FC interrupt flag is set at every LCD Frame Counter Event, which must be set-up separately. The interrupt is enabled by setting FC bit in LCD\_IEN.

### 33.3.12 Blink, Blank, and Animation Features

#### 33.3.12.1 Blink

The LCD driver can be configured to blink, alternating all enabled segments between on and off. The blink frequency is given by the CLK<sub>EVENT</sub> frequency, see Section 33.3.10 (p. 791). See Section 33.3.8 (p. 790) for details regarding synchronization of the blink feature. The FC must be on for blink to work.

#### 33.3.12.2 Blank

Setting BLANK in LCD\_BACTRL will output the “OFF” waveform on all enabled segments, effectively blanking the entire display. Writing the BLANK bit to zero disables the blanking and segment data will be output as normal. See Section 33.3.8 (p. 790) for details regarding synchronization of blank.

#### 33.3.12.3 Animation State Machine

The Animation State Machine makes it possible to enable different animations without updating the data registers, allowing specialized patterns running on the LCD panel while the microcontroller remains in Low Energy Mode and thus saving power consumption. The animation feature is available on 8 segments multiplexed with LCD\_COM0. The 8 segments can be either segments 0 to 7 or 8 to 15, depending on ALOC in LCD\_BACTRL. The animation is implemented as two programmable 8 bits registers that are shifted left or right every other Animation state for a total of 16 states.

The shift operations applied to the shift registers are controlled by AREGASC and AREGBSC in LCD\_BACTRL as shown in the table below. Note also that the FC must be on for animation to work, as it is the FC event that drives the animation state machine.

**Table 33.12. LCD Animation Shift Register**

AREGnSC, n = A or B	Mode	Description
00	NOSSHIFT	No Shift operation
01	SHIFTLEFT	Animation register is shifted left (LCD_AREGA is shifted every odd state, LCD_AREGB is shifted every even state)
10	SHIFTRIGHT	Animation register is shifted right (LCD_AREGA is shifted every odd state, LCD_AREGB is shifted every even state)
11	Reserved	Reserved

The two registers are either OR'ed or AND'ed to achieve the displayed animation pattern. This is controlled by ALOGSEL in LCD\_BACTRL as shown in Table 33.13 (p. 793) . In addition, the regular segment data SEGD0[7:0] / SEGD0[15:8] is OR'ed with the animation pattern to generate the resulting output.

**Table 33.13. LCD Animation Pattern**

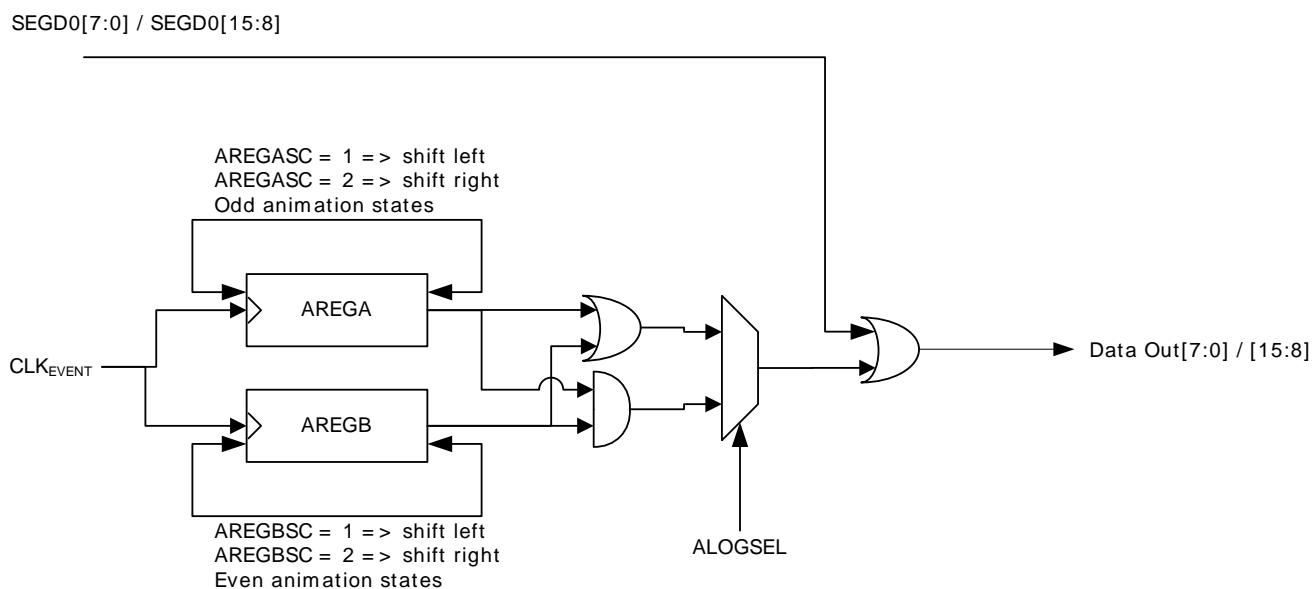
ALOGSEL	Mode	Description
0	AND	LCD_AREGA and LCD_AREGB are AND'ed together
1	OR	LCD_AREGA and LCD_AREGB are OR'ed together

