EFR32xG1 Wireless Gecko Reference Manual

The Wireless Gecko portfolio of SoCs (EFR32) include the EFR32MG1, EFR32BG1, and EFR32FG1 families. With support for Bluetooth Low Energy (BLE), Zigbee®, Thread and proprietary protocols, the Wireless Gecko portfolio is ideal for enabling energy-friendly wireless networking for IoT devices.

The single-die solution provides industry-leading energy efficiency, ultra-fast wakeup times, a scalable high-power amplifier, an integrated balun and no-compromise MCU features.

KEY FEATURES

- 32-bit ARM® Cortex-M4 core with 40 MHz maximum operating frequency
- Scalable Memory and Radio configuration options available in several footprint compatible QFN packages
- 12-channel Peripheral Reflex System enabling autonomous interaction of MCU peripherals
- Autonomous Hardware Crypto Accelerator and Random Number Generator
- Integrated balun for 2.4 GHz and integrated PA with up to 19.5 dBm transmit power for 2.4 GHz and 20 dBm transmit power for Sub-GHz radios
- Integrated dc-dc with RF noise mitigation

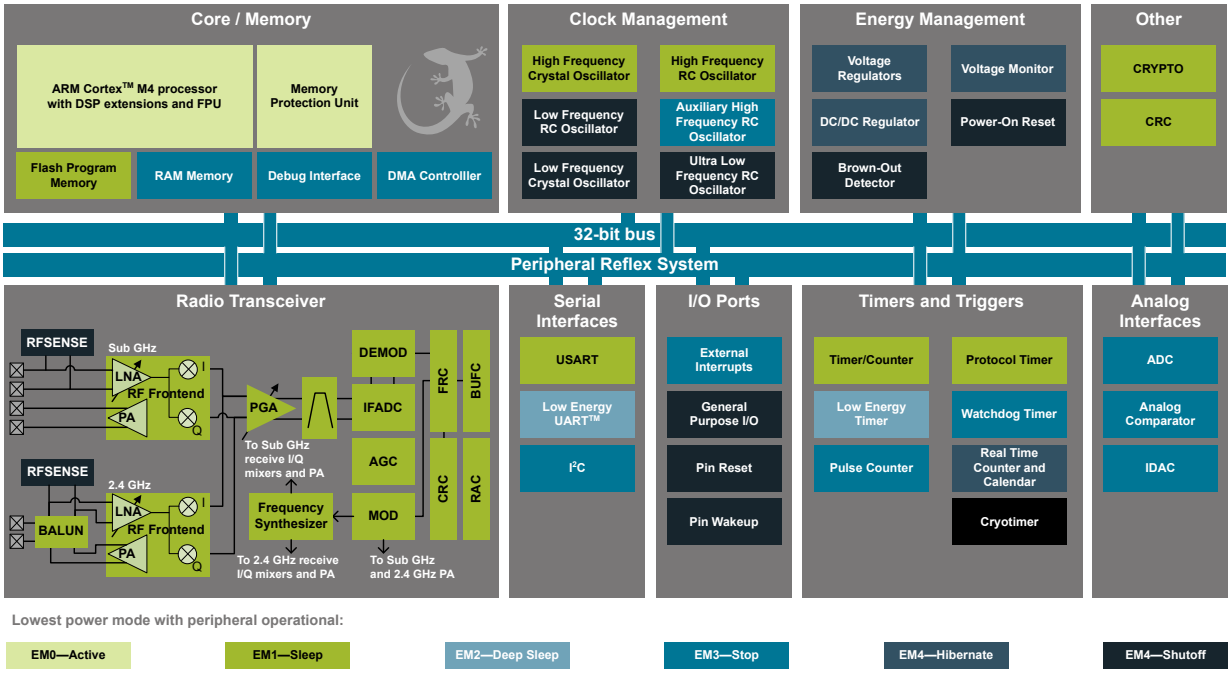


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1. About This Document

1.1 Introduction

This document contains reference material for the EFR32xG1 Wireless Gecko devices. All modules and peripherals in the EFR32xG1 Wireless Gecko 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 data sheets and applicable errata documents.

1.2 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 different ports.

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 (x) and stop (y) bit [y:x].

Bit fields containing more than one bit are unsigned integers unless otherwise is specified.

Unspecified bit field settings must not be used, as this may lead to unpredictable behaviour.

Address

The address for each register can be found by adding the base address of the module found in the Memory Map (see Figure 4.2 System Address Space With Core and Code Space Listing on page 39), and 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 1.1 Register Access Types on page 23.

Table 1.1. 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
(R)W1	Sometimes readable. Only writes to 1 have effect. Currently only used for IFC registers (see 3.3.1.2 IFC Read-clear Operation)
W1	Read value undefined. Only writes to 1 have effect
W	Write only. Read value undefined.
RWH	Readable, writable, and updated by hardware
RW(nB), RWH(nB), etc.	"(nB)" suffix indicates that register explicitly does not support peripheral bit set or clear (see 4.2.3 Peripheral Bit Set and Clear)

Access Type	Description
RW(a), R(a), etc.	"(a)" suffix indicates that register has actionable reads (see 7.3.6 Debugger Reads of Actionable Registers)

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:

CMU_CLKOUT1 (Clock management unit, clock output pin number 1)

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

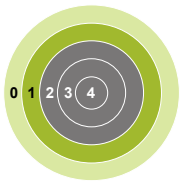
1.3 Related Documentation

Further documentation on the EFR32xG1 Wireless Gecko devices and the ARM Cortex-M4 can be found at the Silicon Labs and ARM web pages:

www.silabs.com

www.arm.com

2. System Overview





Quick Facts

What?

The EFR32 Wireless Gecko is a highly integrated, configurable and low power wireless System-on-Chip (SoC) with a robust set of MCU and radio peripherals.

Why?

The Radio enables support for Bluetooth Smart (BLE), ZigBee, Thread and Proprietary Protocols in 2.4 GHz and sub-GHz frequency bands while the MCU system allows customized protocols and applications to run efficiently.

How?

Dynamic or fixed packet lengths, optional address recognition, and flexible CRC and crypto schemes makes the EFR32xG1 Wireless Gecko ideal for many low power wireless IoT applications. High performance analog and digital peripherals allows complete applications to run on the EFR32xG1 Wireless Gecko SoC.

2.1 Introduction

The high level features of EFR32xG1 Wireless Gecko include:

- High performance radio transceiver
  - Dual-band operation
  - Low power consumption in transmit, receive, and standby modes
  - Excellent receiver performance, including sensitivity, selectivity and blocking
  - Excellent transmitter performance, including programmable output power, low phase noise and PA ramping
  - Ultra Low Energy RF Detection for wake-up from any Energy Mode, through RFSENSE
- Configurable protocol support, including standards and customer developed protocols
  - Preamble and frame synchronization insertion in transmit and recovery in receive
  - Flexible CRC support, including configurable polynomial and multiple CRCs for single data frames
  - Basic address filtering performed in hardware
- High performance, low power MCU system
  - High Performance 32-bit ARM Cortex-M4 CPU
  - Flexible and efficient energy management
  - Complete set of digital peripherals
  - Peripheral Reflex System (PRS)
  - Precision analog interfaces
- Low external component count
  - Fully integrated 2.4 GHz BALUN
  - Integrated tunable crystal loading capacitors

A further introduction to the MCU and radio system is included in the following sections.

Note:

Detailed performance numbers, current consumption, pinout etc. is available in the device data sheet.

2.2 Block Diagrams

The block diagram for the EFR32xG1 Wireless Gecko System-On-Chip series is shown in (Figure 2.1 EFR32xG1 Wireless Gecko System-On-Chip Block Diagram on page 26).

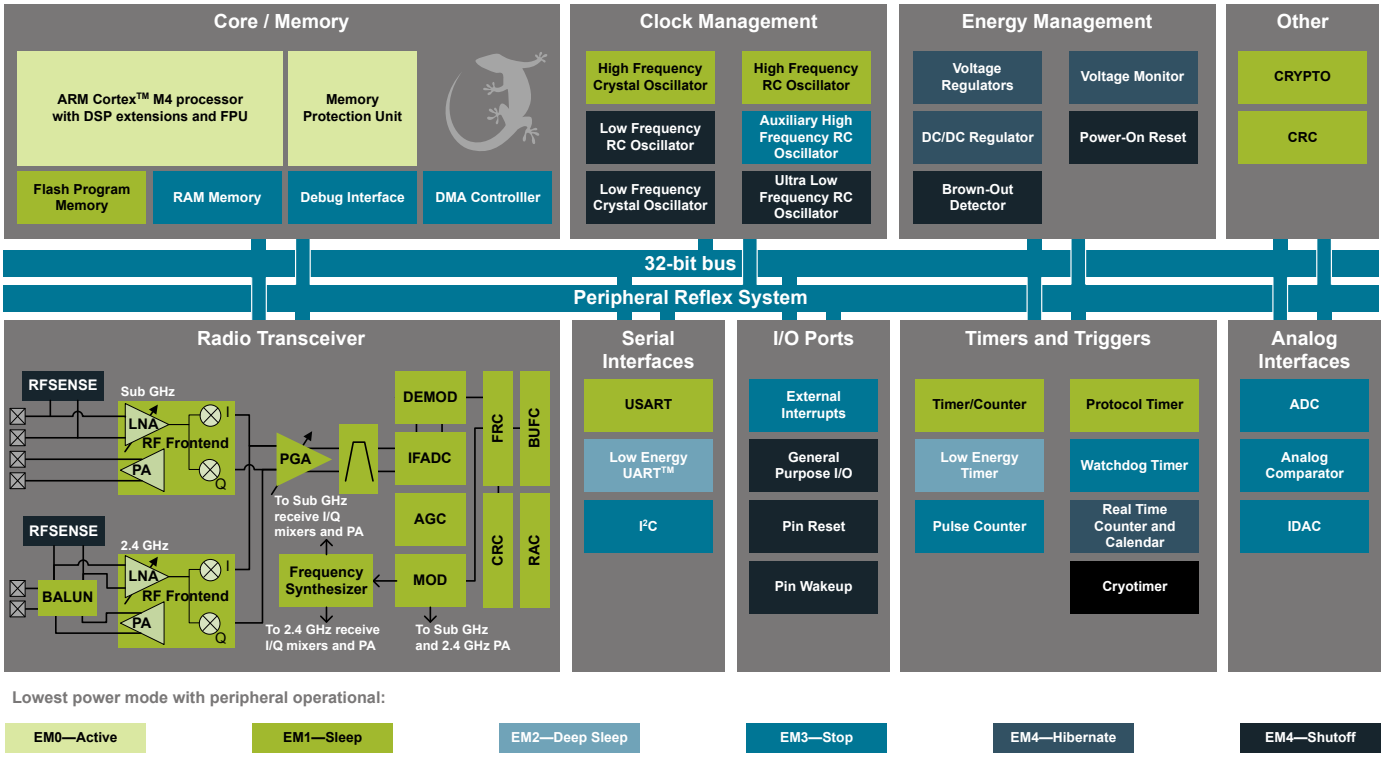


Figure 2.1. EFR32xG1 Wireless Gecko System-On-Chip Block Diagram

2.3 MCU Features Overview

- **ARMCortex-M4 CPU platform**
  - High Performance 32-bit processor @ up to 40 MHz
  - Memory Protection Unit
  - Wake-up Interrupt Controller
- **Flexible Energy Management System**
  - 5 Energy Modes from EM0 to EM4 provide flexibility between higher performance and low power
  - Power routing configurations including DCDC control
  - Voltage Monitoring and Brown Out Detection
  - State Retention
- **Up to 256 KB Flash**
- **Up to 32 KB RAM**
- **Up to 31 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 wake-up from Shutoff Mode
- **8 Channel DMA Controller**
  - Alternate/primary descriptors with scatter-gather/ping-pong operation
- **12 Channel Peripheral Reflex System**
  - Autonomous inter-peripheral signaling enables smart operation in low energy modes
- **CRYPTO Advanced Encryption Standard Accelerator**
  - AES encryption / decryption, with 128 or 256 bit keys
  - Multiple AES modes of operation, including Counter (CTR), Galois/Counter Mode (GCM), Cipher Block Chaining (CBC), Cipher Feedback (CFB) and Output Feedback (OFB).
  - Accelerated SHA-1 and SHA-2 (SHA-224 / SHA-256)
  - Accelerated Elliptic Curve Cryptography (ECC), with binary or prime fields
  - Flexible 256-bit ALU and sequencer
- **General Purpose Cyclic Redundancy Check**
  - Programmable 16-bit polynomial, fixed 32-bit polynomial
  - The General Purpose Cyclic Redundancy Check (GPCRC) module comes in addition to the radio CRC
- **Communication interfaces**
  - 2 Universal Synchronous/Asynchronous Receiver/Transmitter
    - UART/SPI/SmartCard (ISO 7816)/IrDA/I2S
    - Triple buffered full/half-duplex operation
    - Hardware flow control
    - 4-16 data bits
  - 1 Low Energy UART
    - Autonomous operation with DMA in Deep Sleep Mode
  - 1I^2C Interface with SMBus support
    - Address recognition in Stop Mode
- **Timers/Counters**
  - 2 16-bit Timer/Counter
    - 3 or 4 Compare/Capture/PWM channels
    - Dead-Time Insertion on TIMER0
  - 16-bit Low Energy Timer
  - 32-bit Ultra Low Energy Timer/Counter (CRYOTIMER) for periodic wake-up from any Energy Mode
  - 32-bit Real-Time Counter and Calendar
  - 16+16+32 bit Protocol Timer
  - 16-bit Pulse Counter
    - Asynchronous pulse counting/quadrature decoding
  - Watchdog Timer with dedicated RC oscillator

- **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
  - Current Digital to Analog Converter
    - Source or sink a configurable constant current
  - 2 Analog Comparator
    - Programmable speed/current
    - Capacitive sensing with up to 8 inputs
  - Analog Port
- **Ultra efficient Power-on Reset and Brown-Out Detector**
- **Debug Interface**
  - 4-pin Joint Test Action Group (JTAG) interface
  - 2-pin serial-wire debug (SWD) interface

2.4 Oscillators and Clocks

EFR32xG1 Wireless Gecko has six different oscillators integrated, as shown in Table 2.1 EFR32xG1 Wireless Gecko Oscillators on page 28.

Table 2.1. EFR32xG1 Wireless Gecko Oscillators

Oscillator	Frequency	Optional?	External components	Description
HFXO	38 MHz - 40 MHz	No	Crystal	High accuracy, low jitter high frequency crystal oscillator. Tunable crystal loading capacitors are fully integrated. The HFXO is required for all types of RF communication to be active.
HFRCO	1 MHz - 38 MHz	No	-	Medium accuracy RC oscillator, typically used for timing during startup of the HFXO and as a clock source as long as no RF communication is active.
AUXHFRCO	1 MHz - 38 MHz	No	-	Medium accuracy RC oscillator, typically used as alternative clock source for Analog to Digital Converter or Debug Trace.
LFRCO	32768 Hz	No	-	Medium accuracy frequency reference typically used for medium accuracy RTCC timing.
LFXO	32768 Hz	Yes	Crystal	High accuracy frequency reference typically used for high accuracy RTCC timing. Tunable crystal loading capacitors are fully integrated.
ULFRCO	1000 Hz	No	-	Ultra low frequency oscillator typically used for the watchdog timer.

The RC oscillators can be calibrated against either of the crystal oscillators in order to compensate for temperature and voltage supply variations. Hardware support is included to measure the frequency of various oscillators against each other.

Oscillator and clock management is available through the Clock Management Unit (CMU), see section 12. CMU - Clock Management Unit for details.

2.5 RF Frequency Synthesizer

The Fractional-N RF Frequency Synthesizer (SYNTH) provides a low phase noise LO signal to be used in both receive and transmit modes.

The capabilities of the SYNTH include:

- High performance, low phase noise
- Fast frequency settling
- Fast and fully automated calibration
- Sub 100 Hz frequency resolution across the supported frequency bands

2.6 Modulation Modes

EFR32xG1 Wireless Gecko supports a wide range of modulation modes in transmit and receive:

- 2-FSK, 2-GFSK, 4-FSK, 4-GFSK, MSK, GMSK, O-QPSK with half-sine shaping, ASK / OOK, DBPSK TX
- NRZ or Manchester support
- UART mode over air for legacy protocols
- Data rates ranging from 600 bps up to 2 Mbps
- Configurable frequency deviation
- Configurable Direct Sequence Spread Spectrum (DSSS), with spread sequences up to 32 chips encoding up to 4 information bits
- Configurable 4-FSK symbol encoding

2.7 Transmit Mode

In transmit mode EFR32xG1 Wireless Gecko performs the following functionality:

- Automatic PA power ramping during the start and end of a frame transmit
- Programmable output power
- Optional preamble and synchronization word insertion
- Accurate transmit frame timing to support time synchronized radio protocols
- Optional Carrier Sense Multiple Access - Collision Avoidance (CSMA-CA) or Listen Before Talk (LBT) hardware support
- Integrated transmit test modes, as described in 2.17 RF Test Modes

2.8 Receive Mode

In receive mode EFR32xG1 Wireless Gecko performs the following functionality:

- A single-ended (2.4 GHz) or differential (Sub-GHz) LNA amplifies the input RF signal. The amplified signal is then mixed to a low-IF signal through the quadrature down-coversion mixer. Further signal filtering is performed before conversion to a digital signal through the I/Q ADC.
- Digitally configurable receiver bandwidth from 100 Hz to 2.5 MHz
- Timing recovery on received data, including simultaneous support for two different frame synchronization words
- Automatic frequency offset compensation, to compensate for carrier frequency offset between the transmitter and receiver
- Support for a wide range of modulation formats as described in section 2.6 Modulation Modes

2.9 Data Buffering

EFR32xG1 Wireless Gecko supports buffered transmit and receive modes through its buffer controller (BUFC), with four individually configurable buffers. The BUFC uses the system RAM as storage, and each buffer can be individually configured with parameters such as:

- Buffer size
- Buffer interrupt thresholds
- Buffer RAM location
- Overflow and underflow detection

In receive mode, data following frame synchronization is moved directly from the demodulator to the buffer storage.

In transmit mode, data following the inserted preamble and synchronization word is moved directly from the buffer storage to the modulator.

2.10 Unbuffered Data Transfer

For most system designs it is recommended to use the data buffering within EFR32xG1 Wireless Gecko to provide a convenient user interface.

In cases where data buffering within EFR32xG1 Wireless Gecko is not desired, it is possible to set up direct unbuffered data transfers using a single-pin or two-pin interface on EFR32xG1 Wireless Gecko. A bit clock output is provided on the Serial Clock (SC) output pin, and a serial bitstream is provided to EFR32xG1 Wireless Gecko in a transmit mode and from EFR32xG1 Wireless Gecko in a receive mode.

In unbuffered data transfer modes the hardware support provided by EFR32xG1 Wireless Gecko to perform preamble and frame synchronization insertion in transmit mode and detection in receive mode can still optionally be used.

2.11 Frame Format Support

EFR32xG1 Wireless Gecko has an extensive support for frame handling in transmit and receive modes, which allows effective handling of even advanced protocols. The support includes:

- Preamble and frame synchronization inserted into transmitted frames
- Full frame synchronization of received frames
- Simple address matching of received frames in hardware, further configurable address and frame filtering supported through sequencer
- Support for variable length frames
- Automated CRC calculation and verification
- Configurable bit ordering, with the most or least significant bit transmitted and received first

The frame format support is controlled by the Frame Controller (FRC).

2.12 Hardware CRC Support

EFR32xG1 Wireless Gecko supports a configurable CRC generation in transmit and verification in receive mode:

- 8, 16, 24 or 32 bit CRC value
- Configurable polynomial and initialization value
- Optional inversion of CRC value over air
- Configurable CRC byte ordering
- Support for multiple CRC values calculated and verified per transmitted or received frame
- The CRC module is typically controlled by the Frame Controller (FRC) for in-line operations in transmit and receive modes. Alternatively, the CRC module may be accessed directly from software to calculate and verify CRC data.

2.13 Convolutional Encoding / Decoding

EFR32xG1 Wireless Gecko includes hardware support for convolutional encoding and decoding, for forward error correction (FEC). This feature is performed by the Frame Controller (FRC) module:

- Constraint length configurable up to 7, for the highest robustness
- Configurable puncturing, to achieve rates between 1/2 rate and full rate
- Configurable soft decision or hard decision decoding
- Convolutional coding may be used together with the symbol interleaver to improve robustness against burst errors

2.14 Binary Block Encoding / Decoding

EFR32xG1 Wireless Gecko includes hardware support for binary block encoding and decoding, both performed real-time in the the transmit and receive path. This is performed in the Frame Controller (FRC) module:

The block coding works on blocks of up to 16 bits of data and adds parity bits to be capable of single or multiple bit corrections by the receiver.

- One or more parity bits can be added and verified
- Bit error correction
- Lookup-codes can be used to implement virtually any block coding scheme

2.15 Data Encryption and Authentication

EFR32xG1 Wireless Gecko has hardware support for AES encryption, decryption and authentication modes. These security operations can be performed on data in RAM or any data buffer, without further CPU intervention. The key size is 128 bits.

AES modes of operations directly supported by the EFR32xG1 Wireless Gecko hardware are listed in Table 2.2 AES Modes of Operation With Hardware Support on page 31. In addition to these modes, other modes can also be implemented by using combinations of modes. For example, the CCM mode can be implemented using the CTR and CBC-MAC modes in combination.

Table 2.2. AES Modes of Operation With Hardware Support

AES Mode	Encryption / Decryption	Authentication	Comment
ECB	Yes	-	Electronic Code Book
CTR	Yes	-	Counter mode
CCM	Yes	Yes	Counter with CBC-MAC
CCM*	Yes	Yes	CCM with encryption-only and integrity-only capabilities
GCM	Yes	Yes	Galois Counter Mode
CBC	Yes	-	Cipher Block Chaining
CBC-MAC	-	Yes	Cipher Block Chaining, Message Authentication Code
CMAC	-	Yes	Cipher-basec MAC
CFB	Yes	-	Cipher Feedback
OFB	Yes	-	Output Feedback

The CRYPTO module can operate directly on data buffers provided by the BUFC module. It is also possible to provide data directly from the embedded Cortex-M4 or via DMA.