Each state is displayed one CLK<sub>EVENT</sub> period, see Section 33.3.10 (p. 791) . By reading ASTATE in LCD\_STATUS, software can identify which state that is currently active in the state sequence. Note that the shifting operation is performed on internal registers that are not accessible in SW (when reading LCD\_AREGA and LCD\_AREGB, the data that was original written will also be read back). The SW must utilize the knowledge about the current state (ASTATE) to calculate what is currently output. ASTATE is cleared when LCD\_AREGA or LCD\_AREGB are updated with new values. See Table 33.14 (p. 794) for an example.

**Table 33.14. LCD Animation Example**

ASTATE	LCD_AREGA	LCD_AREGB	Resulting Data
0	11000000	11000000	11000000
1	01100000	11000000	11100000
2	01100000	01100000	01100000
3	00110000	01100000	01110000
4	00110000	00110000	00110000
5	00011000	00110000	00111000
6	00011000	00011000	00011000
7	00001100	00011000	00011100
8	00001100	00001100	00001100
9	00000110	00001100	00001110
10	00000110	00000110	00000110
11	00000011	00000110	00000111
12	00000011	00000011	00000011
13	10000001	00000011	10000011
14	10000001	10000001	10000001
15	11000000	10000001	11000001

In the table, AREGASC = 10, AREGBSC = 10, ALOGSEL = 1 and the resulting data is be displayed on segment lines 7-0 or 15-8 multiplexed with LCD\_COM0.

**Figure 33.44. LCD Block Diagram of the Animation Circuit**

**Example 33.2. LCD Animation Enable Example**

- Write data into the animation registers LCD\_AREGA, LCD\_AREGB
- Enable the correct shift direction (if any)
- Decide which logical function to perform on the registers
  - ALOGSEL = 0: Data\_out = LCD\_AREGA & LCD\_AREGB
  - ALOGSEL = 1: Data\_out = LCD\_AREGA | LCD\_AREGB
- Configure the right animation period (CLK<sub>EVENT</sub>)
- Enable the animation pattern and frame counter (AEN = 1, FCEN = 1)

For updating data in the LCD while it is running an animation, and the new animation data depends on the pattern visible on the LCD, see the following example.

**Example 33.3. LCD Animation Dependence Example**

- Enable the LCD interrupt (the interrupt will be triggered simultaneously as the Animation State machine changes state)
- In the interrupt handler, read back the current state (ASTATE)
- Knowing the current state of the Animation State Machine makes it possible to calculate what data that is currently output
- Modify data as required (Data will be updated at the next Frame Counter Event). It is important that new data is written before the next Frame Counter Event.

### 33.3.13 LCD in Low Energy Modes

As long as the LFACLK is running (EM0-EM2), the LCD controller continues to output LCD waveforms according to the data that is currently synchronized to the LCD Driver logic. In addition, the following features are still active if enabled:

- Animation State Machine
- Blink
- LCD Event Interrupt

### 33.3.14 Register access

Since this module is a Low Energy Peripheral, and runs off a clock which is asynchronous to the HFCORECLK, special considerations must be taken when accessing registers. Please refer to Section 5.3 (p. 20) for a description on how to perform register accesses to Low Energy Peripherals.

## 33.4 Register Map

The offset register address is relative to the registers base address.

Offset	Name	Type	Description
0x000	LCD_CTRL	RW	Control Register
0x004	LCD_DISPCTRL	RW	Display Control Register
0x008	LCD_SEGEN	RW	Segment Enable Register
0x00C	LCD_BACTRL	RW	Blink and Animation Control Register
0x010	LCD_STATUS	R	Status Register
0x014	LCD_AREGA	RW	Animation Register A
0x018	LCD_ARGB	RW	Animation Register B
0x01C	LCD_IF	R	Interrupt Flag Register
0x020	LCD_IFS	W1	Interrupt Flag Set Register
0x024	LCD_IFC	W1	Interrupt Flag Clear Register
0x028	LCD_IEN	RW	Interrupt Enable Register
0x040	LCD_SEGD0L	RW	Segment Data Low Register 0
0x044	LCD_SEGD1L	RW	Segment Data Low Register 1
0x048	LCD_SEGD2L	RW	Segment Data Low Register 2
0x04C	LCD_SEGD3L	RW	Segment Data Low Register 3
0x050	LCD_SEGD0H	RW	Segment Data High Register 0
0x054	LCD_SEGD1H	RW	Segment Data High Register 1
0x058	LCD_SEGD2H	RW	Segment Data High Register 2
0x05C	LCD_SEGD3H	RW	Segment Data High Register 3
0x060	LCD_FREEZE	RW	Freeze Register
0x064	LCD_SYNCBUSY	R	Synchronization Busy Register
0x0B4	LCD_SEGD4H	RW	Segment Data High Register 4
0x0B8	LCD_SEGD5H	RW	Segment Data High Register 5
0x0BC	LCD_SEGD6H	RW	Segment Data High Register 6
0x0C0	LCD_SEGD7H	RW	Segment Data High Register 7
0x0CC	LCD_SEGD4L	RW	Segment Data Low Register 4
0x0D0	LCD_SEGD5L	RW	Segment Data Low Register 5
0x0D4	LCD_SEGD6L	RW	Segment Data Low Register 6
0x0D8	LCD_SEGD7L	RW	Segment Data Low Register 7

## 33.5 Register Description

### 33.5.1 LCD\_CTRL - Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Bit	Name	Reset	Access	Description												
31:24	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>												
23	DSC	0	RW	<b>Direct Segment Control</b>  This bit enables direct control over bias levels for each SEG/COM line.												
				<table border="1"> <thead> <tr> <th>Value</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>DSC disable</td></tr> <tr> <td>1</td><td>DSC enable</td></tr> </tbody> </table>	Value	Description	0	DSC disable	1	DSC enable						
Value	Description															
0	DSC disable															
1	DSC enable															
22:3	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>												
2:1	UDCTRL	0x0	RW	<b>Update Data Control</b>  These bits control how data from the SEGDn registers are transferred to the LCD driver.												
				<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>REGULAR</td><td>The data transfer is controlled by SW. Transfer is performed as soon as possible</td></tr> <tr> <td>1</td><td>FCEVENT</td><td>The data transfer is done at the next event triggered by the Frame Counter</td></tr> <tr> <td>2</td><td>FRAMESTART</td><td>The data transfer is done continuously at every LCD frame start</td></tr> </tbody> </table>	Value	Mode	Description	0	REGULAR	The data transfer is controlled by SW. Transfer is performed as soon as possible	1	FCEVENT	The data transfer is done at the next event triggered by the Frame Counter	2	FRAMESTART	The data transfer is done continuously at every LCD frame start
Value	Mode	Description														
0	REGULAR	The data transfer is controlled by SW. Transfer is performed as soon as possible														
1	FCEVENT	The data transfer is done at the next event triggered by the Frame Counter														
2	FRAMESTART	The data transfer is done continuously at every LCD frame start														
0	EN	0	RW	<b>LCD Enable</b>  When this bit is set, the LCD driver is enabled and the driver will start outputting waveforms on the com/segment lines.												

### 33.5.2 LCD\_DISPCTRL - Display Control Register

Bit	Name	Reset	Access	Description									
31:23	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
22	MUXE	0	RW	<b>Extended Mux Configuration</b>									
	This bit redefines the meaning of the MUX field.												
	<table border="1"> <thead> <tr> <th>Value</th><th>Mode</th><th>Description</th></tr> </thead> <tbody> <tr> <td>0</td><td>MUX</td><td>Multiplex mode determined by MUX field.</td></tr> <tr> <td>1</td><td>MUXE</td><td>Mux extended mode. Extends the meaning of the MUX field.</td></tr> </tbody> </table>				Value	Mode	Description	0	MUX	Multiplex mode determined by MUX field.	1	MUXE	Mux extended mode. Extends the meaning of the MUX field.
Value	Mode	Description											
0	MUX	Multiplex mode determined by MUX field.											
1	MUXE	Mux extended mode. Extends the meaning of the MUX field.											
21	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>									
20:18	VBLEV	0x3	RW	<b>Voltage Boost Level</b>									