2.16 Timers

EFR32xG1 Wireless Gecko includes multiple timers, as can be seen from Table 2.3 EFR32xG1 Wireless Gecko Timers Overview on page 32.

Table 2.3. EFR32xG1 Wireless Gecko Timers Overview

Timer	Number of instances	Typical clock source	Overview
RTCC	1	Low frequency (LFXO or LFRCO)	32 bit Real Time Counter and Calendar, typically used to accurately time inactive periods in the radio communication protocol and enable wakeup on compare match.
PROTIMER	1	High frequency (HFXO or HFRCO)	16+16+32 bit Protocol Timer, typically used to accurately control detailed RF protocol timing in transmit and receive modes.
TIMER	2	High frequency (HFXO or HFRCO)	16 bit general purpose timer.
Systick timer	1	High frequency (HFXO or HFRCO)	32 bit systick timer integrated in the Cortex-M4. Typically used as an Operating System timer.
WDOG	1	Low frequency (LFXO, LFRCO or ULFRCO)	Watch dog timer. Once enabled, this module must be periodically accessed. If not, this is considered an error and the EFR32xG1 Wireless Gecko is reset in order to recover the system.
LETIMER	1	Low frequency (LFXO, LFRCO or ULFRCO)	Low energy general purpose timer.

Advanced interconnect features allows synchronization between timers. This includes:

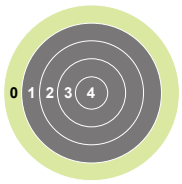
- Start / stop any high frequency timer synchronized with the RTCC
- Trigger RSM state transitions based on compare timer compare match, for instance to provide clock cycle accuracy on frame transmit timing

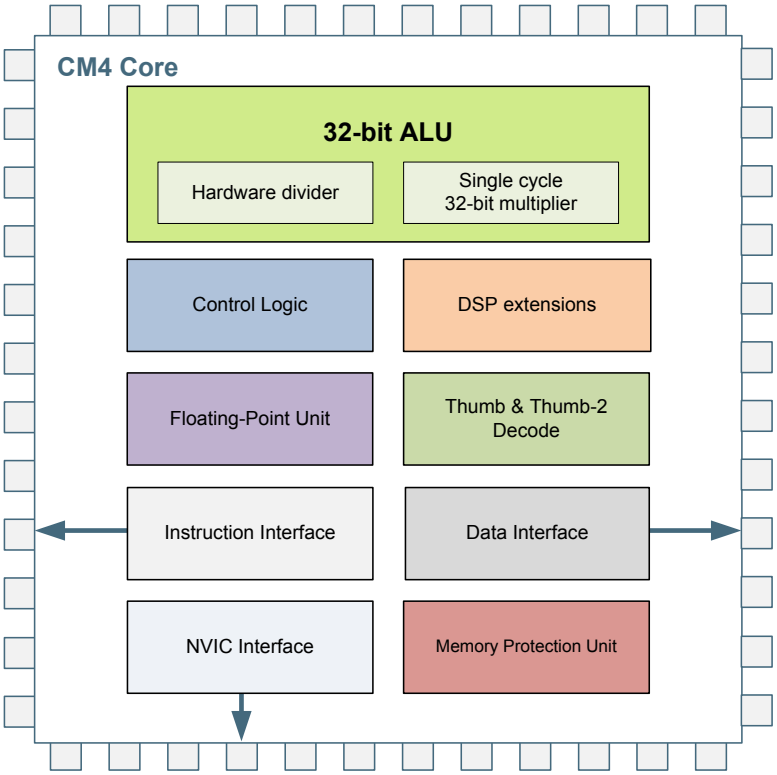
2.17 RF Test Modes

EFR32xG1 Wireless Gecko supports a wide range of RF test modes typically used for characterization and regulation compliance testing, including:

- Unmodulated carrier transmit
- Modulated carrier transmit, with internal configurable pseudo random data generator
- Continuous data reception for Bit Error Rate (BER) measurements
- Storing of raw receiver data to RAM
- Transmit of raw frequency data from RAM

3. System Processor





Quick Facts

What?

The industry leading Cortex-M4 processor from ARM is the CPU in the EFR32xG1 Wireless Gecko devices.

Why?

The ARM Cortex-M4 is designed for exceptionally 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 EFR32xG1 Wireless Gecko devices, the Cortex-M4 processor's Harvard architecture, 3 stage pipeline, single cycle instructions, Thumb-2 instruction set support, and fast interrupt handling make it perfect for 8-bit, 16-bit, and 32-bit applications.

3.1 Introduction

The ARM Cortex-M4 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-M4 implemented is revision r0p1.

3.2 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 Time 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-bit and 16-bit architectures
- Alligned or unaligned data storage and access
  - Contiguous 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

3.3 Functional Description

For a full functional description of the ARM Cortex-M4 implementation in the EFR32xG1 Wireless Gecko family, the reader is referred to the ARM Cortex-M4 documentation provided by ARM.

3.3.1 Interrupt Operation

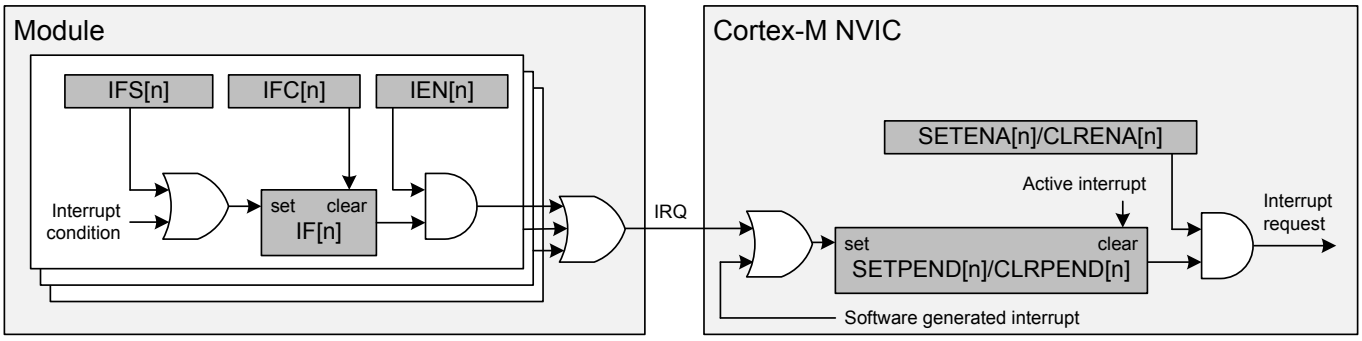


Figure 3.1. Interrupt Operation

The interrupt request (IRQ) lines are connected to the Cortex-M4. Each of these lines (shown in Table 3.1 Interrupt Request Lines (IRQ) on page 36) 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-M4 NVIC. The pending bit is then qualified with an enable bit (set/cleared with SETENA/CLRENA bits in ISER0/ICER0) before generating an interrupt request to the core. Figure 3.1 Interrupt Operation on page 35 illustrates the interrupt system. For more information on how the interrupts are handled inside the Cortex-M4, the reader is referred to the **ARM Cortex-M4 Technical Reference Manual**.

3.3.1.1 Avoiding Extraneous Interrupts

There can be latencies in the system such that clearing an interrupt flag could take longer than leaving an Interrupt Service Routine (ISR). This can lead to the ISR being re-entered as the interrupt flag has yet to clear immediately after leaving the ISR. To avoid this, when clearing an interrupt flag at the end of an ISR, the user should execute ARM's Data Synchronization Barrier (DSB) instruction. Another approach is to clear the interrupt flag immediately after identifying the interrupt source and then service the interrupt as shown in the pseudo-code below. The ISR typically is sufficiently long to more than cover the few cycles it may take to clear the interrupt status, and also allows the status to be checked for further interrupts before exiting the ISR.

```
irqXServiceRoutine() {
   do {
      clearIrqXStatus();
      serviceIrqX();
   } while(irqXStatusIsActive());
}
```

3.3.1.2 IFC Read-clear Operation

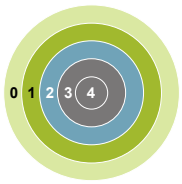
In addition to the normal interrupt setting and clearing operations via the IFS/IFC registers, there is an additional atomic Read-clear operation that can be enabled by setting IFCREADCLEAR=1 in the MSC_CTRL register. When enabled, reads of peripheral IFC registers will return the interrupt vector (mirroring the IF register), while at the same time clearing whichever interrupt flags are set. This operation is functionally equivalent to reading the IF register and then writing the result immediately back to the IFC register.

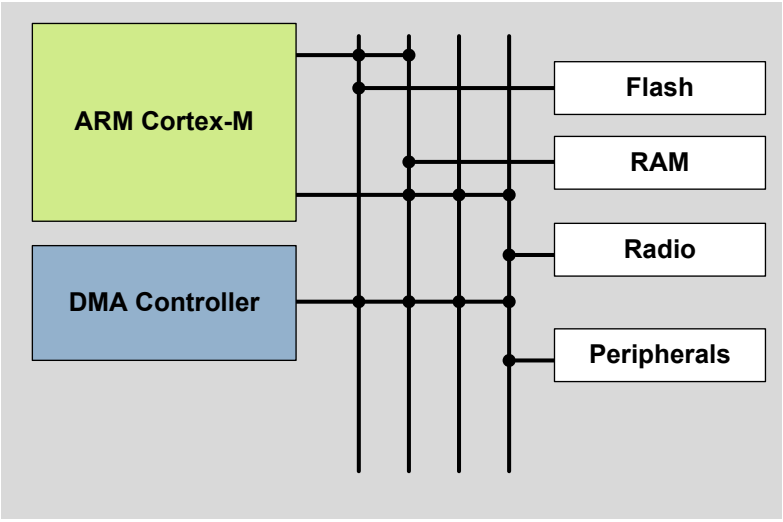
3.3.2 Interrupt Request Lines (IRQ)

Table 3.1. Interrupt Request Lines (IRQ)

IRQ #	Source(s)
0	EMU
2	WDOG0
8	LDMA
9	GPIO_EVEN
10	TIMER0
11	USART0_RX
12	USART0_TX
13	ACMP0 ACMP1
14	ADC0
15	IDAC0
16	I2C0
17	GPIO_ODD
18	TIMER1
19	USART1_RX
20	USART1_TX
21	LEUART0
22	PCNT0
23	CMU
24	MSC
25	CRYPTO
26	LETIMER0
29	RTCC
31	CRYOTIMER
33	FPUEH

4. 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 DeepSleep and EM3 Stop.

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 Active to EM3 Stop removes the data restore time penalty, and the DMA ensures fast autonomous transfers with predictable response time.

4.1 Introduction

The EFR32xG1 Wireless Gecko contains an AMBA AHB Bus system to allow bus masters to access the memory mapped address space. A multilayer AHB bus matrix connects the 5 master bus interfaces to the AHB slaves (Figure 4.1 EFR32xG1 Wireless Gecko Bus System on page 38). 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 5 AHB bus masters are:

- **Cortex-M4 ICode:** Used for instruction fetches from Code memory (valid address range: 0x00000000 - 0x1FFFFFFF)
- **Cortex-M4 DCode:** Used for debug and data access to Code memory (valid address range: 0x00000000 - 0x1FFFFFFF)
- **Cortex-M4 System:** Used for data and debug access to system space. It can access entire memory space except Code memory (valid address range: 0x20000000 - 0xFFFFFFFF)
- **DMA:** Can access the entire memory space except the internal core memory region and the DMEM code region
- **Sequencer Code:** Used for instruction fetches and data accesses. Instruction fetches still come from data memory. (valid address range: 0x00000000 - 0x0FFFFFFF, 0x20000000 - 0x3FFFFFFF)
- **Sequencer System:** Can access entire memory space except internal core memory region and RAM code space (valid address range: 0x00000000 - 0x0FFFFFFF, 0x20000000 - 0xDFFFFFFF)
- **BUFC:** Can access general purpose SRAM (valid address range: 0x20000000 - 0x20FFFFFF)
- **FRC:** Can access general purpose SRAM (valid address range: 0x20000000 - 0x20FFFFFF)

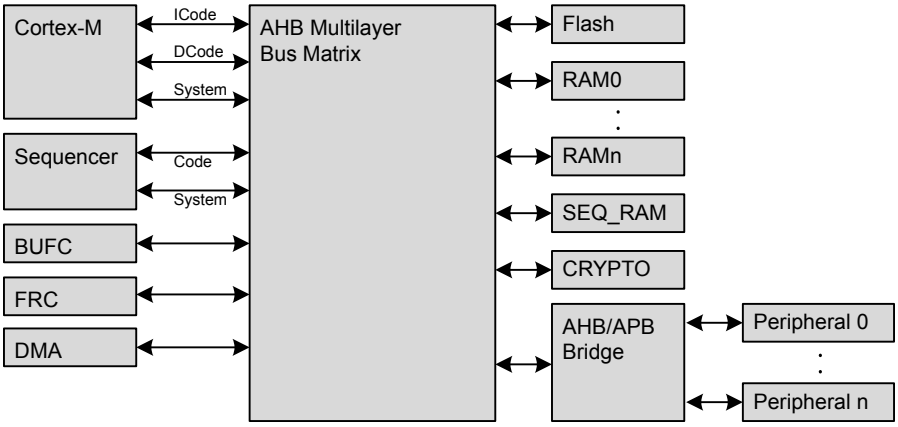


Figure 4.1. EFR32xG1 Wireless Gecko Bus System

4.2 Functional Description

The memory segments are mapped together with the internal segments of the Cortex-M4 into the system memory map shown by Figure 4.2 System Address Space With Core and Code Space Listing on page 39.

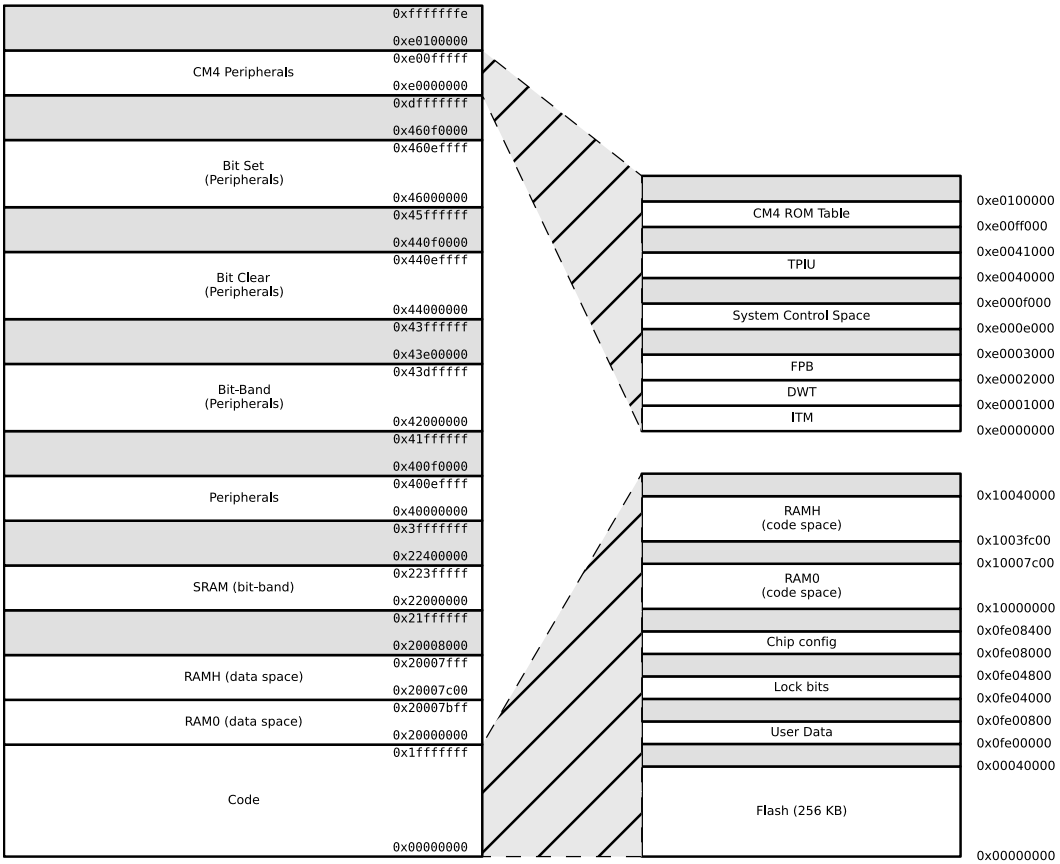


Figure 4.2. System Address Space With Core and Code Space Listing

Additionally, the peripheral address map is detailed by Figure 4.3 System Address Space With Peripheral Listing on page 40.

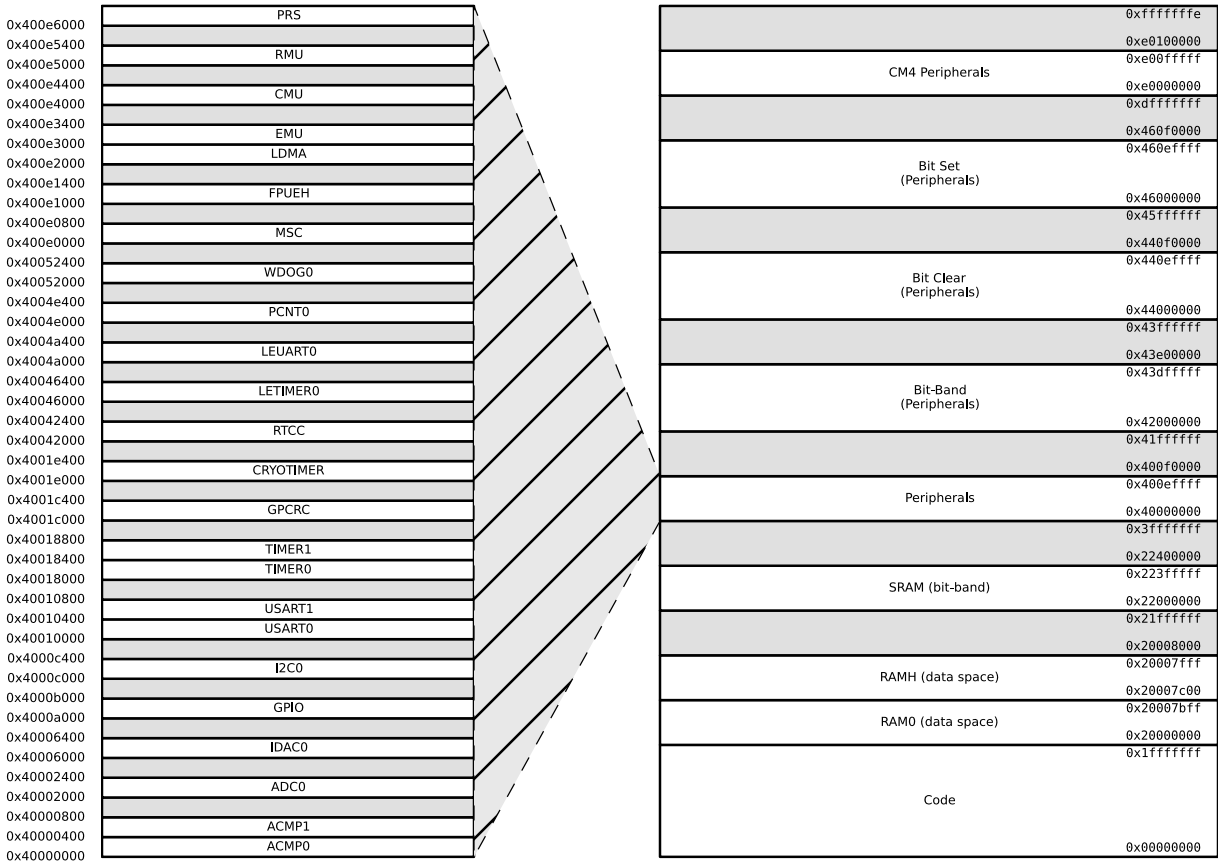


Figure 4.3. System Address Space With Peripheral Listing

The embedded SRAM is located at address 0x20000000 in the memory map of the EFR32xG1 Wireless Gecko. When running code located in SRAM starting at this address, the Cortex-M4 uses the System bus interface to fetch instructions. This results in reduced performance as the Cortex-M4 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-M4 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 and not any other bus masters, e.g. DMA. See 4.5 SRAM for more detailed info on the system SRAM.

The Sequencer RAM is used by the Sequencer for both instructions and data. This RAM is also available for general use by most AHB masters.

4.2.1 Peripheral Non-Word Access Behavior

When writing to peripheral registers, all accesses are treated as 32-bit accesses. This means that writes to a register need to be large enough to cover all bits of register, otherwise, any uncovered bits may become corrupted from the partial-word transfer. Thus, the safest practice is to always do 32-bit writes to peripheral registers.

When reading, there is generally no issue with partial word accesses, however, note that any read action (e.g. FIFO popping) will be triggered regardless of whether the actual FIFO bit-field was included in the transfer size.

Note: The implementation of bit-banding in the core is such that bit-band accesses forward the transfer size info into the actual bus transfer size, so the same restrictions apply to bit-band accesses as apply to normal read/write accesses.

4.2.2 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 EFR32xG1 Wireless Gecko.

Note: Bit-banding is only available through the CPU. No other AHB masters (e.g. DMA) can perform Bit-banding operations.

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, consuming only two bus cycles. 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:

$$bit_address = 0x22000000 + (address - 0x20000000) \times 32 + bit \times 4$$

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:

$$bit_address = 0x42000000 + (address - 0x40000000) \times 32 + bit \times 4$$

4.2.3 Peripheral Bit Set and Clear

The EFR32xG1 Wireless Gecko supports bit set and bit clear access to all peripherals except those listed in Table 4.1 Peripherals that Do Not Support Bit Set and Bit Clear on page 42. The bit set and bit clear functionality (also called Bit Access) enables modification of bit fields (single bit or multiple bit wide) without the need to perform a read-modify-write (though it is functionally equivalent). Also, the operation is contained within a single bus access (for HF peripherals), unlike the Bit-banding operation described in section 4.2.2 Bit-banding which consumes two bus accesses per operation. All AHB masters can utilize this feature.

The bit clear aliasing region starts at 0x44000000 and the bit set aliasing region starts at 0x46000000. Thus, to apply a bit set or clear operation, write the bit set or clear mask to the following addresses:

bit_clear_address = address + 0x04000000

bit_set_address = address + 0x06000000

For bit set operations, bit locations that are 1 in the bit mask will be set in the destination register:

register = (register OR mask)

For bit clear operations, bit locations that are 1 in the bit mask will be cleared in the destination register:

register = (register AND (NOT mask))

Note: It is possible to combine bit clear and bit set operations in order to arbitrarily modify multi-bit register fields, without affecting other fields in the same register. In this case, care should be taken to ensure that the field does not have intermediate values that can lead to erroneous behavior. For example, if bit clear and bit set operations are used to change an analog tuning register field from 25 to 26, the field would initially take on a value of zero. If the analog module is active at the time, this could lead to undesired behavior.

The peripherals listed in Table 4.1 Peripherals that Do Not Support Bit Set and Bit Clear on page 42 do not support Bit Access for any registers. All other peripherals do support Bit Access, however, there may be cases of certain registers that do not support it. Such registers have a note regarding this lack of support.

Table 4.1. Peripherals that Do Not Support Bit Set and Bit Clear

Module
EMU
RMU
CRYOTIMER

4.2.4 Peripherals

The peripherals are mapped into the peripheral memory segment, each with a fixed size address range according to Table 4.2 Peripherals on page 43, Table 4.3 Low Energy Peripherals on page 43 , and Table 4.4 Core Peripherals on page 43.

Table 4.2. Peripherals

Address Range	Module Name
0x400E6000 - 0x400E6400	PRS
0x4001E000 - 0x4001E400	CRYOTIMER
0x4001C000 - 0x4001C400	GPCRC
0x40018400 - 0x40018800	TIMER1
0x40018000 - 0x40018400	TIMER0
0x40010400 - 0x40010800	USART1
0x40010000 - 0x40010400	USART0
0x4000C000 - 0x4000C400	I2C0
0x4000A000 - 0x4000B000	GPIO
0x40006000 - 0x40006400	IDAC0
0x40002000 - 0x40002400	ADC0
0x40000400 - 0x40000800	ACMP1
0x40000000 - 0x40000400	ACMP0

Table 4.3. Low Energy Peripherals

Address Range	Module Name
0x40052000 - 0x40052400	WDOG0
0x4004E000 - 0x4004E400	PCNT0
0x4004A000 - 0x4004A400	LEUART0
0x40046000 - 0x40046400	LETIMER0
0x40042000 - 0x40042400	RTCC

Table 4.4. Core Peripherals

Address Range	Module Name
0xE0000000 - 0xE0040000	CM4
0x400F0000 - 0x400F0400	CRYPTO
0x400E2000 - 0x400E3000	LDMA
0x400E1000 - 0x400E1400	FPUEH
0x400E0000 - 0x400E0800	MSC

4.2.5 Bus Matrix

The Bus Matrix connects the memory segments to the bus masters as detailed in 4.1 Introduction.

4.2.5.1 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 during peak interaction. However, one wait state is inserted for master accesses occurring after a prolonged inactive time. This wait state allows for increased power efficiency during master idle time.

4.2.5.2 Peripheral Access Performance

The Bus Matrix is a multi-layer energy optimized AMBA AHB compliant bus with an internal bandwidth of 5x a single AHB interface.

The Cortex-M4, DMA Controller, and peripherals (not peripherals in the low frequency clock domain) run on clocks which can be prescaled separately. Clocks and prescaling are described in more detail in 12. CMU - Clock Management Unit . This section describes the expected bus wait states for a peripheral based on its frequency relative to the HFCLK frequency. For this discussion, PERCLK refers to a selected peripheral's clock frequency, which is some integer division of the HFCLK frequency.

4.2.5.2.1 WS0 Mode

In general, when accessing a peripheral, the latency in number of HFCLK cycles, not including master arbitration, is given by:

$$N_{bus\ cycles} = N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK}, \text{ best-case write accesses}$$

$$N_{bus\ cycles} = N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK} + 1, \text{ best-case read accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK} - 1, \text{ worst-case write accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK}, \text{ worst-case read accesses}$$

where $N_{slave\ cycles}$ is the throughput of the slave's bus interface in number of PERCLK cycles per transfer, including any wait cycles introduced by the slave.

Figure 4.4. Bus Access Latency (General Case)

Note that a latency of **1** cycle corresponds to **0** wait states.

Additionally, for back-to-back accesses to the same peripheral, the throughput in number of cycles per transfer is given by:

$$N_{bus\ cycles} = N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK}, \text{ write accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK}, \text{ read accesses}$$

Figure 4.5. Bus Access Throughput (Back-to-Back Transfers)

Lastly, in the highest performing case, where PERCLK equals HFCLK and the slave does not introduce any additional wait states, the access latency in number of cycles is given by:

$$N_{bus\ cycles} = 1, \text{ write accesses}$$

$$N_{bus\ cycles} = 2, \text{ read accesses}$$

Figure 4.6. Bus Access Latency (Max Performance)

4.2.5.2.2 WS1 Mode

In general, when accessing a peripheral, the latency in number of HFCLK cycles, not including master arbitration, is given by:

$$N_{bus\ cycles} = N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK} + 2, \text{ best-case write accesses}$$

$$N_{bus\ cycles} = N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK} + 1, \text{ best-case read accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK} + 1, \text{ worst-case write accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK}, \text{ worst-case read accesses}$$

where $N_{slave\ cycles}$ is the throughput of the slave's bus interface in number of PERCLK cycles per transfer, including any wait cycles introduced by the slave.

Figure 4.7. Bus Access Latency (General Case)

Note that a latency of **1** cycle corresponds to **0** wait states.

Additionally, for back-to-back accesses to the same peripheral, the throughput in number of cycles per transfer is given by:

$$N_{bus\ cycles} = \max\{f_{HFCLK}/f_{PERCLK}, 2\} + N_{slave\ cycles} \times f_{HFCLK}/f_{PERCLK}, \text{ write accesses}$$

$$N_{bus\ cycles} = (N_{slave\ cycles} + 1) \times f_{HFCLK}/f_{PERCLK}, \text{ read accesses}$$

Figure 4.8. Bus Access Throughput (Back-to-Back Transfers)

Lastly, in the highest performing case, where PERCLK equals HFCLK and the slave does not introduce any additional wait states, the access latency in number of cycles is given by:

$$N_{bus\ cycles} = 3, \text{ write accesses}$$

$$N_{bus\ cycles} = 2, \text{ read accesses}$$

Figure 4.9. Bus Access Latency (Max Performance)

4.2.5.2.3 Core Access Latency

Note that the cycle counts in the equations above is in terms of the HFCLK. When the core is prescaled from the bus clock, the core will see a reduced number of latency cycles given by:

$$N_{core\ cycles} = \text{ceiling}(N_{bus\ cycles} \times f_{HFCORECLK}/f_{HFCLK})$$

where master arbitration is not included.

Figure 4.10. Core Access Latency

4.2.5.3 Bus Faults

System accesses from the core can receive a bus fault in the following condition(s):

- The core attempts to access an address that is not assigned to any peripheral or other system device. These faults can be enabled or disabled by setting the ADDRFAULTEN bit appropriately in MSC_CTRL.
- The core attempts to access a peripheral or system device that has its clock disabled. These faults can be enabled or disabled by setting the CLKDISFAULTEN bit appropriately in MSC_CTRL.

In addition to any condition-specific bus fault control bits, the bus fault interrupt itself can be enabled or disabled in the same way as all other internal core interrupts.

Note: The icache flush is not triggered at the event of a bus fault. As a result, when an instruction fetch results in a bus fault, invalid data may be cached. This means that the next time the instruction that caused the bus fault is fetched, the processor core will get the invalid cached data without any bus fault. In order to avoid invalid cached data propagation to the processor core, software should manually invalidate cache by writing 1 to MSC_CMD_INVCACHE bitfield at the event of a bus fault.

4.3 Access to Low Energy Peripherals (Asynchronous Registers)

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 DeepSleep and in some cases also EM3 Stop. This enables the peripherals to perform tasks while the system energy consumption is minimal.

The Low Energy Peripherals are listed in Table 4.3 Low Energy Peripherals on page 43.

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

4.3.1 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 EFR32xG1, immediate synchronization, and delayed synchronization. Immediate synchronization is available for the RTCC and LETIMER, 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 "Async Reg" in their description header.

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

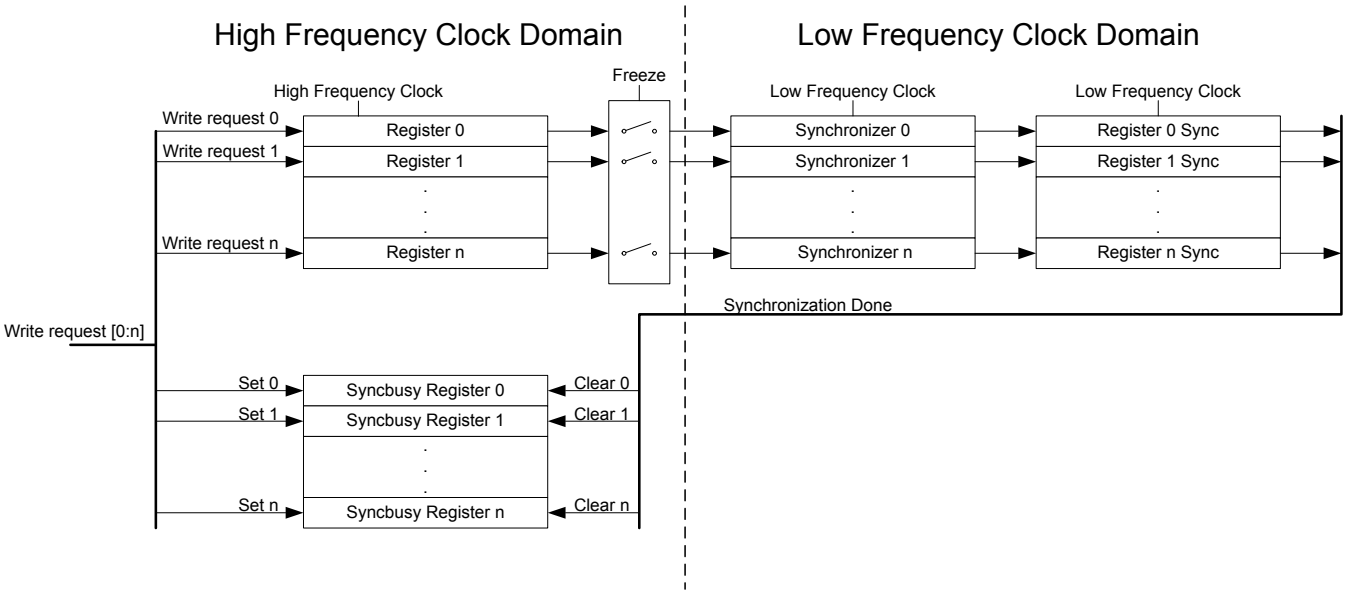


Figure 4.11. Write Operation to Low Energy Peripherals

4.3.1.1 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. LETIMER_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., EM2 DeepSleep can be entered directly after writing a register.

See Figure 4.12 Write Operation to Low Energy Peripherals on page 47 for an overview of the writing mechanism operation.

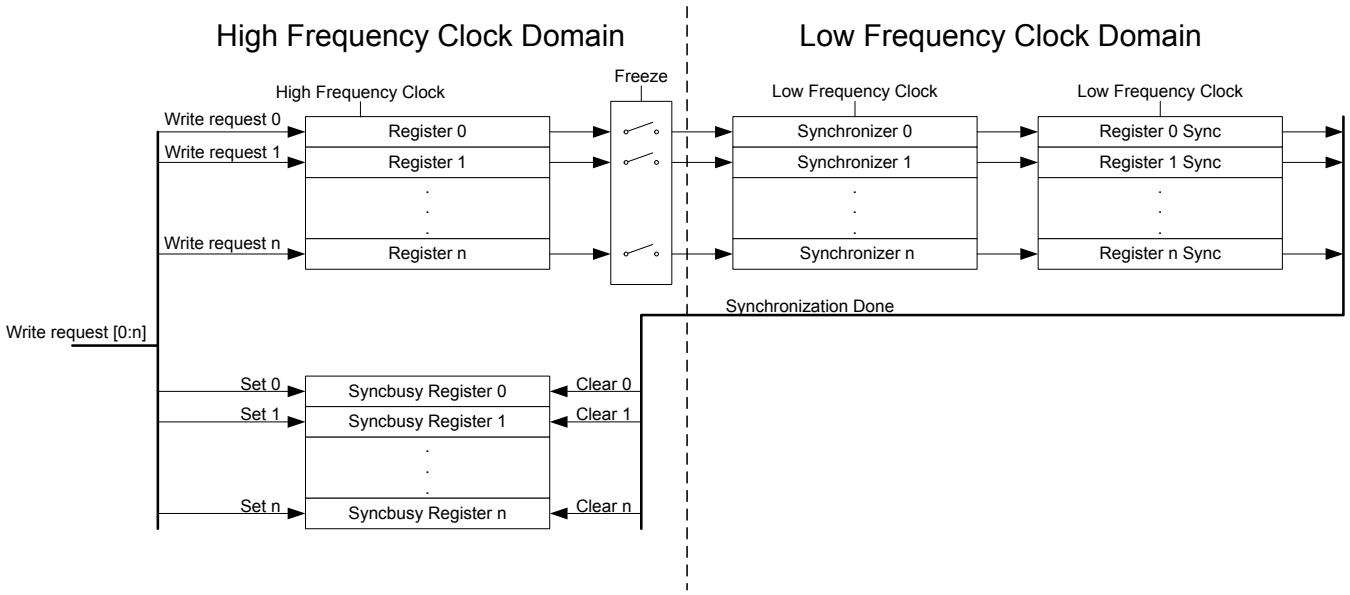


Figure 4.12. Write Operation to Low Energy Peripherals

4.3.1.2 Immediate Synchronization

In contrast to the peripherals with delayed synchronization, peripherals with immediate synchronization do not experience a register write delay for most registers. Registers 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 can be delayed until after that clock edge. This will introduce wait-states on the peripheral access.

One exception is made for commands (writing to the CMD register) in peripherals with immediate synchronization. Peripherals with immediate synchronization each have a SYNCBUSY register with a bit for the CMD register status. 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.

To maintain compatibility with earlier Gecko series, the SYNCBUSY register reserves placeholders where other register synchronization bits resided. These bits always read 0, indicating that register writes are always safe.

Note: If compatibility with earlier 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.

4.3.2 Reading

When reading from a Low Energy Peripheral, the data read is synchronized regardless if it originates in the Low Energy clock domain or High Frequency clock domain. See Figure 4.13 Read Operation From Low Energy Peripherals on page 48 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. Refer to the SYNCBUSY register for correct status of the write operation to the Low Energy Peripheral.

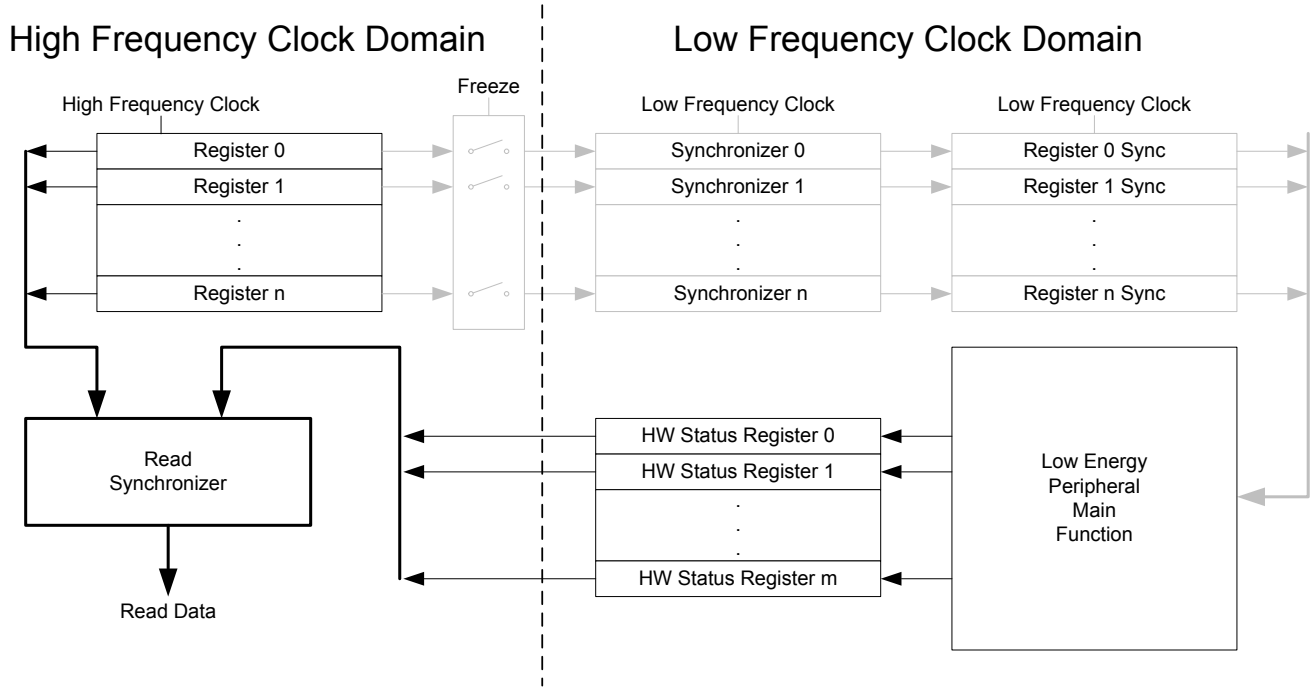


Figure 4.13. Read Operation From Low Energy Peripherals

4.3.3 FREEZE Register

In all Low Energy Peripheral with delayed synchronization there is a <module_name>_FREEZE register (e.g. RTCC_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

4.4 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 2 KB (minimum erase unit)
- Minimum 10K erase cycles endurance
- Greater than 10 years data retention at 85 °C
- Lock-bits for memory protection
- Data retention in any state

4.5 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 32 KB of memory
- Bit-band access support
- Set of RAM blocks may be powered down when not in use
- Data retention of the entire memory in EM0 Active to EM3 Stop

The SRAM memory may be split among two or more different AHB slaves (e.g., RAM0, RAM1, ...) in order to allow simultaneous access to different sections of the memory from two different AHB masters. For example, the Cortex-M4 can access RAM0 while the DMA controller accesses RAM1 in parallel. See 4.1 Introduction for AHB slave connectivity details.

4.6 DI Page Entry Map

The DI page contains production calibration data as well as device identification information. See the peripheral chapters for how each calibration value is to be used with the associated peripheral.

The offset address is relative to the start address of the DI page (see 8.3 Functional Description).

Offset	Name	Type	Description
0x000	CAL	RO	CRC of DI-page and calibration temperature
0x004	MODULEINFO	RO	Module trace information
0x008	MODXOCAL	RO	Module Crystal Oscillator Calibration
0x020	EXTINFO	RO	External Component description
0x028	EUI48L	RO	EUI48 OUI and Unique identifier
0x02C	EUI48H	RO	OUI
0x030	CUSTOMINFO	RO	Custom information
0x034	MEMINFO	RO	Flash page size and misc. chip information
0x040	UNIQUEL	RO	Low 32 bits of device unique number
0x044	UNIQUEH	RO	High 32 bits of device unique number
0x048	MSIZE	RO	Flash and SRAM Memory size in kB
0x04C	PART	RO	Part description
0x050	DEVINFOREV	RO	Device information page revision
0x054	EMUTEMP	RO	EMU Temperature Calibration Information
0x060	ADC0CAL0	RO	ADC0 calibration register 0
0x064	ADC0CAL1	RO	ADC0 calibration register 1
0x068	ADC0CAL2	RO	ADC0 calibration register 2
0x06C	ADC0CAL3	RO	ADC0 calibration register 3
0x080	HFRCOCAL0	RO	HFRCO Calibration Register (4 MHz)
0x08C	HFRCOCAL3	RO	HFRCO Calibration Register (7 MHz)
0x098	HFRCOCAL6	RO	HFRCO Calibration Register (13 MHz)
0x09C	HFRCOCAL7	RO	HFRCO Calibration Register (16 MHz)
0x0A0	HFRCOCAL8	RO	HFRCO Calibration Register (19 MHz)
0x0A8	HFRCOCAL10	RO	HFRCO Calibration Register (26 MHz)
0x0AC	HFRCOCAL11	RO	HFRCO Calibration Register (32 MHz)
0x0B0	HFRCOCAL12	RO	HFRCO Calibration Register (38 MHz)
0x0E0	AUXHFRCOCAL0	RO	AUXHFRCO Calibration Register (4 MHz)
0x0EC	AUXHFRCOCAL3	RO	AUXHFRCO Calibration Register (7 MHz)
0x0F8	AUXHFRCOCAL6	RO	AUXHFRCO Calibration Register (13 MHz)
0x0FC	AUXHFRCOCAL7	RO	AUXHFRCO Calibration Register (16 MHz)
0x100	AUXHFRCOCAL8	RO	AUXHFRCO Calibration Register (19 MHz)
0x108	AUXHFRCOCAL10	RO	AUXHFRCO Calibration Register (26 MHz)
0x10C	AUXHFRCOCAL11	RO	AUXHFRCO Calibration Register (32 MHz)

Offset	Name	Type	Description
0x110	AUXHFRCOCAL12	RO	AUXHFRCO Calibration Register (38 MHz)
0x140	VMONCAL0	RO	VMON Calibration Register 0
0x144	VMONCAL1	RO	VMON Calibration Register 1
0x148	VMONCAL2	RO	VMON Calibration Register 2
0x158	IDAC0CAL0	RO	IDAC0 Calibration Register 0
0x15C	IDAC0CAL1	RO	IDAC0 Calibration Register 1
0x168	DCDCLNVCTRL0	RO	DCDC Low-noise VREF Trim Register 0
0x16C	DCDCLPVCTRL0	RO	DCDC Low-power VREF Trim Register 0
0x170	DCDCLPVCTRL1	RO	DCDC Low-power VREF Trim Register 1
0x174	DCDCLPVCTRL2	RO	DCDC Low-power VREF Trim Register 2
0x178	DCDCLPVCTRL3	RO	DCDC Low-power VREF Trim Register 3
0x17C	DCDCLPCMPHYSSEL0	RO	DCDC LPCMPHYSSEL Trim Register 0
0x180	DCDCLPCMPHYSSEL1	RO	DCDC LPCMPHYSSEL Trim Register 1

4.7 DI Page Entry Description

4.7.1 CAL - CRC of DI-page and calibration temperature

Offset	Bit Position																															
0x000	31	30	29	28	27	26	25	24	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									RO								RO															
Name									TEMP								CRC															

Bit	Name	Access	Description
31:24	*Reserved*	*Reserved for future use*	
23:16	TEMP	RO	Calibration temperature as an usigned int in DegC (25 = 25DegC)
15:0	CRC	RO	CRC of DI-page (CRC-16-CCITT)

4.7.2 MODULEINFO - Module trace information

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
Access	RO												RO	RO	RO	RO	RO	RO							RO			RO				
Name	RESERVED1												HFXOCALVAL	LFXOCALVAL	EXPRESS	LFXO	TYPE	MODNUMBER							ANTENNA			HWREV				

Bit	Name	Access	Description
31:20	RESERVED1	RO	Reserved for future use
19	HFXOCALVAL	RO	HFXO Calibration Valid
	Value	Mode	Description
	0	VALID	XOCAL_HFXOCTUNE is valid
	1	NOTVALID	XOCAL_HFXOCTUNE is not valid
18	LFXOCALVAL	RO	LFXO Calibration Valid
	Value	Mode	Description
	0	VALID	XOCAL_LFXOTUNING is valid
	1	NOTVALID	XOCAL_LFXOTUNING is not valid
17	EXPRESS	RO	Blue Gecko Express
	Value	Mode	Description
	0	SUPPORTED	Blue Gecko Express is supported
	1	NONE	Blue Gecko Express is not supported
16	LFXO	RO	Module has LFXO
	Value	Mode	Description
	0	NONE	LFXO is not installed
	1	PRESENT	LFXO is installed
15	TYPE	RO	Module Type
	Value	Mode	Description
	0	PCB	PCB
	1	SIP	SIP

Bit	Name	Access	Description
14:8	MODNUMBER	RO	Module Numbers, indicates radio performance and frequency band.
7:5	ANTENNA	RO	Module Antenna Type

Value	Mode	Description
0	BUILTIN	Built-in Antenna
1	CONNECTOR	RF Connector
2	RFPAD	RF Pad

4:0	HWREV	RO	Module Hardware Revision. Starting from 0.