Bit	Name	Reset	Access	Description
	Value	Mode		Description
0	LEVEL0			Minimum boost level
1	LEVEL1			
2	LEVEL2			
3	LEVEL3			
4	LEVEL4			
5	LEVEL5			
6	LEVEL6			
7	LEVEL7			Maximum boost level
17	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
16	VLCDSEL	0	RW	<b>V<sub>LCD</sub> Selection</b>
	This bit controls which Voltage source that is connected to V <sub>LCD</sub> .			
	Value	Mode		Description
	0	VDD		VDD
	1	VEXTBOOST		Voltage Booster/External VDD
15	CONCONF	0	RW	<b>Contrast Configuration</b>
	This bit selects whether the contrast adjustment is done relative to V <sub>LCD</sub> or Ground.			
	Value	Mode		Description
	0	VLCD		Contrast is adjusted relative to V <sub>LCD</sub>
	1	GND		Contrast is adjusted relative to Ground
14:13	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
12:8	CONLEV	0x1F	RW	<b>Contrast Level</b>
	These bits control the contrast setting according to this formula: V <sub>LCD_OUT</sub> = V <sub>LCD</sub> × 0.5(1+CONLEV/31).			
	Value	Mode		Description
	0	MIN		Minimum contrast
	31	MAX		Maximum contrast
7:5	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
4	WAVE	0	RW	<b>Waveform Selection</b>
	This bit configures the output waveform.			
	Value	Mode		Description
	0	LOWPOWER		Low power waveform
	1	NORMAL		Normal waveform
3:2	BIAS	0x0	RW	<b>Bias Configuration</b>
	These bits set the bias mode for the LCD Driver.			
	Value	Mode		Description
	0	STATIC		Static
	1	ONEHALF		1/2 Bias
	2	ONETHIRD		1/3 Bias
	3	ONEFOURTH		1/4 Bias
1:0	MUX	0x0	RW	<b>Mux Configuration</b>
	These bits set the multiplexing mode for the LCD Driver. The field is dependent on the value of MUXE field			
	MUX	MUXE	Mode	Description
	0	0	STATIC	Static. Uses com line LCD_COM0.
	1	0	DUPLEX	Duplex. Uses com lines LCD_COM0-LCD_COM1.
	2	0	TRIPLEX	Triplex. Uses com lines LCD_COM0-LCD_COM2.
	3	0	QUADRUPLEXP	Quadruplex. Uses com lines LCD_COM0-LCD_COM3.

Bit	Name	Reset	Access	Description
1	MUX	MUXE	Mode	Description
	1	1	SEXTAPLEX	Sextaplex. Uses com lines LCD_COM0-LCD_COM5.
	3	1	OCTAPLEX	Octaplex. Uses com lines LCD_COM0-LCD_COM7.

### 33.5.3 LCD\_SEGEN - Segment Enable Register

Offset	Bit Position																								
0x008	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x000
Access																									RW
Name																									SEGEN

Bit	Name	Reset	Access	Description
31:10	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
9:0	SEGEN	0x000	RW	<b>Segment Enable</b>  Determines which segment lines are enabled. Each bit represents a group of 4 segment lines. To enable segment lines X to X+3, set bit X/4, i.e. to enable output on segment lines 4,5,6 and 7, set bit 1. Each LCD segment pin can also be individually disabled by setting the pin to any other state than DISABLED in the GPIO pin configuration.

### 33.5.4 LCD\_BACTRL - Blink and Animation Control Register (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x00C	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	0
Reset																									0x000
Access																									RW
Name																									FCTOP
																									FCEN
																									ALOGSEL
																									AREGBSC
																									AEGASC
																									AEN
																									BLANK
																									BLINKEN

Bit	Name	Reset	Access	Description
31:29	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
28	ALOC	0	RW	<b>Animation Location</b>  Set the LCD segments which animation applies to
	Value	Mode	Description	
	0	SEG0TO7	Animation appears on segments 0 to 7	
	1	SEG8TO15	Animation appears on segments 8 to 15	
27:24	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
23:18	FCTOP	0x00	RW	<b>Frame Counter Top Value</b>  These bits contain the Top Value for the Frame Counter: $CLK_{EVENT} = CLK_{FC} / (1 + FCTOP[5:0])$ .