4.7.3 MODXOCAL - Module Crystal Oscillator Calibration

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
Access	RO							RO																								
Name	LFXOTUNING							HFXOCTUNE																								

Bit	Name	Access	Description
15:9	LFXOTUNING	RO	Calibration for LFXO TUNING
8:0	HFXOCTUNE	RO	Calibration for HFXO CTUNE

4.7.4 EXTINFO - External Component description

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
Access									RO								RO								RO							
Name									REV								CONNECTION								TYPE							

Bit	Name	Access	Description
31:24	*Reserved*	*Reserved for future use*	
23:16	REV	RO	MCM Revision
	Value	Mode	Description
	1	REV1	Revision 1
	255	NONE	No external component present
15:8	CONNECTION	RO	Connection protocal to external interface
	Value	Mode	Description
	1	SPI	SPI control interface
	255	NONE	None
7:0	TYPE	RO	
	External Component		
	Value	Mode	Description
	1	IS25LQ040B	IS25LQ040B-JWLE1 512kB Serial Flash
	2	AT25S041	AT25S041-DWFHT 512kB Serial Flash
	255	NONE	None

4.7.5 EUI48L - EUI48 OUI and Unique identifier

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
Access	RO								RO																							
Name	OUI48L								UNIQUEID																							

Bit	Name	Access	Description
31:24	OUI48L	RO	Lower Octet of EUI48 Organizationally Unique Identifier
23:0	UNIQUEID	RO	Unique identifier

4.7.6 EUI48H - OUI

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
Access																	RO															
Name																	OUI48H															

Bit	Name	Access	Description
31:16	*Reserved*	*Reserved for future use*	
15:0	OUI48H	RO	Upper two Octets of EUI48 Organizationally Unique Identifier

4.7.7 CUSTOMINFO - Custom information

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
Access	RO																															
Name	PARTNO																															

Bit	Name	Access	Description
31:16	PARTNO	RO	Custom part identifier as unsigned integer (e.g. 903) 65535 for standard product
15:0	*Reserved*	*Reserved for future use*	

4.7.8 MEMINFO - Flash page size and misc. chip information

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
Access	RO								RO								RO								RO							
Name	FLASH_PAGE_SIZE								PINCOUNT								PKGTYPE								TEMPGRADE							

Bit	Name	Access	Description
31:24	FLASH_PAGE_SIZE	RO	Flash page size in bytes coded as 2 ^ ((MEM_INFO_PAGE_SIZE + 10) & 0xFF). Ie. the value 0xFF = 512 bytes.
23:16	PINCOUNT	RO	Device pin count as unsigned integer (eg. 48)
15:8	PKGTYPE	RO	Package Identifier as character

Value	Mode	Description
68	KGD	KGD package
74	WLCSP	WLCSP package
77	QFN	QFN package
81	QFP	QFP package

7:0	TEMPGRADE	RO	Temperature Grade of product as unsigned integer enumeration

Value	Mode	Description
0	N40TO85	-40 to 85degC
1	N40TO125	-40 to 125degC
2	N40TO105	-40 to 105degC
3	N0TO70	0 to 70degC

4.7.9 UNIQUEL - Low 32 bits of device unique number

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
Access	RO																															
Name	UNIQUEL																															

Bit	Name	Access	Description
31:0	UNIQUEL	RO	Low 32 bits of device unique number

4.7.10 UNIQUEH - High 32 bits of device unique number

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
Access	RO																															
Name	UNIQUEH																															

Bit	Name	Access	Description
31:0	UNIQUEH	RO	High 32 bits of device unique number

4.7.11 MSIZE - Flash and SRAM Memory size in kB

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
Access	RO																RO															
Name	SRAM																FLASH															

Bit	Name	Access	Description
31:16	SRAM	RO	Ram size, kbyte count as unsigned integer (eg. 16)
15:0	FLASH	RO	Flash size, kbyte count as unsigned integer (eg. 128)

4.7.12 PART - Part description

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
Access	RO								RO								RO															
Name	PROD_REV								DEVICE_FAMILY								DEVICE_NUMBER															

Bit	Name	Access	Description
31:24	PROD_REV	RO	Production revision as unsigned integer
23:16	DEVICE_FAMILY	RO	Device Family

Value	Mode	Description
16	EFR32MG1P	EFR32 Gecko Family Series 1 Device Config 1
17	EFR32MG1B	EFR32 Gecko Family Series 1 Device Config 1
18	EFR32MG1V	EFR32 Gecko Family Series 1 Device Config 1
19	EFR32BG1P	EFR32 Gecko Family Series 1 Device Config 1
20	EFR32BG1B	EFR32 Gecko Family Series 1 Device Config 1
21	EFR32BG1V	EFR32 Gecko Family Series 1 Device Config 1
25	EFR32FG1P	EFR32 Gecko Family Series 1 Device Config 1
26	EFR32FG1B	EFR32 Gecko Family Series 1 Device Config 1
27	EFR32FG1V	EFR32 Gecko Family Series 1 Device Config 1
28	EFR32MG12P	EFR32 Gecko Family Series 1 Device Config 2
29	EFR32MG12B	EFR32 Gecko Family Series 1 Device Config 2
30	EFR32MG12V	EFR32 Gecko Family Series 1 Device Config 2
31	EFR32BG12P	EFR32 Gecko Family Series 1 Device Config 2
32	EFR32BG12B	EFR32 Gecko Family Series 1 Device Config 2
33	EFR32BG12V	EFR32 Gecko Family Series 1 Device Config 2
37	EFR32FG12P	EFR32 Gecko Family Series 1 Device Config 2
38	EFR32FG12B	EFR32 Gecko Family Series 1 Device Config 2
39	EFR32FG12V	EFR32 Gecko Family Series 1 Device Config 2
40	EFR32MG13P	EFR32 Gecko Family Series 1 Device Config 3
41	EFR32MG13B	EFR32 Gecko Family Series 1 Device Config 3
42	EFR32MG13V	EFR32 Gecko Family Series 1 Device Config 3
43	EFR32BG13P	EFR32 Gecko Family Series 1 Device Config 3
44	EFR32BG13B	EFR32 Gecko Family Series 1 Device Config 3

Bit	Name	Access	Description
	45	EFR32BG13V	EFR32 Gecko Family Series 1 Device Config 3
	46	EFR32ZG13P	EFR32 Gecko Family Series 1 Device Config 3
	49	EFR32FG13P	EFR32 Gecko Family Series 1 Device Config 3
	50	EFR32FG13B	EFR32 Gecko Family Series 1 Device Config 3
	51	EFR32FG13V	EFR32 Gecko Family Series 1 Device Config 3
	52	EFR32MG14P	EFR32 Gecko Family Series 1 Device Config 4
	53	EFR32MG14B	EFR32 Gecko Family Series 1 Device Config 4
	54	EFR32MG14V	EFR32 Gecko Family Series 1 Device Config 4
	55	EFR32BG14P	EFR32 Gecko Family Series 1 Device Config 4
	56	EFR32BG14B	EFR32 Gecko Family Series 1 Device Config 4
	57	EFR32BG14V	EFR32 Gecko Family Series 1 Device Config 4
	58	EFR32ZG14P	EFR32 Gecko Family Series 1 Device Config 4
	61	EFR32FG14P	EFR32 Gecko Family Series 1 Device Config 4
	62	EFR32FG14B	EFR32 Gecko Family Series 1 Device Config 4
	63	EFR32FG14V	EFR32 Gecko Family Series 1 Device Config 4
	71	EFM32G	EFM32 Gecko Device Family
	71	G	EFM32 Gecko Device Family
	72	EFM32GG	EFM32 Gecko Device Family
	72	GG	EFM32 Gecko Device Family
	73	TG	EFM32 Gecko Device Family
	73	EFM32TG	EFM32 Gecko Device Family
	74	EFM32LG	EFM32 Gecko Device Family
	74	LG	EFM32 Gecko Device Family
	75	EFM32WG	EFM32 Gecko Device Family
	75	WG	EFM32 Gecko Device Family
	76	ZG	EFM32 Gecko Device Family
	76	EFM32ZG	EFM32 Gecko Device Family
	77	HG	EFM32 Gecko Device Family
	77	EFM32HG	EFM32 Gecko Device Family
	81	EFM32PG1B	EFM32 Gecko Family Series 1 Device Config 1
	83	EFM32JG1B	EFM32 Gecko Family Series 1 Device Config 1
	85	EFM32PG12B	EFM32 Gecko Family Series 1 Device Config 2
	87	EFM32JG12B	EFM32 Gecko Family Series 1 Device Config 2
	100	EFM32GG11B	EFM32 Gecko Family Series 1 Device Config 1
	103	EFM32TG11B	EFM32 Gecko Family Series 1 Device Config 1
	106	EFM32GG12B	EFM32 Gecko Family Series 1 Device Config 2
	120	EZR32LG	EZR32 Gecko Device Family

Bit	Name	Access	Description
	121	EZR32WG	EZR32 Gecko Device Family
	122	EZR32HG	EZR32 Gecko Device Family
15:0	DEVICE_NUMBER	RO	Part number as unsigned integer (e.g., 233 for EFR32BG1P**233**F256GM48-B0)

4.7.13 DEVINFOREV - Device information page revision

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
Access																									RO							
Name																									DEVINFOREV							

Bit	Name	Access	Description
31:8	*Reserved*	*Reserved for future use*	
7:0	DEVINFOREV	RO	DEVINFO layout revision as unsigned integer (initially 1)

4.7.14 EMUTEMP - EMU Temperature Calibration Information

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
Access																									RO							
Name																									EMUTEMPROOM							

Bit	Name	Access	Description
31:8	*Reserved*	*Reserved for future use*	
7:0	EMUTEMPROOM	RO	EMU_TEMP temperature reading at room

4.7.15 ADC0CAL0 - ADC0 calibration register 0

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
Access		RO							RO				RO					RO							RO				RO			
Name		GAIN2V5							NEGSEOFFSET2V5				OFFSET2V5					GAIN1V25							NEGSEOFFSET1V25				OFFSET1V25			

Bit	Name	Access	Description
31	*Reserved*	*Reserved for future use*	
30:24	GAIN2V5	RO	Gain for 2.5V reference
23:20	NEGSEOFFSET2V5	RO	Negative single ended offset for 2.5V reference
19:16	OFFSET2V5	RO	Offset for 2.5V reference
15	*Reserved*	*Reserved for future use*	
14:8	GAIN1V25	RO	Gain for 1.25V reference
7:4	NEGSEOFFSET1V25	RO	Negative single ended offset for 1.25V reference
3:0	OFFSET1V25	RO	Offset for 1.25V reference

4.7.16 ADC0CAL1 - ADC0 calibration register 1

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
Access		RO							RO				RO					RO							RO				RO			
Name		GAIN5VDIFF							NEGSEOFFSET5VDIFF				OFFSET5VDIFF					GAINVDD							NEGSEOFFSETVDD				OFFSETVDD			

Bit	Name	Access	Description
31	*Reserved*	*Reserved for future use*	
30:24	GAIN5VDIFF	RO	Gain for for 5V differential reference
23:20	NEGSEOFFSET5VDIFF	RO	Negative single ended offset with for 5V differential reference
19:16	OFFSET5VDIFF	RO	Offset for 5V differential reference
15	*Reserved*	*Reserved for future use*	
14:8	GAINVDD	RO	Gain for VDD reference
7:4	NEGSEOFFSETVDD	RO	Negative single ended offset for VDD reference
3:0	OFFSETVDD	RO	Offset for VDD reference

4.7.17 ADC0CAL2 - ADC0 calibration register 2

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
Access																									RO				RO			
Name																									NEGSEOFFSET2XVDD				OFFSET2XVDD			

Bit	Name	Access	Description
31	*Reserved*	*Reserved for future use*	
30:24	*Reserved*	*Reserved for future use*	
23:20	*Reserved*	*Reserved for future use*	
19:16	*Reserved*	*Reserved for future use*	
15:8	*Reserved*	*Reserved for future use*	
7:4	NEGSEOFFSET2XVDD	RO	Negative single ended offset for 2XVDD reference
3:0	OFFSET2XVDD	RO	Offset for 2XVDD reference

4.7.18 ADC0CAL3 - ADC0 calibration register 3

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
Access																							RO									
Name																							TEMPREAD1V25									

Bit	Name	Access	Description
31:16	*Reserved*	*Reserved for future use*	
15:4	TEMPREAD1V25	RO	Temperature reading at 1V25 reference
3:0	*Reserved*	*Reserved for future use*	

4.7.19 HFRCOCAL0 - HFRCO Calibration Register (4 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.20 HFRCOCAL3 - HFRCO Calibration Register (7 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.21 HFRCOCAL6 - HFRCO Calibration Register (13 MHz)

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	5	4	3	2	1	0
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.22 HFRCOCAL7 - HFRCO Calibration Register (16 MHz)

Offset	Bit Position																													
0x09C	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.23 HFRCOCAL8 - HFRCO Calibration Register (19 MHz)

Offset	Bit Position																													
0x0A0	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.24 HFRCOCAL10 - HFRCO Calibration Register (26 MHz)

Offset	Bit Position																													
0x0A8	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.25 HFRCOCAL11 - HFRCO Calibration Register (32 MHz)

Offset	Bit Position																													
0x0AC	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.26 HFRCOCAL12 - HFRCO Calibration Register (38 MHz)

Offset	Bit Position																													
0x0B0	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	HFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	HFRCO enable reference for fine tuning
26:25	CLKDIV	RO	HFRCO Clock Output Divide
24	LDOHP	RO	HFRCO LDO High Power Mode
23:21	CMPBIAS	RO	HFRCO Comparator Bias Current
20:16	FREQRANGE	RO	HFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	HFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	HFRCO Tuning Value

4.7.27 AUXHFRCOCAL0 - AUXHFRCO Calibration Register (4 MHz)

Offset	Bit Position																													
0x0E0	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.28 AUXHFRCOCAL3 - AUXHFRCO Calibration Register (7 MHz)

Offset	Bit Position																													
0x0EC	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.29 AUXHFRCOCAL6 - AUXHFRCO Calibration Register (13 MHz)

Offset	Bit Position																													
0x0F8	31	30	29	28	27	26	25	24	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	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.30 AUXHFRCOCAL7 - AUXHFRCO Calibration Register (16 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.31 AUXHFRCOCAL8 - AUXHFRCO Calibration Register (19 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.32 AUXHFRCOCAL10 - AUXHFRCO Calibration Register (26 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.33 AUXHFRCOCAL11 - AUXHFRCO Calibration Register (32 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.34 AUXHFRCOCAL12 - AUXHFRCO Calibration Register (38 MHz)

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
Access	RO				RO	RO		RO	RO			RO							RO							RO					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Access	Description
31:28	VREFTC	RO	AUXHFRCO Temperature Coefficient Trim on Comparator Reference
27	FINETUNINGEN	RO	AUXHFRCO enable reference for fine tuning
26:25	CLKDIV	RO	AUXHFRCO Clock Output Divide
24	LDOHP	RO	AUXHFRCO LDO High Power Mode
23:21	CMPBIAS	RO	AUXHFRCO Comparator Bias Current
20:16	FREQRANGE	RO	AUXHFRCO Frequency Range
15:14	*Reserved*	*Reserved for future use*	
13:8	FINETUNING	RO	AUXHFRCO Fine Tuning Value
7	*Reserved*	*Reserved for future use*	
6:0	TUNING	RO	AUXHFRCO Tuning Value

4.7.35 VMONCAL0 - VMON Calibration Register 0

Offset	Bit Position																													
0x140	31	30	29	28	27	26	25	24	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	RO				RO				RO				RO				RO				RO				RO				RO			
Name	ALTAVDD2V98THRESCOARSE				ALTAVDD2V98THRESFINE				ALTAVDD1V86THRESCOARSE				ALTAVDD1V86THRESFINE				AVDD2V98THRESCOARSE				AVDD2V98THRESFINE				AVDD1V86THRESCOARSE				AVDD1V86THRESFINE			

Bit	Name	Access	Description
31:28	ALTAVDD2V98THRESCOARSE	RO	ALTAVDD 2.98 V Coarse Threshold Adjust
27:24	ALTAVDD2V98THRESFINE	RO	ALTAVDD 2.98 V Fine Threshold Adjust
23:20	ALTAVDD1V86THRESCOARSE	RO	ALTAVDD 1.86 V Coarse Threshold Adjust
19:16	ALTAVDD1V86THRESFINE	RO	ALTAVDD 1.86 V Fine Threshold Adjust
15:12	AVDD2V98THRESCOARSE	RO	AVDD 2.98 V Coarse Threshold Adjust
11:8	AVDD2V98THRESFINE	RO	AVDD 2.98 V Fine Threshold Adjust
7:4	AVDD1V86THRESCOARSE	RO	AVDD 1.86 V Coarse Threshold Adjust
3:0	AVDD1V86THRESFINE	RO	AVDD 1.86 V Fine Threshold Adjust

4.7.36 VMONCAL1 - VMON Calibration Register 1

Offset	Bit Position																													
0x144	31	30	29	28	27	26	25	24	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	RO				RO				RO				RO				RO				RO				RO				RO			
Name	IO02V98THRESCOARSE				IO02V98THRESFINE				IO01V86THRESCOARSE				IO01V86THRESFINE				DVDD2V98THRESCOARSE				DVDD2V98THRESFINE				DVDD1V86THRESCOARSE				DVDD1V86THRESFINE			

Bit	Name	Access	Description
31:28	IO02V98THRESCOARSE	RO	IO0 2.98 V Coarse Threshold Adjust
27:24	IO02V98THRESFINE	RO	IO0 2.98 V Fine Threshold Adjust
23:20	IO01V86THRESCOARSE	RO	IO0 1.86 V Coarse Threshold Adjust
19:16	IO01V86THRESFINE	RO	IO0 1.86 V Fine Threshold Adjust
15:12	DVDD2V98THRESCOARSE	RO	DVDD 2.98 V Coarse Threshold Adjust
11:8	DVDD2V98THRESFINE	RO	DVDD 2.98 V Fine Threshold Adjust
7:4	DVDD1V86THRESCOARSE	RO	DVDD 1.86 V Coarse Threshold Adjust
3:0	DVDD1V86THRESFINE	RO	DVDD 1.86 V Fine Threshold Adjust

4.7.37 VMONCAL2 - VMON Calibration Register 2

Offset	Bit Position																													
0x148	31	30	29	28	27	26	25	24	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	RO				RO				RO				RO				RO				RO				RO				RO			
Name	FVDD2V98THRESCOARSE				FVDD2V98THRESFINE				FVDD1V86THRESCOARSE				FVDD1V86THRESFINE				PAVDD2V98THRESCOARSE				PAVDD2V98THRESFINE				PAVDD1V86THRESCOARSE				PAVDD1V86THRESFINE			

Bit	Name	Access	Description
31:28	FVDD2V98THRESCOARSE	RO	FVDD 2.98 V Coarse Threshold Adjust
27:24	FVDD2V98THRESFINE	RO	FVDD 2.98 V Fine Threshold Adjust
23:20	FVDD1V86THRESCOARSE	RO	FVDD 1.86 V Coarse Threshold Adjust
19:16	FVDD1V86THRESFINE	RO	FVDD 1.86 V Fine Threshold Adjust
15:12	PAVDD2V98THRESCOARSE	RO	PAVDD 2.98 V Coarse Threshold Adjust
11:8	PAVDD2V98THRESFINE	RO	PAVDD 2.98 V Fine Threshold Adjust
7:4	PAVDD1V86THRESCOARSE	RO	PAVDD 1.86 V Coarse Threshold Adjust
3:0	PAVDD1V86THRESFINE	RO	PAVDD 1.86 V Fine Threshold Adjust

4.7.38 IDAC0CAL0 - IDAC0 Calibration Register 0

Offset	Bit Position																													
0x158	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	SOURCERANGE3TUNING								SOURCERANGE2TUNING								SOURCERANGE1TUNING								SOURCERANGE0TUNING							