Bit	Name	Reset	Access	Description																						
17:16	FCPRES	0x0	RW	<b>Frame Counter Prescaler</b>																						
These bits controls the prescaling value for the Frame Counter input clock.																										
	Value	Mode	Description																							
<table border="1"> <tr><td>0</td><td>DIV1</td><td colspan="3"><math>CLK_{FC} = CLK_{FRAME} / 1</math></td></tr> <tr><td>1</td><td>DIV2</td><td colspan="3"><math>CLK_{FC} = CLK_{FRAME} / 2</math></td></tr> <tr><td>2</td><td>DIV4</td><td colspan="3"><math>CLK_{FC} = CLK_{FRAME} / 4</math></td></tr> <tr><td>3</td><td>DIV8</td><td colspan="3"><math>CLK_{FC} = CLK_{FRAME} / 8</math></td></tr> </table>					0	DIV1	$CLK_{FC} = CLK_{FRAME} / 1$			1	DIV2	$CLK_{FC} = CLK_{FRAME} / 2$			2	DIV4	$CLK_{FC} = CLK_{FRAME} / 4$			3	DIV8	$CLK_{FC} = CLK_{FRAME} / 8$				
0	DIV1	$CLK_{FC} = CLK_{FRAME} / 1$																								
1	DIV2	$CLK_{FC} = CLK_{FRAME} / 2$																								
2	DIV4	$CLK_{FC} = CLK_{FRAME} / 4$																								
3	DIV8	$CLK_{FC} = CLK_{FRAME} / 8$																								
15:9	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																								
8	FCEN	0	RW	<b>Frame Counter Enable</b>																						
When this bit is set, the frame counter is enabled.																										
7	ALOGSEL	0	RW	<b>Animate Logic Function Select</b>																						
When this bit is set, the animation registers are AND'ed together. When this bit is cleared, the animation registers are OR'ed together.																										
	Value	Mode	Description																							
<table border="1"> <tr><td>0</td><td>AND</td><td colspan="3">AREGA and AREGB AND'ed</td></tr> <tr><td>1</td><td>OR</td><td colspan="3">AREGA and AREGB OR'ed</td></tr> </table>					0	AND	AREGA and AREGB AND'ed			1	OR	AREGA and AREGB OR'ed														
0	AND	AREGA and AREGB AND'ed																								
1	OR	AREGA and AREGB OR'ed																								
6:5	AREGBSC	0x0	RW	<b>Animate Register B Shift Control</b>																						
These bits controls the shift operation that is performed on Animation register B.																										
	Value	Mode	Description																							
<table border="1"> <tr><td>0</td><td>NOSHIFT</td><td colspan="3">No Shift operation on Animation Register B</td></tr> <tr><td>1</td><td>SHIFTLEFT</td><td colspan="3">Animation Register B is shifted left</td></tr> <tr><td>2</td><td>SHIFTRIGHT</td><td colspan="3">Animation Register B is shifted right</td></tr> </table>					0	NOSHIFT	No Shift operation on Animation Register B			1	SHIFTLEFT	Animation Register B is shifted left			2	SHIFTRIGHT	Animation Register B is shifted right									
0	NOSHIFT	No Shift operation on Animation Register B																								
1	SHIFTLEFT	Animation Register B is shifted left																								
2	SHIFTRIGHT	Animation Register B is shifted right																								
4:3	AREGASC	0x0	RW	<b>Animate Register A Shift Control</b>																						
These bits controls the shift operation that is performed on Animation register A.																										
	Value	Mode	Description																							
<table border="1"> <tr><td>0</td><td>NOSHIFT</td><td colspan="3">No Shift operation on Animation Register A</td></tr> <tr><td>1</td><td>SHIFTLEFT</td><td colspan="3">Animation Register A is shifted left</td></tr> <tr><td>2</td><td>SHIFTRIGHT</td><td colspan="3">Animation Register A is shifted right</td></tr> </table>					0	NOSHIFT	No Shift operation on Animation Register A			1	SHIFTLEFT	Animation Register A is shifted left			2	SHIFTRIGHT	Animation Register A is shifted right									
0	NOSHIFT	No Shift operation on Animation Register A																								
1	SHIFTLEFT	Animation Register A is shifted left																								
2	SHIFTRIGHT	Animation Register A is shifted right																								
2	AEN	0	RW	<b>Animation Enable</b>																						
When this bit is set, the animate function is enabled.																										
1	BLANK	0	RW	<b>Blank Display</b>																						
When this bit is set, all segment output waveforms are configured to blank the LCD display. The Segment Data Registers are not affected when writing this bit.																										
	Value	Description																								
<table border="1"> <tr><td>0</td><td colspan="3">Display is not "blanked"</td><td></td></tr> <tr><td>1</td><td colspan="3">Display is "blanked"</td><td></td></tr> </table>					0	Display is not "blanked"				1	Display is "blanked"															
0	Display is not "blanked"																									
1	Display is "blanked"																									
0	BLINKEN	0	RW	<b>Blink Enable</b>																						
When this bit is set, the Blink function is enabled. Every "ON" segment will alternate between on and off at every Frame Counter Event.																										

### 33.5.5 LCD\_STATUS - Status Register

Offset	Bit Position																								
0x010	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
Reset																									0x0
Access																									R
Name																									ASTATE

Bit	Name	Reset	Access	Description
31:9	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
8	BLINK	0	R	<b>Blink State</b>
				This bits indicates the blink status. If this bit is 1, all segments are off. If this bit is 0, the segments(LCD_SEGDxn) which are set to 1 are on.
7:4	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
3:0	ASTATE	0x0	R	<b>Current Animation State</b>
				Contains the current animation state (0-15).

### 33.5.6 LCD\_AREGA - Animation Register A (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x014	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																									0x00							
Access																									RW							
Name																									AREGA							

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	AREGA	0x00	RW	<b>Animation Register A Data</b>
				This register contains the A data for generating animation pattern.

### 33.5.7 LCD\_AREGB - Animation Register B (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x018	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																									0x00							
Access																									RW							
Name																									AREGB							

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	AREGB	0x00	RW	<b>Animation Register B Data</b>
				This register contains the B data for generating animation pattern.

### 33.5.8 LCD\_IF - Interrupt Flag Register

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	FC	0	R	<b>Frame Counter Interrupt Flag</b>  Set when Frame Counter is zero.