Bit	Name	Access	Description
31:24	SOURCERANGE3TUNING	RO	Calibrated middle step (16) of current source mode range 3
23:16	SOURCERANGE2TUNING	RO	Calibrated middle step (16) of current source mode range 2
15:8	SOURCERANGE1TUNING	RO	Calibrated middle step (16) of current source mode range 1
7:0	SOURCERANGE0TUNING	RO	Calibrated middle step (16) of current source mode range 0

4.7.39 IDAC0CAL1 - IDAC0 Calibration Register 1

Offset	Bit Position																													
0x15C	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	SINKRANGE3TUNING								SINKRANGE2TUNING								SINKRANGE1TUNING								SINKRANGE0TUNING							

Bit	Name	Access	Description
31:24	SINKRANGE3TUNING	RO	Calibrated middle step (16) of current sink mode range 3
23:16	SINKRANGE2TUNING	RO	Calibrated middle step (16) of current sink mode range 2
15:8	SINKRANGE1TUNING	RO	Calibrated middle step (16) of current sink mode range 1
7:0	SINKRANGE0TUNING	RO	Calibrated middle step (16) of current sink mode range 0

4.7.40 DCDCLNVCTRL0 - DCDC Low-noise VREF Trim Register 0

Offset	Bit Position																													
0x168	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	3V0LNATT1								1V8LNATT1								1V8LNATT0								1V2LNATT0							

Bit	Name	Access	Description
31:24	3V0LNATT1	RO	DCDC LNVREF Trim for 3.0V output, LNATT=1
23:16	1V8LNATT1	RO	DCDC LNVREF Trim for 1.8V output, LNATT=1
15:8	1V8LNATT0	RO	DCDC LNVREF Trim for 1.8V output, LNATT=0
7:0	1V2LNATT0	RO	DCDC LNVREF Trim for 1.2V output, LNATT=0

4.7.41 DCDCLPVCTRL0 - DCDC Low-power VREF Trim Register 0

Offset	Bit Position																													
0x16C	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	1V8LPATT0LPCMPBIAS1								1V2LPATT0LPCMPBIAS1								1V8LPATT0LPCMPBIAS0								1V2LPATT0LPCMPBIAS0							

Bit	Name	Access	Description
31:24	1V8LPATT0LPCMPBIAS1	RO	DCDC LPVREF Trim for 1.8V output, LPATT=0, LPCMPBIAS=1
23:16	1V2LPATT0LPCMPBIAS1	RO	DCDC LPVREF Trim for 1.2V output, LPATT=0, LPCMPBIAS=1
15:8	1V8LPATT0LPCMPBIAS0	RO	DCDC LPVREF Trim for 1.8V output, LPATT=0, LPCMPBIAS=0
7:0	1V2LPATT0LPCMPBIAS0	RO	DCDC LPVREF Trim for 1.2V output, LPATT=0, LPCMPBIAS=0

4.7.42 DCDCLPVCTRL1 - DCDC Low-power VREF Trim Register 1

Offset	Bit Position																													
0x170	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	1V8LPATT0LPCMPBIAS3								1V2LPATT0LPCMPBIAS3								1V8LPATT0LPCMPBIAS2								1V2LPATT0LPCMPBIAS2							

Bit	Name	Access	Description
31:24	1V8LPATT0LPCMPBIAS3	RO	DCDC LPVREF Trim for 1.8V output, LPATT=0, LPCMPBIAS=3
23:16	1V2LPATT0LPCMPBIAS3	RO	DCDC LPVREF Trim for 1.2V output, LPATT=0, LPCMPBIAS=3
15:8	1V8LPATT0LPCMPBIAS2	RO	DCDC LPVREF Trim for 1.8V output, LPATT=0, LPCMPBIAS=2
7:0	1V2LPATT0LPCMPBIAS2	RO	DCDC LPVREF Trim for 1.2V output, LPATT=0, LPCMPBIAS=2

4.7.43 DCDCLPVCTRL2 - DCDC Low-power VREF Trim Register 2

Offset	Bit Position																													
0x174	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	3V0LPATT1LPCMPBIAS1								1V8LPATT1LPCMPBIAS1								3V0LPATT1LPCMPBIAS0								1V8LPATT1LPCMPBIAS0							

Bit	Name	Access	Description
31:24	3V0LPATT1LPCMPBIAS1	RO	DCDC LPVREF Trim for 3.0V output, LPATT=1, LPCMPBIAS=1
23:16	1V8LPATT1LPCMPBIAS1	RO	DCDC LPVREF Trim for 1.8V output, LPATT=1, LPCMPBIAS=1
15:8	3V0LPATT1LPCMPBIAS0	RO	DCDC LPVREF Trim for 3.0V output, LPATT=1, LPCMPBIAS=0
7:0	1V8LPATT1LPCMPBIAS0	RO	DCDC LPVREF Trim for 1.8V output, LPATT=1, LPCMPBIAS=0

4.7.44 DCDCLPVCTRL3 - DCDC Low-power VREF Trim Register 3

Offset	Bit Position																													
0x178	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	3V0LPATT1LPCMPBIAS3								1V8LPATT1LPCMPBIAS3								3V0LPATT1LPCMPBIAS2								1V8LPATT1LPCMPBIAS2							

Bit	Name	Access	Description
31:24	3V0LPATT1LPCMPBIAS3	RO	DCDC LPVREF Trim for 3.0V output, LPATT=1, LPCMPBIAS=3
23:16	1V8LPATT1LPCMPBIAS3	RO	DCDC LPVREF Trim for 1.8V output, LPATT=1, LPCMPBIAS=3
15:8	3V0LPATT1LPCMPBIAS2	RO	DCDC LPVREF Trim for 3.0V output, LPATT=1, LPCMPBIAS=3
7:0	1V8LPATT1LPCMPBIAS2	RO	DCDC LPVREF Trim for 1.8V output, LPATT=1, LPCMPBIAS=2

4.7.45 DCDCLPCMPHYSSEL0 - DCDC LPCMPHYSSEL Trim Register 0

Offset	Bit Position																													
0x17C	31	30	29	28	27	26	25	24	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																	RO								RO							
Name																	LPCMPHYSSELLPATT1								LPCMPHYSSELLPATT0							

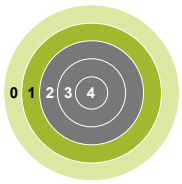
Bit	Name	Access	Description
31:16	*Reserved*	*Reserved for future use*	
15:8	LPCMPHYSSELLPATT1	RO	DCDC LPCMPHYSSEL Trim, LPATT=1
7:0	LPCMPHYSSELLPATT0	RO	DCDC LPCMPHYSSEL Trim, LPATT=0

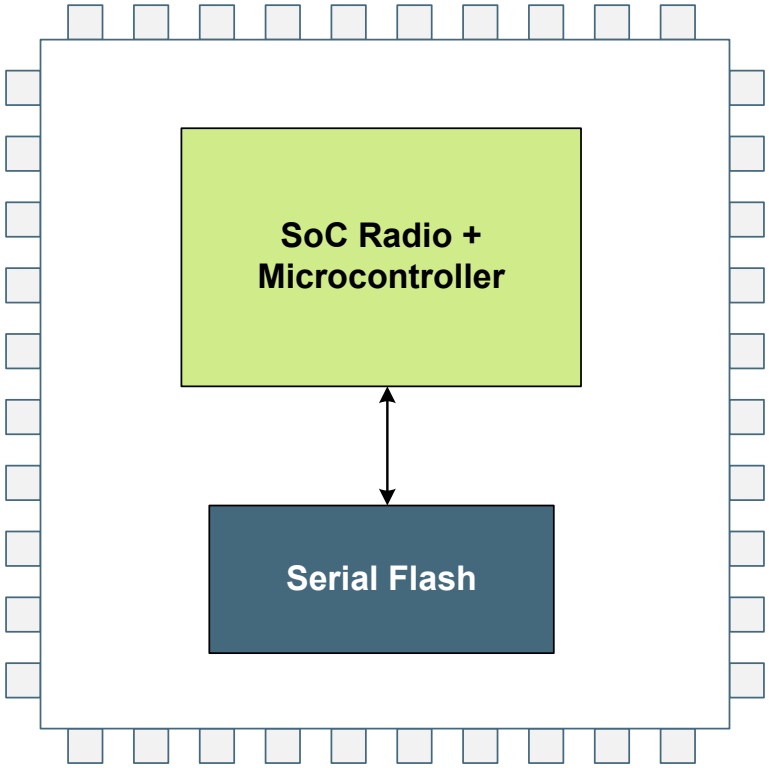
4.7.46 DCDCLPCMPHYSSEL1 - DCDC LPCMPHYSSEL Trim Register 1

Offset	Bit Position																													
0x180	31	30	29	28	27	26	25	24	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	RO								RO								RO								RO							
Name	LPCMPHYSSELLPCMPBIAS3								LPCMPHYSSELLPCMPBIAS2								LPCMPHYSSELLPCMPBIAS1								LPCMPHYSSELLPCMPBIAS0							

Bit	Name	Access	Description
31:24	LPCMPHYSSELLPCMPBIAS3	RO	DCDC LPCMPHYSSEL Trim, LPCMPBIAS=3
23:16	LPCMPHYSSELLPCMPBIAS2	RO	DCDC LPCMPHYSSEL Trim, LPCMPBIAS=2
15:8	LPCMPHYSSELLPCMPBIAS1	RO	DCDC LPCMPHYSSEL Trim, LPCMPBIAS=1
7:0	LPCMPHYSSELLPCMPBIAS0	RO	DCDC LPCMPHYSSEL Trim, LPCMPBIAS=0

5. Serial Flash





Quick Facts

What?

A 512 kB serial flash memory is included in the package for certain part numbers.

Why?

The serial flash memory extends the non-volatile storage capabilites of the device while maintaining a small PCB footprint.

How?

The serial flash may be read and written in EM0 or EM1, and placed in a low power state when not used.

5.1 Introduction

The serial flash memory adds 512 kB of non-volatile storage space for applications with larger memory requirements. It is fully internal to the package, and requires no additional board space or GPIO resources. Software drivers provided by Silicon Labs offer a simple API interface to the serial flash. Low-level access is also possible, via the USART1 peripheral.

5.2 Features

- 512 kB of memory
- 4 kB sectors, can be erased individually or in 32 kB or 64 kB blocks
- 1 - 256 byte page write
- 100,000 write/erase cycle endurance
- 20 year data retention
- SPI interface
- Write protection
- 4 x 256 byte dedicated security area with user-lockable bits, one-time programmable

5.3 Functional Description

The serial flash is powered from IOVDD and bonded to internal GPIO which are not available externally. USART1 is connected to the associated GPIO pins and functions as a SPI interface to the flash. It is recommended to use the software libraries supplied by Silicon Laboratories for interfacing to the serial flash. The information in this section is reference for users who choose to write their own low-level software drivers.

Note: The EXTINFO entry in the DI page identifies the specific serial flash part number included in the package. Software should verify this field before initiating any serial flash operations.

5.3.1 Memory Organization

The memory array of the serial flash is divided into uniform 4 kB sectors or uniform 32/64 kB blocks consisting of eight or sixteen adjacent sectors, respectively. Table 5.1 Block and Sector Addresses on page 92 diagrams the organization of this memory space.

Table 5.1. Block and Sector Addresses

64 kB Block Number	32 kB Block Number	4 kB Sector Number	Address Range
0	0	0	0x000000 - 0x000FFF
		:	:
	1	:	:
		15	0x00F000 - 0x00FFFF
1	2	16	0x010000 - 0x010FFF
		:	:
	3	:	:
		31	0x01F000 - 0x01FFFF
2	4	32	0x020000 - 0x020FFF
		:	:
	5	:	:
		47	0x02F000 - 0x02FFFF
3	6	48	0x030000 - 0x030FFF
		:	:
	7	:	:
		63	0x03F000 - 0x03FFFF
4	8	64	0x040000 - 0x040FFF
		:	:
	9	:	:
		79	0x04F000 - 0x04FFFF
5	10	80	0x050000 - 0x050FFF
		:	:
	11	:	:
		95	0x05F000 - 0x05FFFF
6	12	96	0x060000 - 0x060FFF
		:	:
	13	:	:
		111	0x06F000 - 0x06FFFF
7	14	112	0x070000 - 0x070FFF
		:	:
	15	:	:
		127	0x07F000 - 0x07FFFF

5.3.2 Serial Interface

Serial flash operations are controlled through a SPI interface on the flash. Internal to the package, the flash interface I/O are connected to GPIO on the MCU. USART1 may be routed to the serial interface for hardware-controlled bus writes and reads.

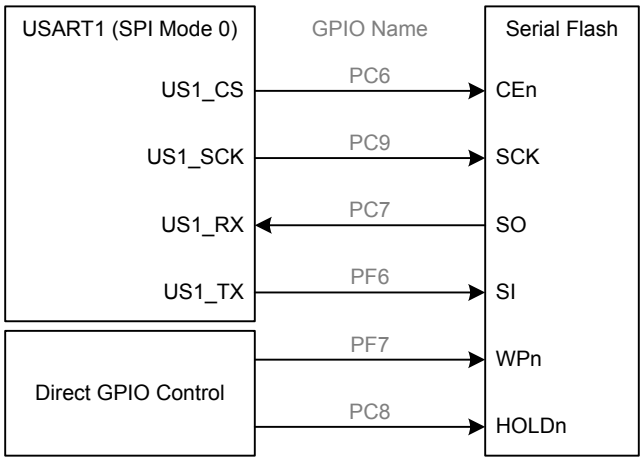


Figure 5.1. Serial Flash Connections

5.3.2.1 USART1 Configuration

All of the serial flash I/O connections are bonded to standard port pins internal to the packaging. The USART1 peripheral may be directly routed to the SPI interface signals (SI, SO, SCK, and CEn), while the remaining signals (WPn and HOLDn) can be controlled as GPIO. Table 5.2 Serial Flash I/O Connections on page 93 shows the GPIO connections for each signal, as well as the recommended GPIO configurations and USART1 routing locations.

Table 5.2. Serial Flash I/O Connections

Serial Flash Signal	GPIO	Recommended Configuration and initial state	USART1_ROUTELOC0 Settings
SI (Serial Data Input)	PF6	Output, High	TXLOC = LOC30
WPn (Active-Low Write Protect)	PF7	Output, Low	n/a
SCK (Serial Clock Input)	PC9	Output, Low	CLKLOC = LOC12
HOLDn (Active-Low Hold)	PC8	Output, High	n/a
SO (Serial Data Output)	PC7	Input	RXLOC = LOC11
CEn (Active-Low Chip Enable)	PC6	Output, High	CSLOC = LOC8

To function properly with the serial flash, USART1 should be configured for synchronous master operation in SPI mode 0, with a maximum baud rate of 8 MHz. The CEn pin may be controlled manually by software, or automatically by the US1_CS pin. If using the US1_CS option, the CS output signal should be configured for active-low operation.

If CEn is controlled manually as a GPIO pin, it should be cleared to a logic low state by software before any data transfer is initiated, and set back to logic high after the final byte of data has been transferred. If US1_CS is configured to automatically drive the CEn pin, software or DMA must continue to keep the USART1 buffer full for the duration of each transfer so that CEn remains low during the operation and returns high only when data transfer is complete.

Refer to 18. USART - Universal Synchronous Asynchronous Receiver/Transmitter for more detailed information about USART operation and configuration.

5.3.2.2 Timing

All data is shifted into and out of the serial flash MSB-first. Data is shifted on the falling edge of SCK and latched on the rising edge of SCK. Transfer format for a single byte is shown in Figure 5.2 Serial Interface Data Format on page 94.

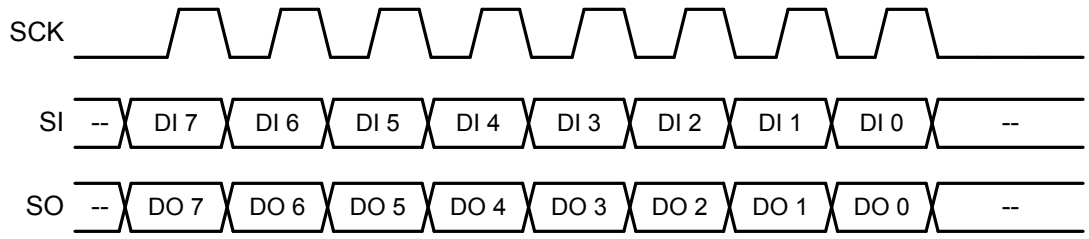


Figure 5.2. Serial Interface Data Format

When USART1 is configured as described in 5.3.2.1 USART1 Configuration, at no greater than an 8 MHz serial clock rate and automatic US1_CS control, all serial flash timing parameters for CEn, SCK, SI, and SO will be met across the temperature and supply range. This is the recommended configuration for communicating with the serial flash memory. For other configurations, it is important to ensure that the serial flash timing is not violated. Refer to Figure 5.3 Serial Flash IO Timing on page 94.

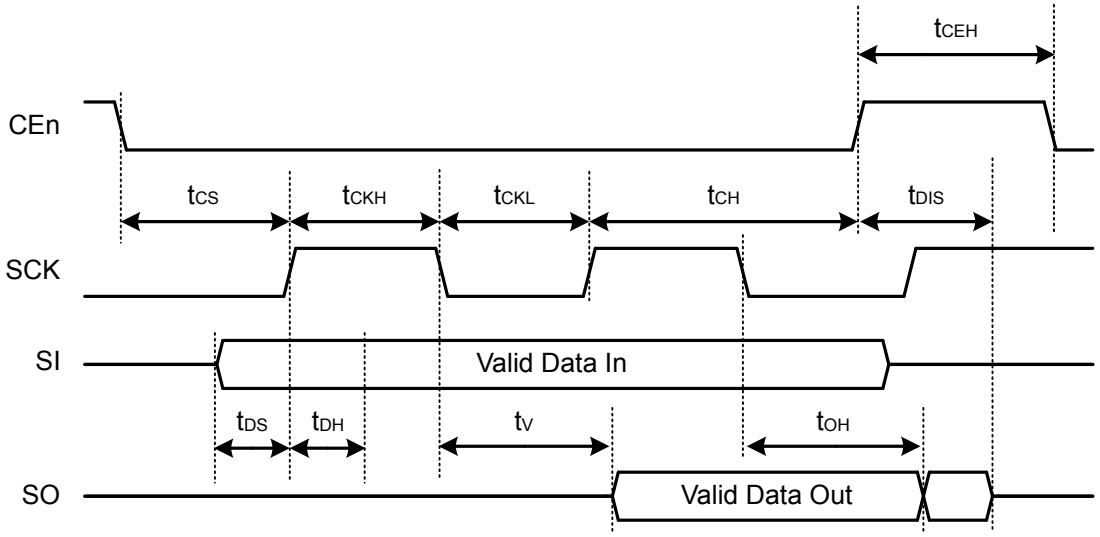


Figure 5.3. Serial Flash IO Timing

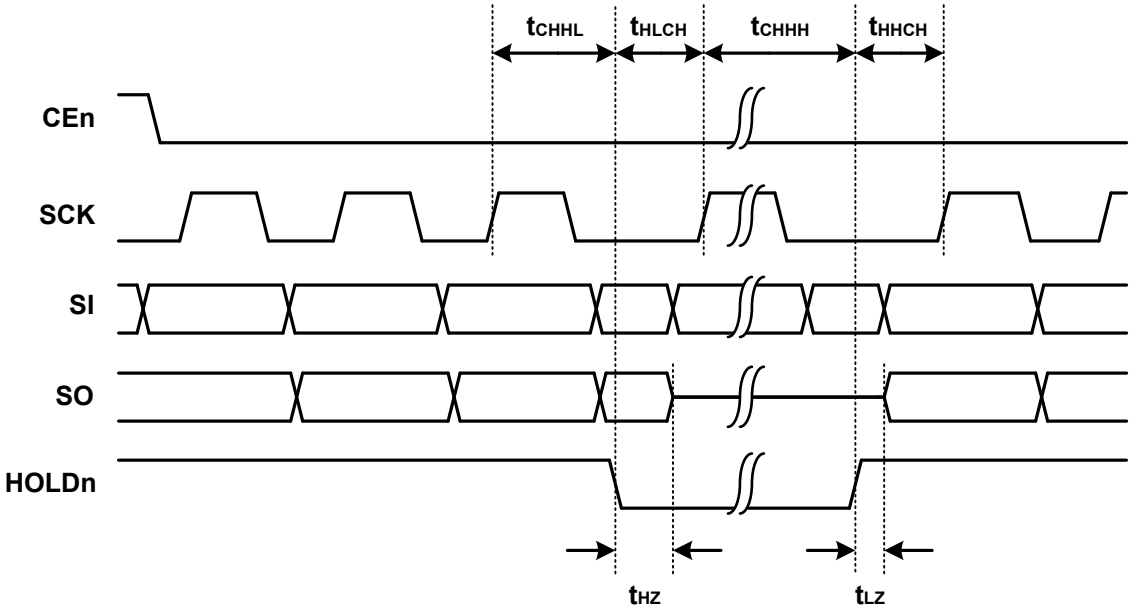
Parameter	Symbol	Min	Max	Units
SCK High Time	t_{CKH}	4		ns
SCK Low Time	t_{CKL}	4		ns
CEn High Time	t_{CEH}	7		ns
CEn Setup Time	t_{CS}	10		ns
CEn Hold Time	t_{CH}	5		ns
Data In Setup Time	t_{DS}	2		ns
Data In Hold Time	t_{DH}	2		ns
Output Valid	t_{V}		8	ns
Output Hold Time	t_{OH}	2		ns

Parameter	Symbol	Min	Max	Units
Output Disable Time	t_{DIS}		8	ns

5.3.2.3 Hold Operation

When the device is selected with CEn and a serial sequence is underway, HOLDn can be used to pause the serial communication with the master device without resetting the serial sequence. To pause, bring the HOLDn signal low while the SCK signal is low. When HOLDn is asserted, inputs to SI will be ignored, and SO will be high impedance. To resume serial communication, bring HOLDn high while the SCK signal is low. Communication with the serial flash will resume at the clock where it was halted.