### **33.5.9 LCD\_IFS - Interrupt Flag Set Register**

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	FC	0	W1	<b>Frame Counter Interrupt Flag Set</b>  Write to 1 to set FC interrupt flag.

### 33.5.10 LCD\_IFC - Interrupt Flag Clear Register

Offset	Bit Position																																			
Reset	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				
Access																																				
Name																																			FC	W1 0 0

Bit	Name	Reset	Access	Description
31:1	Reserved			<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>
0	FC	0	W1	<b>Frame Counter Interrupt Flag Clear</b>  Write to 1 to clear FC interrupt flag.

### 33.5.11 LCD\_IEN - Interrupt Enable Register

Offset	Bit Position																																
0x028	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	0
Reset																																	
Access																															RW		
Name																															FC		

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	FC	0	RW	<b>Frame Counter Interrupt Enable</b>
				Set to enable interrupt on frame counter interrupt flag.

### 33.5.12 LCD\_SEGD0L - Segment Data Low Register 0 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x040	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																														0x00000000		
Access																														RW		
Name																														SEG0L		

Bit	Name	Reset	Access	Description
31:0	SEG0L	0x00000000	RW	<b>COM0 Segment Data Low</b>
				This register contains segment data for segment lines 0-31 for COM0.

### 33.5.13 LCD\_SEGD1L - Segment Data Low Register 1 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x044	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	0x00000000																																
Access	RW																																
Name	SEGDI1L																																
Bit	Name	Reset	Access	Description																													
31:0	SEGDI1L	0x00000000	RW	<b>COM1 Segment Data Low</b>	This register contains segment data for segment lines 0-31 for COM1.																												

### 33.5.14 LCD\_SEGD2L - Segment Data Low Register 2 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x048	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	0x00000000																																
Access	RW																																
Name	SEGDI2L																																
Bit	Name	Reset	Access	Description																													
31:0	SEGDI2L	0x00000000	RW	<b>COM2 Segment Data Low</b>	This register contains segment data for segment lines 0-31 for COM2.																												

### 33.5.15 LCD\_SEGD3L - Segment Data Low Register 3 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
0x04C	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																								
Access																								
Name																								
Bit	Name	Reset	Access	Description																				
31:0	SEG3DL	0x00000000	RW	<b>COM3 Segment Data Low</b>	This register contains segment data for segment lines 0-31 for COM3.																			

### 33.5.16 LCD\_SEGD0H - Segment Data High Register 0 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x050	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																									
Access																									
Name																									
Bit	Name	Reset	Access	Description																					
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																							
7:0	SEG0DH	0x00	RW	<b>COM0 Segment Data High</b>	This register contains segment data for segment lines 32-39 for COM0.																				

### 33.5.17 LCD\_SEGD1H - Segment Data High Register 1 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																								
0x054	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																									
Access																									
Name																									
Bit	Name	Reset	Access	Description																					
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)																							
7:0	SEG1DH	0x00	RW	<b>COM1 Segment Data High</b>	This register contains segment data for segment lines 40-47 for COM1.																				

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	SEGDIH	0x00	RW	<b>COM1 Segment Data High</b>

This register contains segment data for segment lines 32-39 for COM1.

### 33.5.18 LCD\_SEGD2H - Segment Data High Register 2 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																		
0x058	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																																			
Access																																			
Name																																			SEGDIH

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	SEGDIH	0x00	RW	<b>COM2 Segment Data High</b>

This register contains segment data for segment lines 32-39 for COM2.

### 33.5.19 LCD\_SEGD3H - Segment Data High Register 3 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																			
0x05C	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																																			0x00	
Access																																				
Name																																				SEGDIH

Bit	Name	Reset	Access	Description
31:8	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
7:0	SEGDIH	0x00	RW	<b>COM3 Segment Data High</b>

This register contains segment data for segment lines 32-39 for COM3.

### 33.5.20 LCD\_FREEZE - Freeze Register

Offset	Bit Position																									
0x060	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	
Reset																										
Access																										
Name																										

Bit	Name	Reset	Access	Description
31:1	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
0	REGFREEZE	0	RW	<b>Register Update Freeze</b>
When set, the update of the LCD is postponed until this bit is cleared. Use this bit to update several registers simultaneously.				
Value		Mode		Description
0		UPDATE		Each write access to an LCD register is updated into the Low Frequency domain as soon as possible.
1		FREEZE		The LCD is not updated with the new written value.

### 33.5.21 LCD\_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																																																																																											
0x064	31	30	29	28	27	26	25	24	23	22	21	20	SEGD7L	R	0	19	SEGD6L	R	0	18	SEGD5L	R	0	17	SEGD4L	R	0	16	SEGD7H	R	0	15	SEGD6H	R	0	14	SEGD5H	R	0	13	SEGD4H	R	0	12	SEGD3H	R	0	11	SEGD2H	R	0	10	SEGD1H	R	0	9	SEGDD0H	R	0	8	SEGDD3L	R	0	7	SEGDD2L	R	0	6	SEGDD1L	R	0	5	SEGDD0L	R	0	4	AREGB	R	0	3	AREGA	R	0	2	BACTRL	R	0	1	CTRL	R	0	0
Reset																																																																																												
Access																																																																																												
Name																																																																																												

Bit	Name	Reset	Access	Description
31:20	Reserved			To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)
19	SEGD7L	0	R	<b>LCD_SEGD7L Register Busy</b>
	Set when the value written to LCD_SEGD7L is being synchronized.			
18	SEGD6L	0	R	<b>LCD_SEGD6L Register Busy</b>
	Set when the value written to LCD_SEGD6L is being synchronized.			
17	SEGD5L	0	R	<b>LCD_SEGD5L Register Busy</b>
	Set when the value written to LCD_SEGD5L is being synchronized.			
16	SEGD4L	0	R	<b>LCD_SEGD4L Register Busy</b>
	Set when the value written to LCD_SEGD4L is being synchronized.			
15	SEGD7H	0	R	<b>LCD_SEGD7H Register Busy</b>
	Set when the value written to LCD_SEGD7H is being synchronized.			
14	SEGD6H	0	R	<b>LCD_SEGD6H Register Busy</b>
	Set when the value written to LCD_SEGD6H is being synchronized.			
13	SEGD5H	0	R	<b>LCD_SEGD5H Register Busy</b>
	Set when the value written to LCD_SEGD5H is being synchronized.			
12	SEGD4H	0	R	<b>LCD_SEGD4H Register Busy</b>
	Set when the value written to LCD_SEGD4H is being synchronized.			

Bit	Name	Reset	Access	Description
11	SEGД3H	0	R	<b>LCD_SEGD3H Register Busy</b> Set when the value written to LCD_SEGD3H is being synchronized.
10	SEGД2H	0	R	<b>LCD_SEGD2H Register Busy</b> Set when the value written to LCD_SEGD2H is being synchronized.
9	SEGД1H	0	R	<b>LCD_SEGD1H Register Busy</b> Set when the value written to LCD_SEGD1H is being synchronized.
8	SEGД0H	0	R	<b>LCD_SEGD0H Register Busy</b> Set when the value written to LCD_SEGD0H is being synchronized.
7	SEGД3L	0	R	<b>LCD_SEGD3L Register Busy</b> Set when the value written to LCD_SEGD3L is being synchronized.
6	SEGД2L	0	R	<b>LCD_SEGD2L Register Busy</b> Set when the value written to LCD_SEGD2L is being synchronized.
5	SEGД1L	0	R	<b>LCD_SEGD1L Register Busy</b> Set when the value written to LCD_SEGD1L is being synchronized.
4	SEGД0L	0	R	<b>LCD_SEGD0L Register Busy</b> Set when the value written to LCD_SEGD0L is being synchronized.
3	AREGB	0	R	<b>LCD_AREGB Register Busy</b> Set when the value written to LCD_AREGB is being synchronized.
2	AREGA	0	R	<b>LCD_AREGA Register Busy</b> Set when the value written to LCD_AREGA is being synchronized.
1	BACTRL	0	R	<b>LCD_BACTRL Register Busy</b> Set when the value written to LCD_BACTRL is being synchronized.
0	CTRL	0	R	<b>LCD_CTRL Register Busy</b> Set when the value written to LCD_CTRL is being synchronized.

### 33.5.22 LCD\_SEGD4H - Segment Data High Register 4 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x0B4	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																										0x00						
Access																										RW						
Name																										SEGД4H						

Bit	Name	Reset	Access	Description
31:8	Reserved	To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)		
7:0	SEGД4H	0x00	RW	<b>COM0 Segment Data High</b> This register contains segment data for segment lines 32-39 for COM0.

### 33.5.23 LCD\_SEGD5H - Segment Data High Register 5 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
0x0B8	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset																								
Access																								
Name																								

Bit	Name	Reset	Access	Description
31:8	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
7:0	SEGD5H	0x00	RW	<b>COM1 Segment Data High</b>

This register contains segment data for segment lines 32-39 for COM1.

### 33.5.24 LCD\_SEGD6H - Segment Data High Register 6 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
0x0BC	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset																								
Access																								
Name																								

Bit	Name	Reset	Access	Description
31:8	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		
7:0	SEGD6H	0x00	RW	<b>COM2 Segment Data High</b>

This register contains segment data for segment lines 32-39 for COM2.

### 33.5.25 LCD\_SEGD7H - Segment Data High Register 7 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																							
0x0C0	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Reset																								
Access																								
Name																								

Bit	Name	Reset	Access	Description
31:8	Reserved	<i>To ensure compatibility with future devices, always write bits to 0. More information in Section 2.1 (p. 3)</i>		

Bit	Name	Reset	Access	Description
7:0	SEG D7H	0x00	RW	<b>COM3 Segment Data High</b>
This register contains segment data for segment lines 32-39 for COM3.				