Figure 5.4. Serial Flash HOLDn Timing

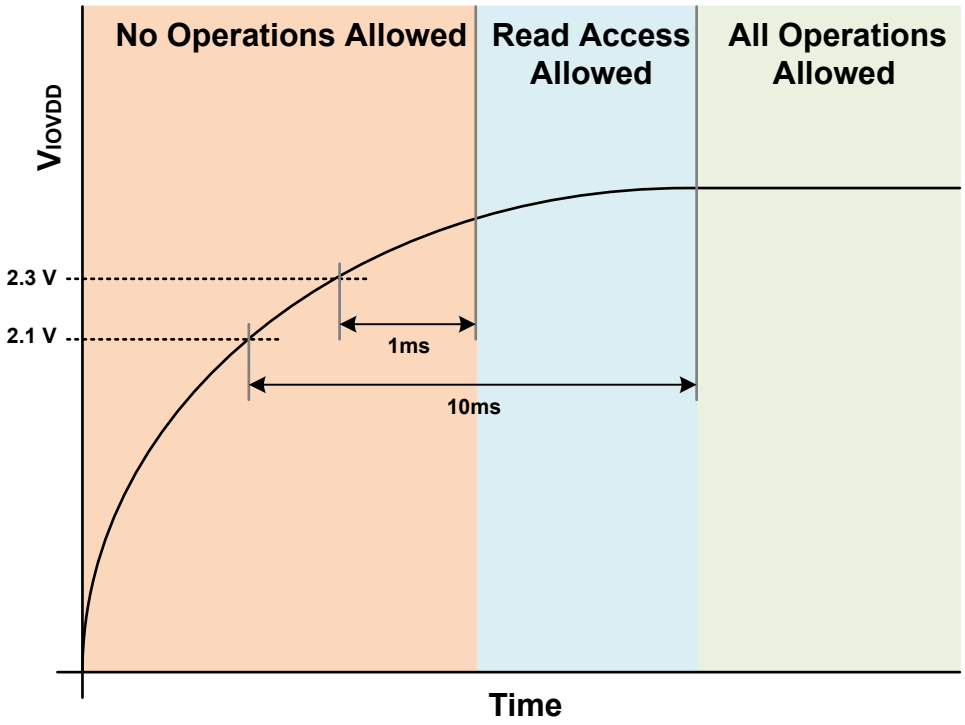


Parameter	Symbol	Min	Max	Units
HOLDn Low to SCK	t_{HLCH}	5		ns
SCK to HOLDn High	t_{CHHH}	5		ns
HOLDn High to SCK	t_{HHCH}	5		ns
SCK to HOLDn Low	t_{CHHL}	5		ns
HOLDn Low to Output High-Z	t_{HZ}		12	ns
HOLDn High to Output Driven	t_{LZ}		12	ns

5.3.2.4 Power Up and Power Down

The serial flash is powered by the IOVDD supply pin, and will inhibit certain operations while it is powering on. Software should not attempt to access the serial flash for at least 1 ms after IOVDD reaches 2.3 V. Additionally, program and erase operations will be rejected for up to 10 ms from the time IOVDD reaches 2.1 V. All program and erase operations are inhibited if the IOVDD supply voltage drops below 2.1 V.

Figure 5.5. Serial Flash Power Up



5.3.3 Instruction Set

The serial flash utilizes an 8-bit instruction register. See Table 5.3 Instruction Set Summary on page 97 for details on instructions and instruction codes. All instructions, addresses, and data are shifted in with the most significant bit (MSB) first on the Serial Data Input (SI). The input data on SI is latched on the rising edge of Serial Clock (SCK) after Chip Enable (CEn) is driven low. Every instruction sequence starts with a one-byte instruction code and is followed by address bytes, data bytes, or both address bytes and data bytes, depending on the type of instruction. CEn must be driven high after the last bit of the instruction sequence has been shifted in to end the operation.

Table 5.3. Instruction Set Summary

Name	Instruction Code	Operation	Available During Suspend
RD	0x03	Read Data	Yes
FR	0x0B	Fast Read Data	Yes
PP	0x02	Page Program	No
SER	0xD7 / 0x20	Sector Erase	No
BER32	0x52	Block Erase 32 kB	No
BER64	0xD8	Block Erase 64 kB	No
CER	0xC7 / 0x60	Chip Erase	No
WREN	0x06	Write Enable	No
WRDI	0x04	Write Disable	No
RDSR	0x05	Read Status Register	Yes
WRSR	0x01	Write Status Register	No
RDFR	0x48	Read Funciton Register	Yes
WRFR	0x42	Write Function Register	No
PERSUS	0x75 / 0xB0	Program/Erase Suspend	No
PERRSM	0x7A / 0x30	Program/Erase Resume	Yes
DP	0xB9	Deep Power Down	No
RDUID	0x4B	Read Unique ID	Yes
RSTEN	0x66	Reset Enable	Yes
RST	0x99	Reset	Yes
IRP	0x62	Program Information Row	No
IRRD	0x68	Read Information Row	Yes
SECUNLOCK	0x26	Sector Unlock	No
SECLOCK	0x24	Sector Lock	No

5.3.4 Registers

The serial flash has two 8-bit registers to communicate status and apply write protection to different regions of the memory array, the STATUS register and the FUNCTION register.

The STATUS register is read with the RDSR command and written with the WRSR command. The FUNCTION register is read with the RDFR command and written with the WRFR command.

STATUS - Serial Flash Status Register

Bit	7	6	5	4	3	2	1	0
Default	0	0	0x0				0	0
Access	R/W Non-Volatile	R/W Non-Volatile	R/W Non-Volatile				R Volatile	R Volatile
Name	SRWD	Reserved	BP				WEL	WIP

Bit	Name	Default	Access	Description
7	SRWD	0	R/W Non-Volatile	**Status Register Write Disable.** The SRWD bit operates in conjunction with the Write Protection (WPn) signal to provide a hardware protection mode. When SRWD is cleared to 0, the STATUS register is not write-protected. When SRWD is set to 1 and WPn is pulled low, the STATUS register becomes read-only, and any WRSR instruction will be ignored. If SRWD is set to 1 and WPn is pulled high, the STATUS register can be changed by a WRSR instruction.
6	*Reserved*	*This bit must always be written to 0.*		
5:2	BP	0x0	R/W Non-Volatile	**Block Protection.** The Block Protection field is used to define the portion of the memory area to be protected. Refer to Table 5.4 64 kB Block Write Protection on page 107 for the Block Protection (BP) settings. When a defined value of BP is set, the corresponding area of serial flash memory is protected. Any program or erase operation to that area will be inhibited. A Chip Erase (CER) instruction will be ignored unless BP is 0x0.
1	WEL	0	R Volatile	**Write Enable Latch.** WEL indicates the status of the internal write enable latch. When WEL is 0, the write enable latch is disabled and all write or erase operations are inhibited. When WEL is 1, write operations are allowed. The WEL bit is set by a Write Enable (WREN) instruction. Each STATUS or FUNCTION register write, program, or erase instruction must be preceded by a WREN instruction. The WEL bit can be reset by software a Write Disable (WRDI) instruction. It will automatically be reset after the completion of any write or erase operation.
0	WIP	0	R Volatile	**Write In Progress.** WIP indicates the progress or completion of a program or erase operation. When the WIP bit is 0, the serial flash will accept any new register write, program, or erase operation. When WIP is 1, the serial flash is busy, and new register write, program, and erase instructions will be ignored.

FUNCTION - Serial Flash Function Register

Bit	7	6	5	4	3	2	1	0
Default	0	0	0	0	0	0	0x0	
Access	R/W OTP	R/W OTP	R/W OTP	R/W OTP	R Volatile	R Volatile	R	
Name	IRL3	IRL2	IRL1	IRL0	ESUS	PSUS	Reserved	

Bit	Name	Default	Access	Description
7	IRL3	0	R/W OTP	**Information Row 3 Lock.** This bit is used to lock information row 3. When set to 1, information row 3 cannot be programmed. This bit is one-time programmable (OTP). Once it is set to 1, it cannot be modified.
6	IRL2	0	R/W OTP	**Information Row 2 Lock.** This bit is used to lock information row 2. When set to 1, information row 2 cannot be programmed. This bit is one-time programmable (OTP). Once it is set to 1, it cannot be modified.
5	IRL1	0	R/W OTP	**Information Row 1 Lock.** This bit is used to lock information row 1. When set to 1, information row 1 cannot be programmed. This bit is one-time programmable (OTP). Once it is set to 1, it cannot be modified.
4	IRL0	0	R/W OTP	**Information Row 0 Lock.** This bit is used to lock information row 0. When set to 1, information row 0 cannot be programmed. This bit is one-time programmable (OTP). Once it is set to 1, it cannot be modified.
3	ESUS	0	R Volatile	**Erase Suspend.** ESUS indicates when an erase operation has been suspended. The ESUS bit is 1 after a suspend command is issued during any erase operation. Once the suspended erase operation resumes, the ESUS bit is reset to 0.
2	PSUS	0	R Volatile	**Program Suspend.** PSUS indicates when a program operation has been suspended. The PSUS bit is 1 after a suspend command is issued during any program operation. Once the suspended program operation resumes, the PSUS bit is reset to 0.
1:0	*Reserved*	*These bits always read 0x0.*		

5.3.4.1 Read Status Register (RDSR, 0x05)

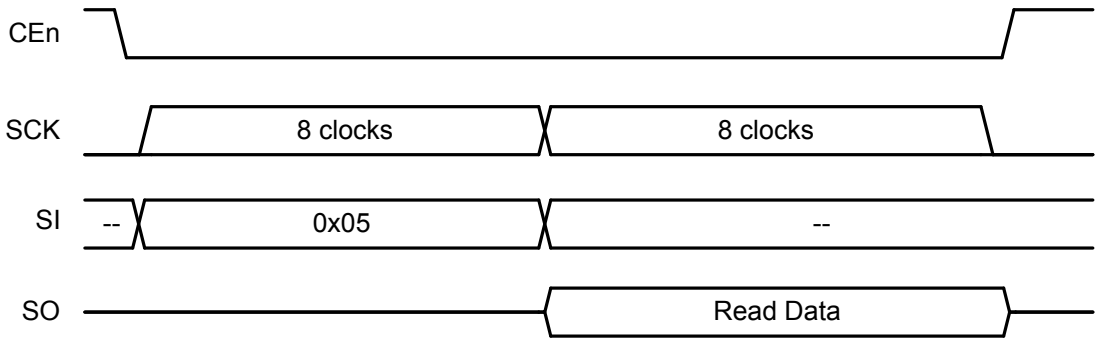


Figure 5.6. RDSR Instruction Format

5.3.4.2 Write Status Register (WRSR, 0x01)

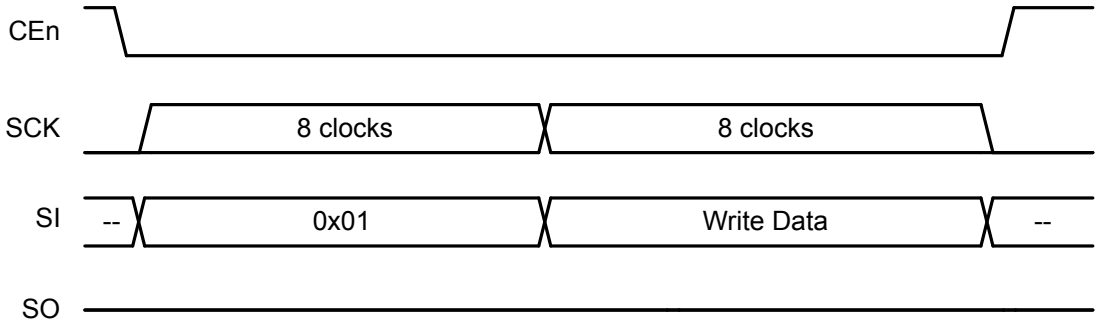


Figure 5.7. WRSR Instruction Format

5.3.4.3 Read Function Register (RDFR, 0x48)

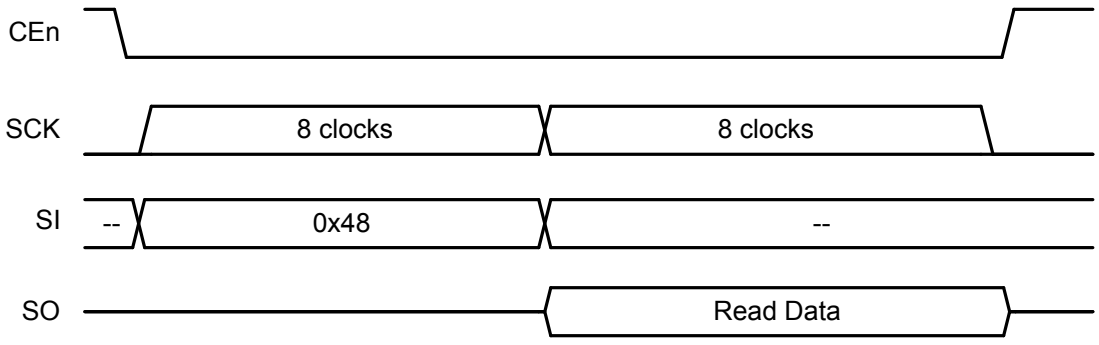


Figure 5.8. RDFR Instruction Format

5.3.4.4 Write Function Register (WRFR, 0x42)

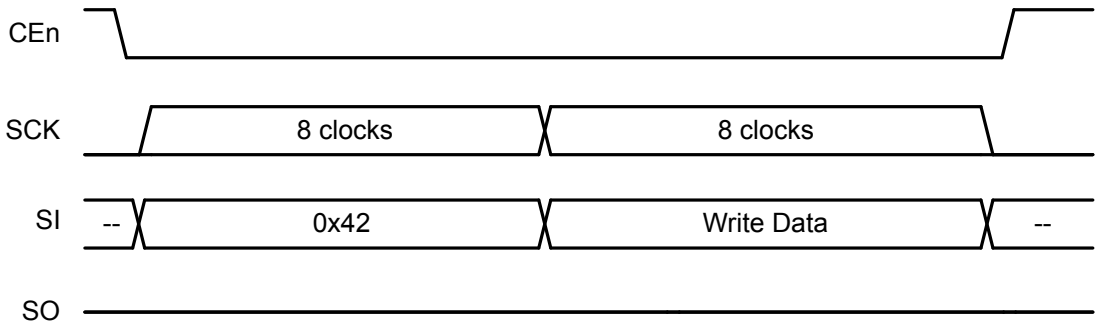


Figure 5.9. WRFR Instruction Format

5.3.5 Reading Memory

Reads of the serial flash memory space are performed with either the Read Data (RD) or Fast Read (FR) instruction. The Fast Read command is intended to allow for higher serial clock frequencies to be used for reading the serial flash data. In this co-packaged configuration however, both commands are limited to the overall maximum SCK rate of 8 MHz, and either may be used to read flash contents.

To initiate a memory read using the RD instruction, software should send the RD instruction code (one byte), followed by the first memory location to be read (three bytes, MSB-first). Data will be shifted out of the serial flash beginning with the next serial clock.

To initiate a memory read using the FR instruction, software should send the FR instruction code (one byte), followed by the first memory location to be read (three bytes, MSB-first), followed by a dummy byte (one byte). Data will be shifted out of the serial flash beginning with the next serial clock.

Data is shifted out on the SO line, MSB first. Any number of bytes can be read out in one RD or FR instruction. The address is automatically incremented after each byte of data is shifted out. When the highest address is reached, the address counter will roll over to 0x000000, allowing the entire memory to be read in one continuous instruction. The operation is terminated when CEn is driven high.

If an RD or FR instruction is issued while an Erase, Program or Write cycle is in process (WIP=1) the instruction is ignored and will not have any effect on the current operation.

5.3.5.1 Read Data (RD, 0x03)

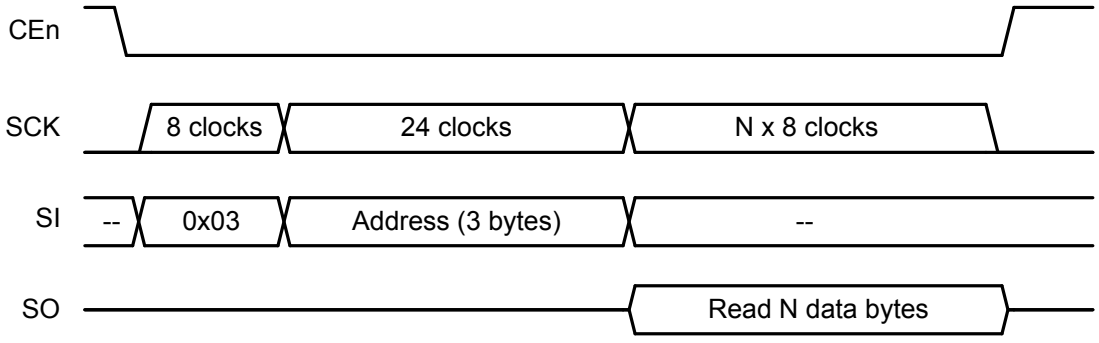


Figure 5.10. RD Instruction Format

5.3.5.2 Fast Read Data (FR, 0x0B)

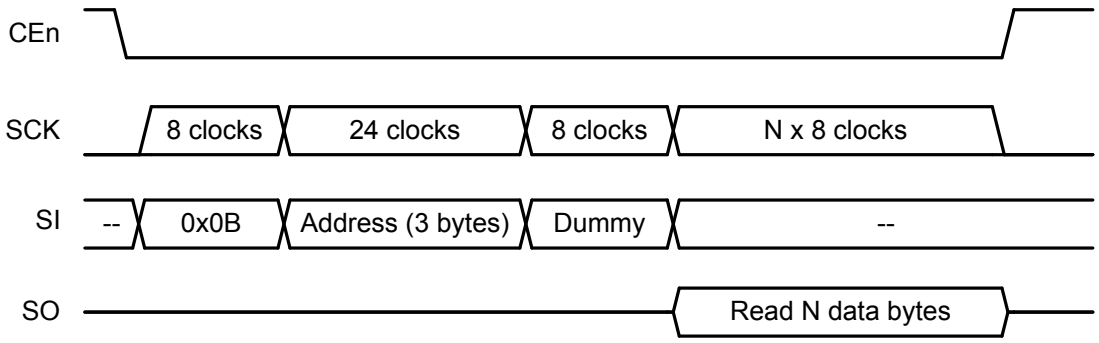


Figure 5.11. FR Instruction Format

5.3.6 Programming and Erasing Memory

The serial flash memory can be programmed (clearing bits to 0) in 1 to 256-byte pages. The entire 512 kB memory array may be erased (setting bits to 1) with a single command, or memory may be erased in defined 4 kB, 32 kB, or 64 kB blocks. Program or erase operations (other than full chip erase) may be suspended and resumed as needed in order to allow time-critical read operations.

Note: A program operation changes 1's to 0's in the flash memory array. An erase operation is required to change 0's to 1's. A byte cannot be reprogrammed with new information without first erasing the whole sector or block.

Programming Sequence

The Page Program instruction allows up to 256 bytes data to be programmed into memory in a single operation. The procedure to program data bytes is as follows:

1. Set the Write Enable Latch (WEL) by sending a Write Enable (WREN) instruction.
2. Send the Page Program (PP) instruction code (one byte), followed by the first memory location to be programmed (three bytes, MSB-first), and then shift the data to be programmed (1 to 256 bytes) into the flash.
3. Send Read Status Register (RDSR) instructions to the device to poll the STATUS register until the WIP bit is 0.

The write operation will start immediately after CEn is brought high in step 2. The PP instruction will not be executed until CEn goes high. The internal control logic automatically handles programming voltages and timing. During a program operation, the WIP bit in STATUS will be set to 1 and all instructions will be ignored except the RDSR instruction and the PERSUS instruction. Upon completion of the program operation, the Write Enable Latch (WEL) will also be cleared.

The starting byte can be anywhere within the page. When the end of the page is reached during a PP instruction (address ends in 0xFF), the address counter rolls over to the beginning of the page. If more than 256 bytes are receive during a PP instruction, only the last 256 bytes received are programmed into the page. If the data to be programmed are less than a full page, the data of all other bytes on the same page will remain unchanged.

Note: The destination of the memory to be programmed must be outside the protected memory area set by the BP field in the STATUS register. Any PP instruction which attempts to program into a page that is write-protected will be ignored, unless the sector containing that page has been unlocked with a SECUNLOCK instruction.

Erase Sequence

The memory array of the serial flash is organized into uniform 4Kbyte sectors or 32/64Kbyte uniform blocks (a block consists of eight/sixteen adjacent sectors respectively). Before a byte is reprogrammed, the sector or block that contains the byte must be erased (erasing sets bits to 1). In order to erase the serial flash, there are four erase instructions available: Sector Erase (SER), 32 kB Block Erase (BER32), 64 kB Block Erase (BER64) and Chip Erase (CER). A sector erase operation allows any individual sector to be erased without affecting the data in other sectors. A block erase operation erases any individual block. A chip erase operation erases the whole memory array of the serial flash.

To perform a sector or block erase:

1. Set the Write Enable Latch (WEL) by sending a Write Enable (WREN) instruction.
2. Send the SER, BER32 or BER64 instruction code (one byte), followed by the first address of the sector or block to be erased (three bytes, MSB-first).
3. Send Read Status Register (RDSR) instructions to the device to poll the STATUS register until the WIP bit is 0.

To perform a chip erase:

1. Set the Write Enable Latch (WEL) by sending a Write Enable (WREN) instruction.
2. Send the CER instruction code.
3. Send Read Status Register (RDSR) instructions to the device to poll the STATUS register until the WIP bit is 0.

The erase operation will start immediately after CEn is brought high for the erase instruction. The internal control logic automatically handles erase voltages and timing. During an erase operation, the WIP bit in STATUS will be set to 1 and all instructions will be ignored except the RDSR instruction and the PERSUS instruction. Upon completion of the erase operation, the Write Enable Latch (WEL) will also be cleared.

Note: The destination of the memory to be erased must be outside the protected memory area set by the BP field in the STATUS register. Any erase instruction which attempts to program into an area that is write-protected will be ignored, unless the sectors to be erased have been unlocked with a SECUNLOCK instruction. For a chip erase operation to execute, the entire memory array must be unlocked according to the BP field.

5.3.6.1 Program/Erase Suspend and Resume

The device allows the interruption of SER, BER32, BER64, and PP operations to conduct other operations. To suspend a program or erase operation, the Program/Erase Suspend (PERSUS) instruction is used. When the PERSUS instruction is issued, the serial flash will suspend the program or erase operation within a maximum of 100 µs after CEn is driven high. The WIP bit in the STATUS register may also be polled by software to determine when the flash is ready to accept new commands. When a program or erase operation is suspended, the flash will respond to a limited set of other operations. Details on which instructions are allowed during suspend are found in Table 5.3 Instruction Set Summary on page 97.

When a program operation has been suspended, the PSUS bit in the FUNCTION register will read back 1. If an erase operation has been suspended, the ESUS bit in the FUNCTION register will read back 1.

To resume the suspended program or erase operation, the Program/Erase Resume (PERRSM) operation is used. When the PERRSM instruction is issued, the serial flash will resume the program or erase operation after CEn is driven high. The WIP bit in the STATUS register may be polled by software to determine when the program or erase operation is complete.

Note: If multiple suspend/resume operations are used, software must wait for a minimum of 400 µs after sending a resume command befor initiating a new suspend operation.

5.3.6.2 Write Enable (WREN, 0x06)

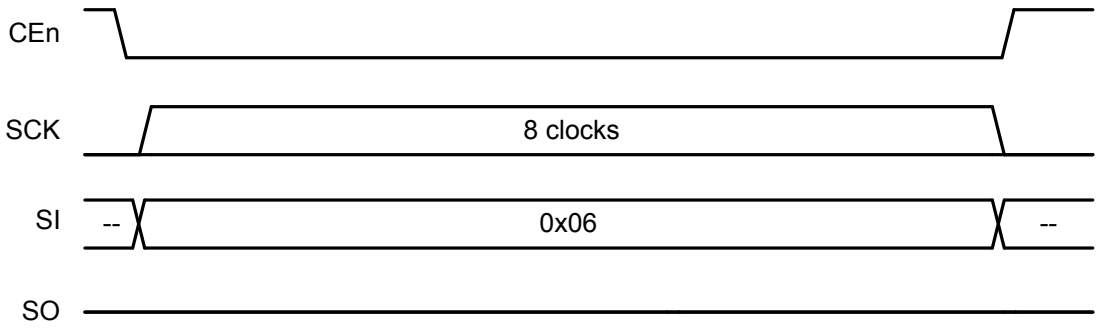


Figure 5.12. WREN Instruction Format

5.3.6.3 Write Disable (WRDI, 0x04)

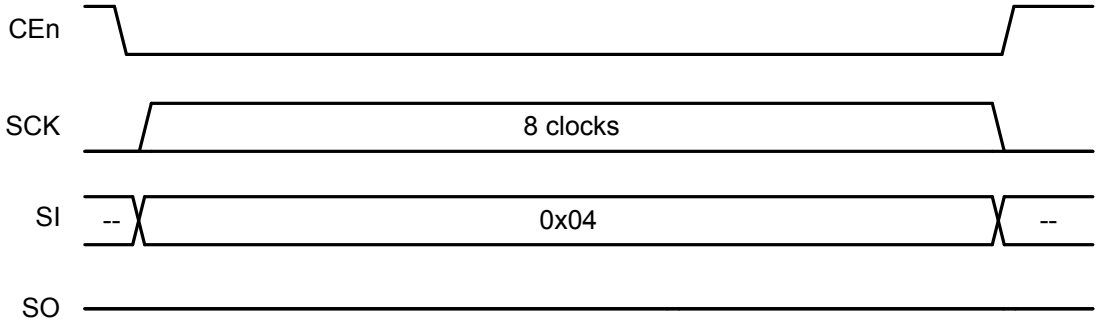


Figure 5.13. WRDI Instruction Format

5.3.6.4 Page Program (PP, 0x02)

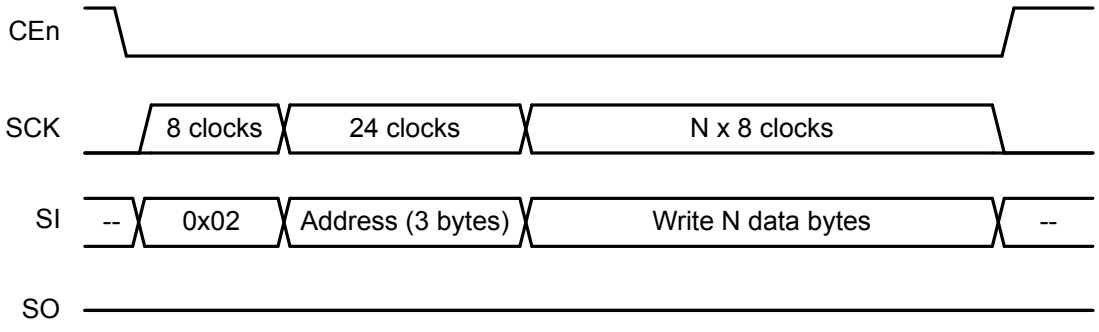


Figure 5.14. PP Instruction Format

5.3.6.5 Sector Erase (SER, 0xD7 / 0x20)

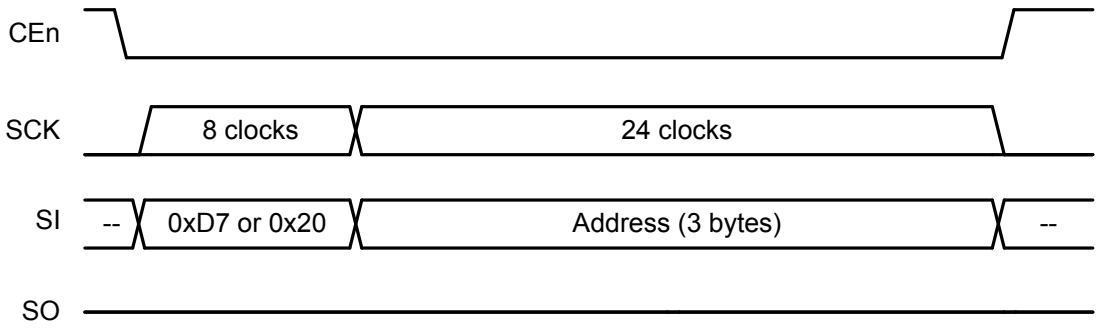


Figure 5.15. SER Instruction Format

5.3.6.6 Block Erase 32k (BER32, 0x52)

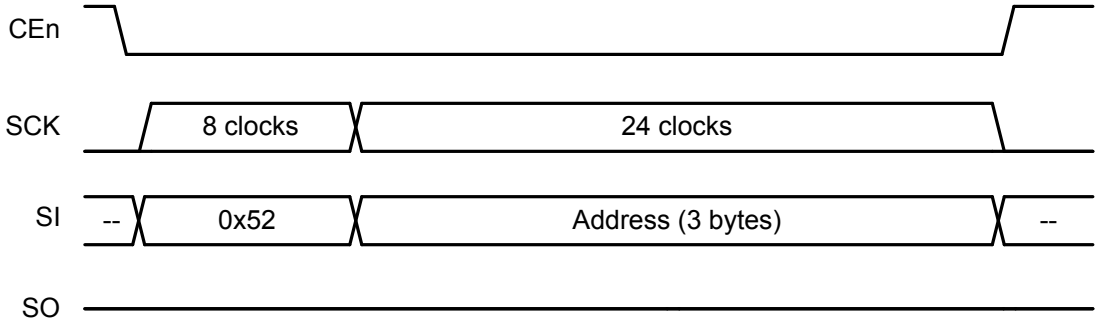


Figure 5.16. BER32 Instruction Format

5.3.6.7 Block Erase 64k (BER64, 0xD8)

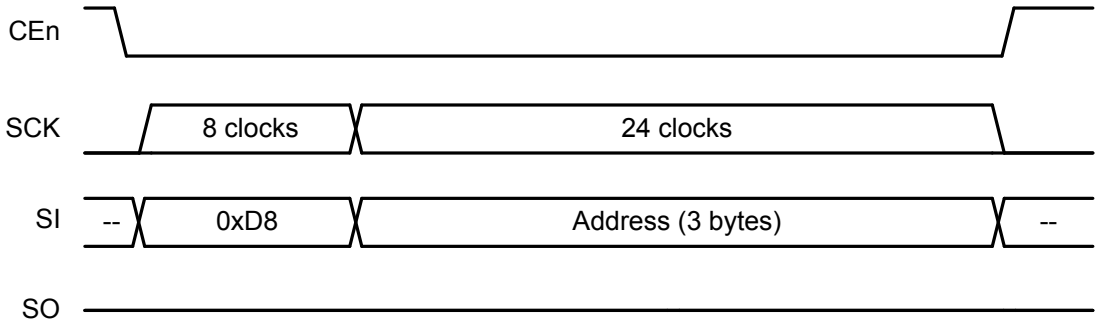


Figure 5.17. BER64 Instruction Format

5.3.6.8 Chip Erase (CER, 0xC7 / 0x60)

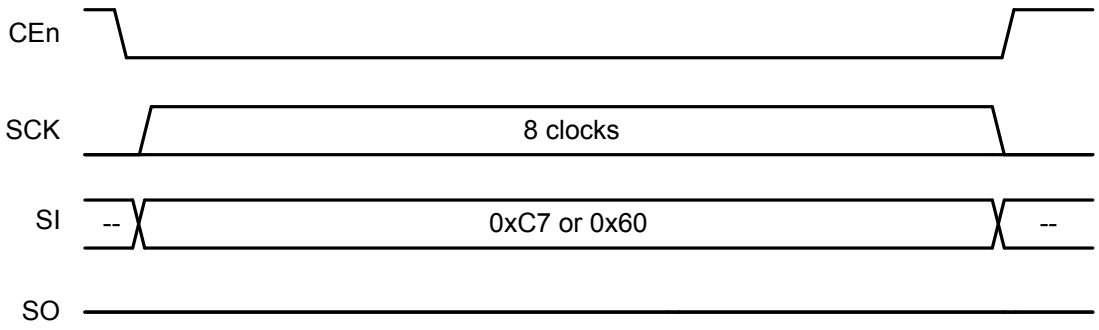


Figure 5.18. CER Instruction Format

5.3.6.9 Program/Erase Suspend (PERSUS, 0x75 / 0xB0)

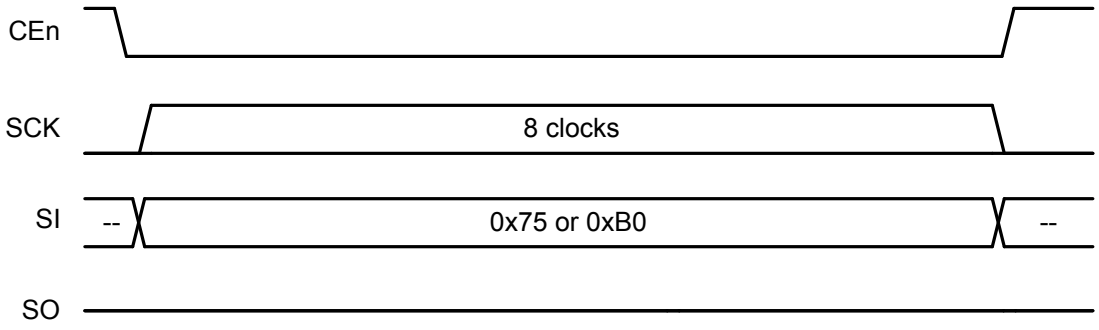


Figure 5.19. PERSUS Instruction Format

5.3.6.10 Program/Erase Resume (PERRSM, 0x7A / 0x30)

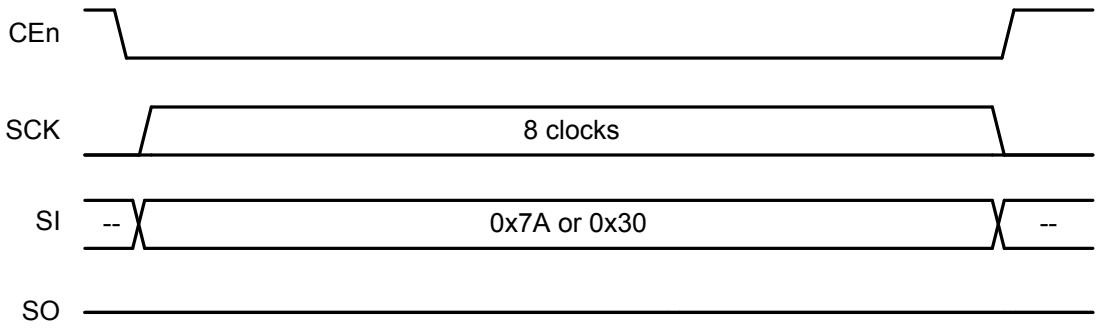


Figure 5.20. PERRSM Instruction Format

5.3.7 Write Protection

The serial flash supports both hardware and software write protection mechanisms to prevent accidental program or erasure. The block protect (BP) field in the STATUS register allows part or all of the memory area to be designated as write-protected. If a block is write-protected, no program or erase operations will affect the memory contents, unless a SECUNLOCK command is issued to first unlock the target sector. Table 5.4 64 kB Block Write Protection on page 107 details the areas protected by each BP setting.

Table 5.4. 64 kB Block Write Protection

BP field in STATUS Register (binary)	Write-Protected 64 kB Blocks
0000	None
0001	Block 7
0010	Blocks 6 and 7
0011	Blocks 4, 5, 6, and 7
0100 - 1011	All Blocks
1100	Blocks 0, 1, 2 and 3
1101	Blocks 0 and 1
1110	Block 1
1111	None

The Sector Unlock (SECUNLOCK) and Sector Lock (SECLOCK) commands are used to unlock and re-lock individual protected sectors as-needed when erasing and writing the memory. Only one sector may be unlocked with the SECUNLOCK command at a time, protecting the rest of the memory array from corruption. To unlock a sector, software should write the SECUNLOCK command (one byte), followed by the starting address of the target sector (3 bytes). The sector is locked again when a SECLOCK command is issued, or when a subsequent SECUNLOCK command unlocks a different sector. Because only one sector may be locked at a time, the SECLOCK command only requires the command byte to be sent, and does not accept an address.

Additionally, the WPn signal, in conjunction with the SRWD bit in the STATUS register, provides a means of preventing writes to the STATUS register where the software block protect (BP) field is located. Table 5.5 Hardware STATUS Register Write Protection on page 107 shows how the STATUS register may be protected.

Table 5.5. Hardware STATUS Register Write Protection

SRWD bit in STATUS Register	WPn Signal	Status Register
0	Low	Writeable
1	Low	Protected
0	High	Writeable
1	High	Writeable

5.3.7.1 Sector Unlock (SECUNLOCK, 0x26)

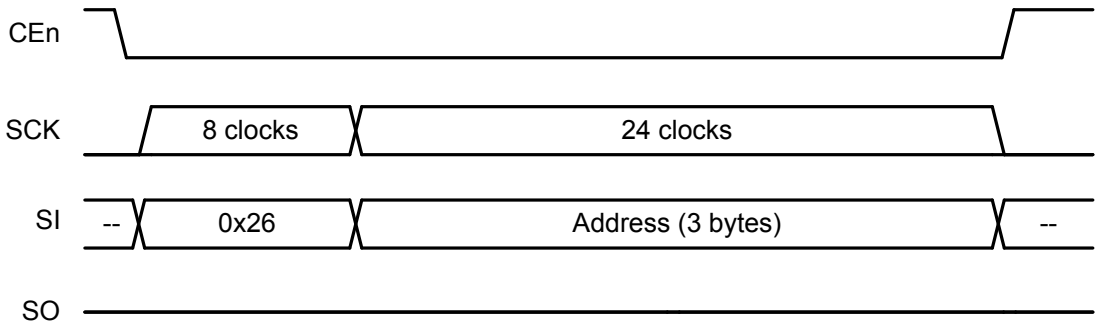


Figure 5.21. SECUNLOCK Instruction Format

5.3.7.2 Sector Lock (SECLOCK, 0x24)

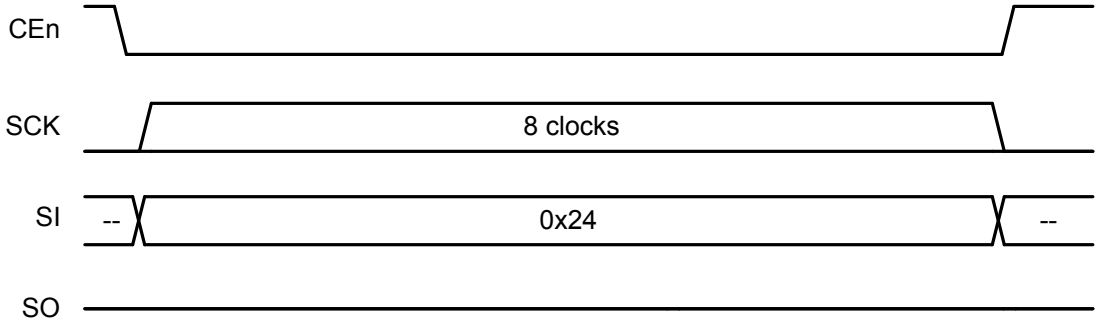


Figure 5.22. SECLOCK Instruction Format

5.3.8 Security Information Row and Unique ID

The serial flash has some additional storage outside of the general memory array: one 16-byte pre-programmed, read-only Unique ID space, and a Security Information Row space comprised of an additional 4 x 256 bytes of one-time programmable information.

The bits in the security information row can be written by the user, but not erased. Any program security instruction issued while program cycle is in progress is rejected without having any effect on the cycle that is in progress. The IRL0, IRL1, IRL2, and IRL3 bits in the FUNCTION regsiter may be used to permanently lock the security information row data in 256-byte sections. When the corresponding IRL bit is et to 1, the 256 bytes in that section become read-only.

Table 5.6. Information Row Addressing

Information Row Lock	A[23:16]	A[15:8]	A[7:0]
IRL0	0x00	0x00	Byte Address
IRL1	0x00	0x10	Byte Address
IRL2	0x00	0x20	Byte Address
IRL3	0x00	0x30	Byte Address

Reading the Information Rows

The Information Row Read (IRRD) instruction is used to read data stored in the securiy information rows. The IRRD instruction operates like the FR instruction, but targets the information row space.

, with each bit latched-in during the rising edge of SCK. Then the first data byte addressed is shifted out on the SO line, with each bit shifted out at a maximum frequency fCT, during the falling edge of SCK. The address is automatically incremented by one after each byte of data is shifted out. Once the address reaches the last address of each 256 byte Information Row, the next address will not be valid and the data of the address will be garbage data. It is recommended to repeat four times IRRD operation that reads 256 byte with a valid starting address of each Information Row in order to read all data in the 4 x 256 byte Information Row array. The IRRD instruction is terminated by driving CE# high (VIH). If a IRRD instruction is issued while an Erase, Program or Write cycle is in process (WIP=1) the instruction is ignored and will not have any effects on the current cycle. The sequence of IRRD instruction is same as FAST READ except for the instruction code

To initiate a memory read using the IRRD instruction, software should send the IRRD instruction code (one byte), followed by the first memory location to be read (three bytes, MSB-first), followed by a dummy byte (one byte). Data will be shifted out of the serial flash beginning with the next serial clock.

Data is shifted out on the SO line, MSB first. Any number of bytes can be read out in one IRRD instruction. The address is automatically incremented after each byte of data is shifted out. Once the address reaches the last address of the information row, the next address will not be valid and the data read will be garbage data. If the entire information space is to be read, it is recommended to repeat the IRRD operation four times, with the starting address of each information row. The operation is terminated when CEn is driven high.

If an IRRD instruction is issued while an Erase, Program or Write cycle is in process (WIP=1) the instruction is ignored and will not have any effect on the current operation.

Programming the Information Rows

The Information Row Program (IRP) instruction allows up to 256 bytes data to be programmed into the information row memory in a single operation. An IRP instruction operates exactly like the Page Program instruction, but targets the information row space.

The procedure to program data bytes in an information row is as follows:

1. Set the Write Enable Latch (WEL) by sending a Write Enable (WREN) instruction.
2. Send the Information Row Program (IRP) instruction code (one byte), followed by the first information row location to be programmed (three bytes, MSB-first), and then shift the data to be programmed (1 to 256 bytes) into the flash.
3. Send Read Status Register (RDSR) instructions to the device to poll the STATUS register until the WIP bit is 0.

The write operation will start immediately after CEn is brought high. The IRP instruction will not be executed until CEn goes high. The internal control logic automatically handles programming voltages and timing. During a program operation, the WIP bit in STATUS will be set to 1 and all instructions will be ignored except the RDSR instruction and the PERSUS instruction. Upon completion of the program operation, the Write Enable Latch (WEL) will also be cleared.

The starting byte can be anywhere within the page. When the end of the row is reached during a IRP instruction (address ends in 0xFF), the address counter rolls over to the beginning of the row. If more than 256 bytes are receive during an IRP instruction, only the last 256 bytes received are programmed into the row. If the data to be programmed are less than a full row, the data of all other bytes on the same row will remain unchanged.

Note: The data in the security information rows is non-programmable. Once an information row is programmed, the bits cannot be erased. The information row lock bit associated with the row may be used to prevent subsequent IRP instructions from programming additional bits to 0.

Reading the Unique ID

The Read Unique ID Number (RDUID) instruction accesses a factory-set read-only 16-byte number that is unique to the device. The ID number can be used in conjunction with user software methods to help prevent copying or cloning of a system. The RDUID instruction operates similar to the FR instruction. To read the Unique ID, issue the RDUID command (one byte), followed by an address (3 bytes), followed by a dummy byte, and then read 16 bytes of data. Because the Unique ID is 16 bytes in length, only the four LSBs of the address are used. If more than 16 bytes of data are read during the operation, the Unique ID will repeat.