### 33.5.26 LCD\_SEGD4L - Segment Data Low Register 4 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x0CC	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	0x00000000																															
Access	RW																															
Name	SEG D4L																															

Bit	Name	Reset	Access	Description
31:0	SEG D4L	0x00000000	RW	<b>COM4 Segment Data</b>
This register contains segment data for segment lines 0-23 for COM4.				

### 33.5.27 LCD\_SEGD5L - Segment Data Low Register 5 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																															
0x0D0	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	0x00000000																															
Access	RW																															
Name	SEG D5L																															

Bit	Name	Reset	Access	Description
31:0	SEG D5L	0x00000000	RW	<b>COM5 Segment Data</b>
This register contains segment data for segment lines 0-23 for COM5.				

### 33.5.28 LCD\_SEGD6L - Segment Data Low Register 6 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x0D4	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	0x00000000																																
Access	RW																																
Name	SEG6L																																
Bit	Name	Reset	Access	Description																													
31:0	SEG6L	0x00000000	RW	<b>COM6 Segment Data</b>																													
	This register contains segment data for segment lines 0-23 for COM6.																																

### 33.5.29 LCD\_SEGD7L - Segment Data Low Register 7 (Async Reg)

For more information about Asynchronous Registers please see Section 5.3 (p. 20) .

Offset	Bit Position																																
0x0D8	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	0x00000000																																
Access	RW																																
Name	SEG7L																																
Bit	Name	Reset	Access	Description																													
31:0	SEG7L	0x00000000	RW	<b>COM7 Segment Data</b>																													
	This register contains segment data for segment lines 0-23 for COM7.																																

## 34 Revision History

### 34.1 Revision 0.95

April 25th, 2012

Changed default value for LFXOBOOST in CMU\_CTRL

Updated register description for the DMA controller

### 34.2 Revision 0.90

Initial preliminary revision, January 24th, 2012

# A Abbreviations

## A.1 Abbreviations

This section lists abbreviations used in this document.

**Table A.1. Abbreviations**

Abbreviation	Description
ACMP	Analog Comparator
ADC	Analog to Digital Converter
AHB	AMBA Advanced High-performance Bus. AMBA is short for "Advanced Microcontroller Bus Architecture".
APB	AMBA Advanced Peripheral Bus. AMBA is short for "Advanced Microcontroller Bus Architecture".
ALE	Address Latch Enable
AUXHFRCO	Auxiliary High Frequency RC Oscillator.
CC	Compare / Capture
CLK	Clock
CMD	Command
CMU	Clock Management Unit
CTRL	Control
DAC	Digital to Analog Converter
DBG	Debug
DMA	Direct Memory Access
DRD	Dual Role Device
DTI	Dead Time Insertion
EBI	External Bus Interface
EFM	Energy Friendly Microcontroller
EM	Energy Mode
EM0	Energy Mode 0 (also called active mode)
EM1 to EM4	Energy Mode 1 to Energy Mode 4 (also called low energy modes)
EMU	Energy Management Unit
ENOB	Effective Number of Bits
FS	Full-speed
GPIO	General Purpose Input / Output
HFRCO	High Frequency RC Oscillator
HFXO	High Frequency Crystal Oscillator
HW	Hardware
I <sup>2</sup> C	Inter-Integrated Circuit interface
LCD	Liquid Crystal Display
LESENSE	Low Energy Sensor Interface

Abbreviation	Description
LETIMER	Low Energy Timer
LEUART	Low Energy Universal Asynchronous Receiver Transmitter
LFRCO	Low Frequency RC Oscillator
LFXO	Low Frequency Crystal Oscillator
LS	Low-speed
MAC	Media Access Controller
NVIC	Nested Vector Interrupt Controller
OPA/OPAMP	Operational Amplifier
OSR	Oversampling Ratio
OTG	On-the-go
PCNT	Pulse Counter
PGA	Programmable Gain Array
PHY	Physical Layer
PRS	Peripheral Reflex System
PSRR	Power Supply Rejection Ratio
PWM	Pulse Width Modulation
RC	Resistance and Capacitance
RMU	Reset Management Unit
RTC	Real Time Clock
SAR	Successive Approximation Register
SOF	Start of Frame
SPI	Serial Peripheral Interface
SW	Software
THD	Total Harmonic Distortion
UART	Universal Asynchronous Receiver Transmitter
USART	Universal Synchronous Asynchronous Receiver Transmitter
USB	Universal Serial Bus
VCMP	Voltage supply Comparator
WDOG	Watchdog timer
XTAL	Crystal

## B Disclaimer and Trademarks

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