5.3.8.1 Information Row Program (IRP, 0x62)

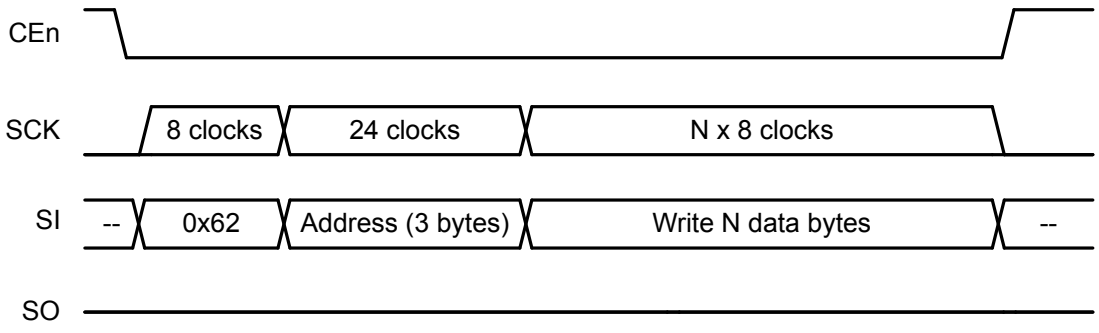


Figure 5.23. IRP Instruction Format

5.3.8.2 Information Row Read (IRRD, 0x68)

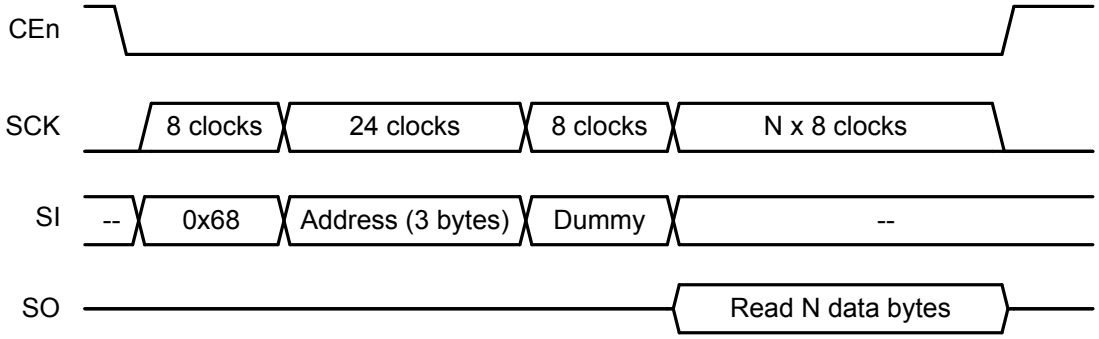


Figure 5.24. IRRD Instruction Format

5.3.8.3 Read Unique ID Number (RDUID, 0x4B)

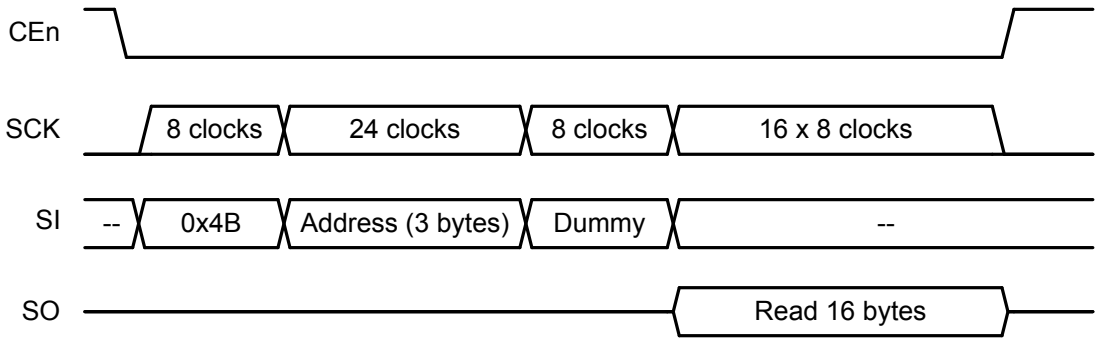


Figure 5.25. RDUID Instruction Format

5.3.9 Power Down

The serial flash may be put into a low-power state using the Deep Power-down (DP) instruction. When a DP instruction is issued, the power-down state will be entered within a maximum of 3 µs after CEn is driven high.

To wake the serial flash and ready it for new instructions, the Release Deep Power Down (RDPD) is used. When an RDPD instruction is issued, the serial flash will resume normal operation within a maximum of 3 µs after CEn is driven high. CEn must remain high during this time.

During the power-down mode, the device is not active and all instructions other than RDPD instruction are ignored.

5.3.9.1 Deep Power Down (DP, 0xB9)

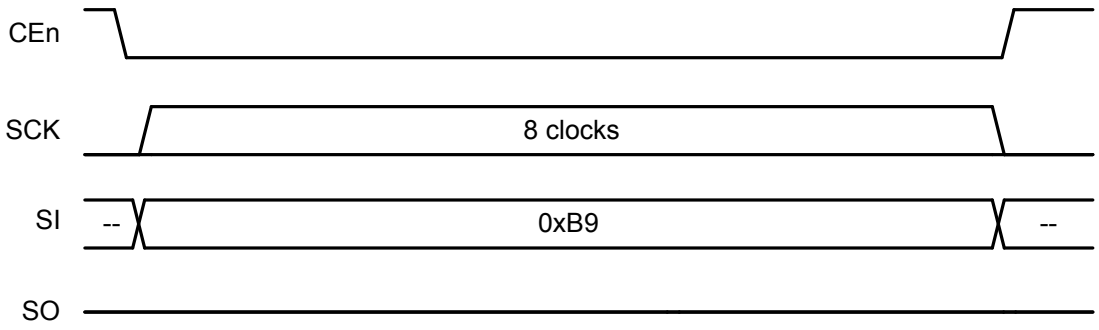


Figure 5.26. DP Instruction Format

5.3.9.2 Release Deep Power Down (RDPD, 0xAB)

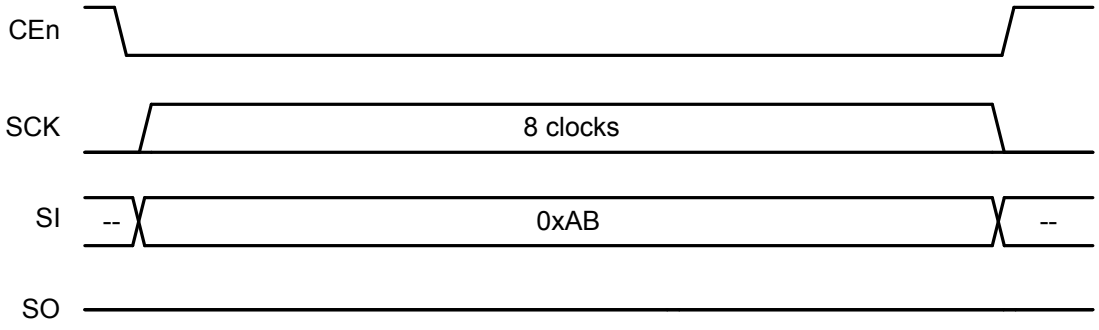


Figure 5.27. RDPD Instruction Format

5.3.10 Software Reset

The Reset operation is used as a system (software) reset that puts the device in normal operating mode. This operation consists of two commands: Reset-Enable (RSTEN) and Reset (RST). To initiate a reset operation, software must send the Reset-Enable command followed by the Reset command. Any command other than the Reset command after the Reset-Enable command will disable the reset.

Issuing a software reset during an active program or erase operation aborts the operation, which can result in corrupting or losing the data of the targeted address range. Depending on the prior operation, the reset timing may vary. Recovery from a write operation requires more latency time than recovery from other operations.

Note:

The Status and Function Registers remain unaffected.

5.3.10.1 Reset Enable (RSTEN, 0x66)

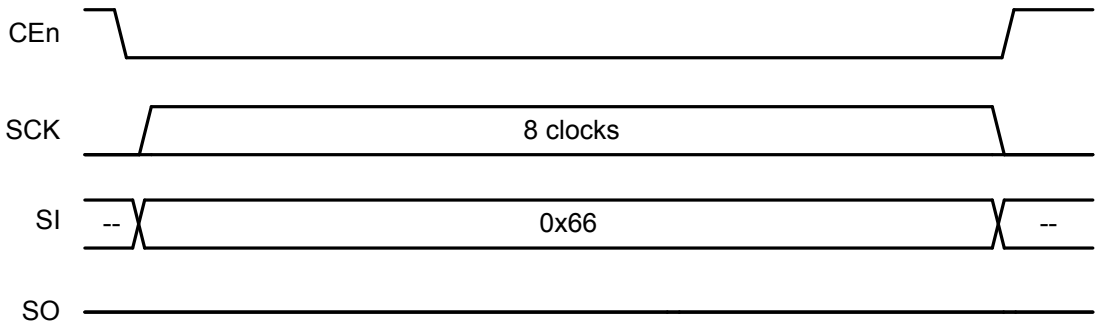


Figure 5.28. RSTEN Instruction Format

5.3.10.2 Reset (RST, 0x99)

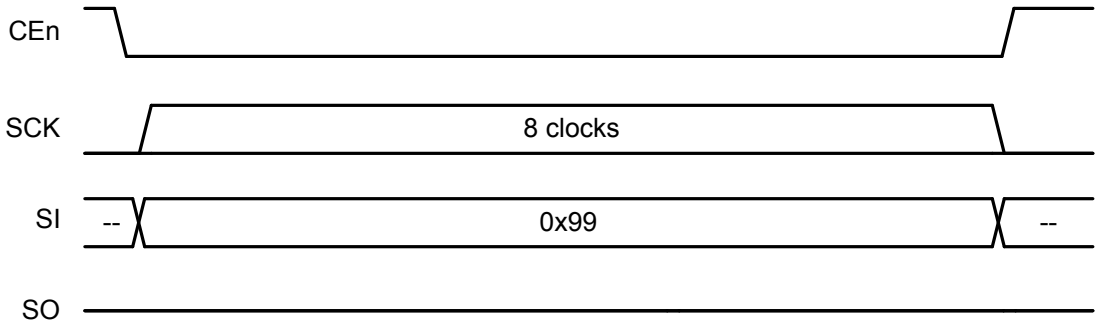
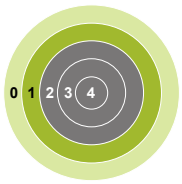


Figure 5.29. RST Instruction Format

6. Radio Transceiver





Quick Facts

What?

The Radio Transceiver provides access to transmit and receive data, radio settings and control interface.

Why?

The Radio Transceiver enables the user to communicate using a wide range of data rates, modulation and frame formats.

How?

Dynamic or fixed frame lengths, optional address recognition, flexible CRC and crypto schemes makes the EFR32 perfectly suit any application using low or medium data rate radio communication.

6.1 Introduction

The Radio Transceiver of the EFR32 enables the user to control a wide range of settings and options for tailoring radio operation precisely to the users need. It provides access to the transmit and receive data buffers and supports both dynamic and static frame lengths, as well as automatic address filtering and CRC insertion/verification.

As seen in the Radio Overview illustration (Figure 6.1 Radio Overview on page 114), the radio consists of several modules all responsible for specific tasks. Please refer to the abbreviations section (Appendix 1. Abbreviations) for a comprehensive description of acronyms.

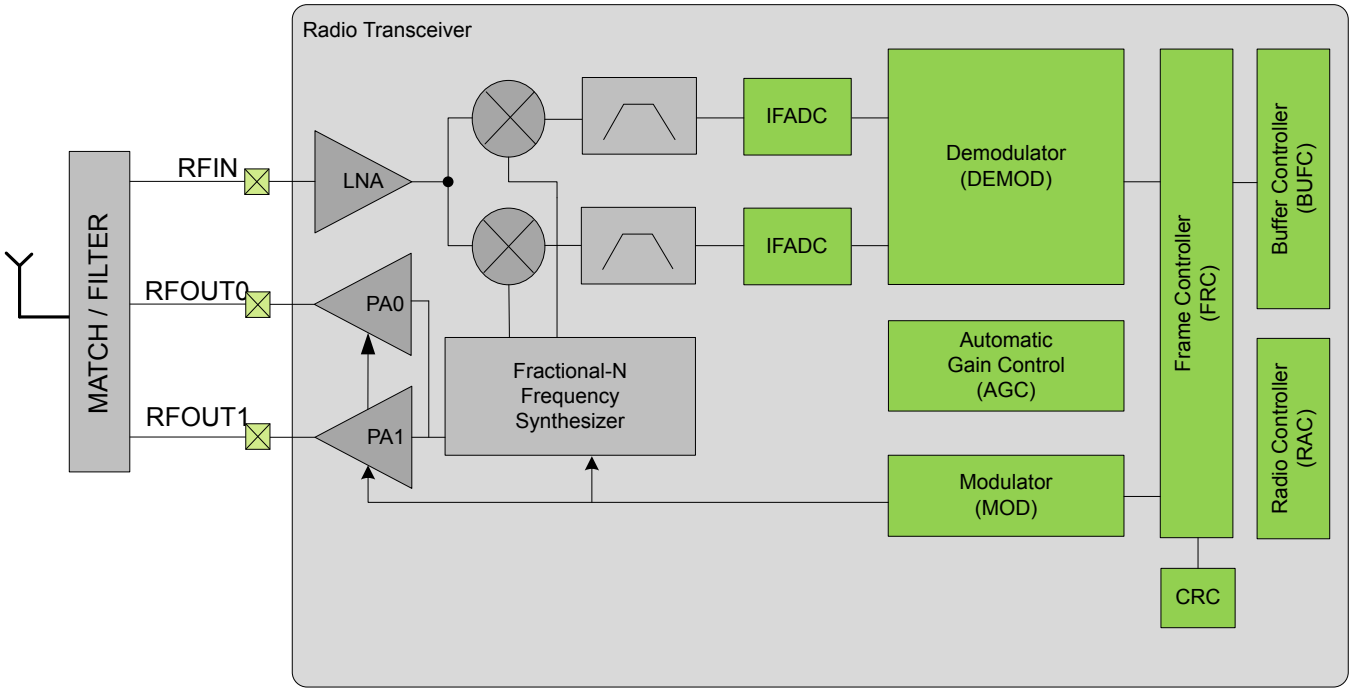


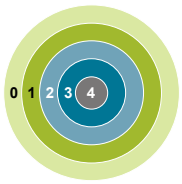
Figure 6.1. Radio Overview

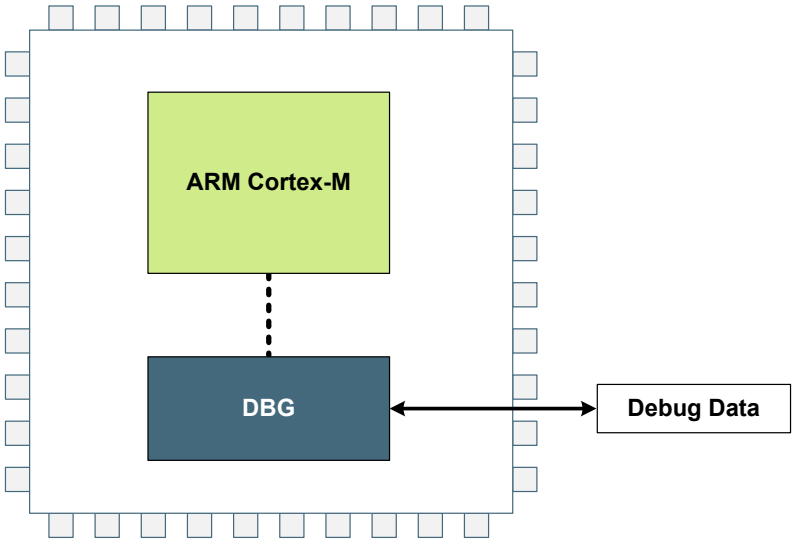
During transmission (TX), the Radio Controller enables the SYNTH, Modulator and PA. The Modulator requests data from the Frame Controller, which reads data from a buffer. Based upon modulation format and data to send, the Modulator manipulates the SYNTH to output the correct frequency and phase. When the whole frame has been transmitted, the radio can automatically switch to receive mode.

In receive mode (RX), the radio controller enables the LNA, SYNTH, Mixer, ADC and Demodulator. The Demodulator searches for valid frames according to modulation format and data rate. If a frame is detected, the demodulated data is handed to the Frame Controller, which stores the data in the Buffer. When the complete frame has been received (determined by the Frame Controller), it is possible to either go to TX or stay in RX to search for a new frame.

The Radio Transceiver interface is accessible through software drivers provided by Silicon Labs.

7. DBG - Debug Interface





Quick Facts

What?

The Debug Interface is used to program and debug EFR32xG1 Wireless Gecko devices.

Why?

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

How?

The Cortex-M4 supports advanced debugging features. EFR32xG1 Wireless Gecko devices can use a minimum of two port pins for debugging or programming. The internal and external state of the system can be examined with debug extensions supporting instruction or data access break and watch points.

7.1 Introduction

The EFR32xG1 Wireless Gecko devices include hardware debug support through a 2-pin serial-wire debug (SWD) interface or a 4-pin Joint Test Action Group (JTAG) interface.

For more technical information about the debug interface the reader is referred to:

- ARM Cortex-M4 Technical Reference Manual
- ARM CoreSight Components Technical Reference Manual
- ARM Debug Interface v5 Architecture Specification
- IEEE Standard for Test Access Port and Boundary-Scan Architecture, IEEE 1149.1-2013

7.2 Features

- Debug Access Port Serial Wire JTAG (DAP SWJ-DP)
  - Implements the ADIv5 debug interface
- Authentication Access Point (AAP)
  - Implements various user commands
- 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

7.3 Functional Description

Operation of the available debug interface is described in the following sections.

7.3.1 Debug Pins

The following pins are the debug connections for the device:

- Serial Wire Clock Input and Test Clock Input (SWCLKTCK) : This pin is enabled after power-up and has a built-in pull down.
- Serial Wire Data Input/Output and Test Mode Select Input (SWDIOTMS) : This pin is enabled after power-up and has a built-in pull-up.
- Test Data Output (TDO): This pin is assigned to JTAG functionality after power-up. However, it remains in high-Z state until the first valid JTAG command is received.
- Test Data Input (TDI): This pin is assigned to JTAG functionality after power-up. However, it remains in high-Z state until the first valid JTAG command is received. Once enabled, the pin has a built-in pull-up.

The debug pins have pull-down and pull-up enabled by default, so leaving them enabled may increase the current consumption if left connected to supply or ground. The debug pins can be enabled and disabled through GPIO_ROUTEPEN, see 28.3.4.2.3 Disabling Debug Connections. Remember that upon disabling the debug pins, debug contact with the device is lost once the DAP SWJ-DP power request bits are deasserted. By default after power cycle the part's debug pins are in JTAG mode. If during debugging session the pins are switched to SWD mode, a power cycle is required to bring restore the pins to JTAG mode.

7.3.2 Debug and EM2 DeepSleep/EM3 Stop

Leaving the debugger connected when issuing a WFI or WFE to enter EM2 DeepSleep or EM3 Stop will make the system enter a special EM2 DeepSleep. This mode differs from regular EM2 DeepSleep and EM3 Stop in that the high frequency clocks are still enabled, and certain core functionality is still powered in order to maintain debug-functionality. Because of this, the current consumption in this mode is closer to EM1 Sleep and it is therefore important to deassert the power requests in the DAP SWJ-DP and disconnect the debugger before doing current consumption measurements.

7.3.3 Authentication Access Point

The Authentication Acces Point (AAP) is a set of registers that provide a minimal amount of debugging and system level commands. The AAP registers contain commands to issue a FLASH erase, a system reset, a CRC of user code pages, and stalling the system bus. The user must program the APSEL bit field to 255 inside of the ARM DAP SWJ Debug Port SELECT register to access the AAP. The AAP is only accessible from a debugger and not from the core.

7.3.3.1 System Bus Stall

The system bus can be stalled at any time using the SYSBUSSTALL register bit. Once the SYSBUSSTALL is set, the system bus will remain stalled until SYSBUSSTALL is cleared. While the system bus is stalled, only the registers inside the Cortex-M4, AAP and the debugger can be accessed. The SYSBUSSTALL register is available at all times through the AAP.

7.3.3.2 Command Key

The AAP uses a command key to enable the DEVICEERASE and SYSRESETREQ AAP commands. The command key must be written with the correct key in order for the commands to execute.

7.3.3.3 Device Erase

The device can be erased by stalling the system bus, writing AAP_CMDKEY, and then writing the DEVICEERASE register bit. Upon writing the command bit, the ERASEBUSY bit is asserted. The ERASEBUSY bit will be de-asserted once the erase is complete. The SYSRESETREQ bit must then be set to resume a normal debugger session. The DEVICEERASE register is available at all times through the AAP once the CMDKEY is entered.

7.3.3.4 System Reset

The system can be reset by writing AAP_CMDKEY followed by writing the SYSRESTREQ register bit. This must be done after asserting DEVICEERASE or CRCREQ. Depending on the reset level setting for system reset, asserting SYSRESETREQ will either reset the entire AAP register space or just the SYSRESETREQ bit. See 10.3.1 Reset Levels for more details on reset levels. The SYSRESETREQ register is available at all times through the AAP once the CMDKEY is enetered.

7.3.3.5 User Flash Page CRC

The CRCREQ command initiates a CRC calculation on a given Flash Page. The CRC is only available on the Main, User Data, and Lock Bit pages. It is highly recommended that the system bus is stalled before any CRCREQ commands are issued. The CRC calculation uses the on chip CRC block configured in 32 bit CRC mode. The Flash Page address for the CRCREQ command is written to the CRCADDR register. After issuing the CRCREQ, the CRCBUSY flag is asserted. Once the CRCBUSY flag is de-asserted, the resulting page CRC can be found in the CRCRESULT register. Once issuing a CRC command, the CPU is stalled and remains stalled until a system reset occurs. Multiple CRC requests can occur before resetting the system. However, a CRC request that occurs while the CRCBUSY flag is asserted will be ignored. The CRC registers are available at all times through the AAP, even when the device is debug locked.

7.3.4 Debug Lock

The debug access to the Cortex-M4 is locked by clearing the Debug Lock Word (DLW) and resetting the device, see 8.3.2 Lock Bits (LB) Page Description.

When debug access is locked, the debugger can access the DAP SWJ-DP and AAP registers. However, the connection to the Cortex-M4 core and the whole bus-system is blocked. This mechanism is controlled by the Authentication Access Port (AAP) as illustrated by Figure 7.1 AAP - Authentication Access Port on page 117.

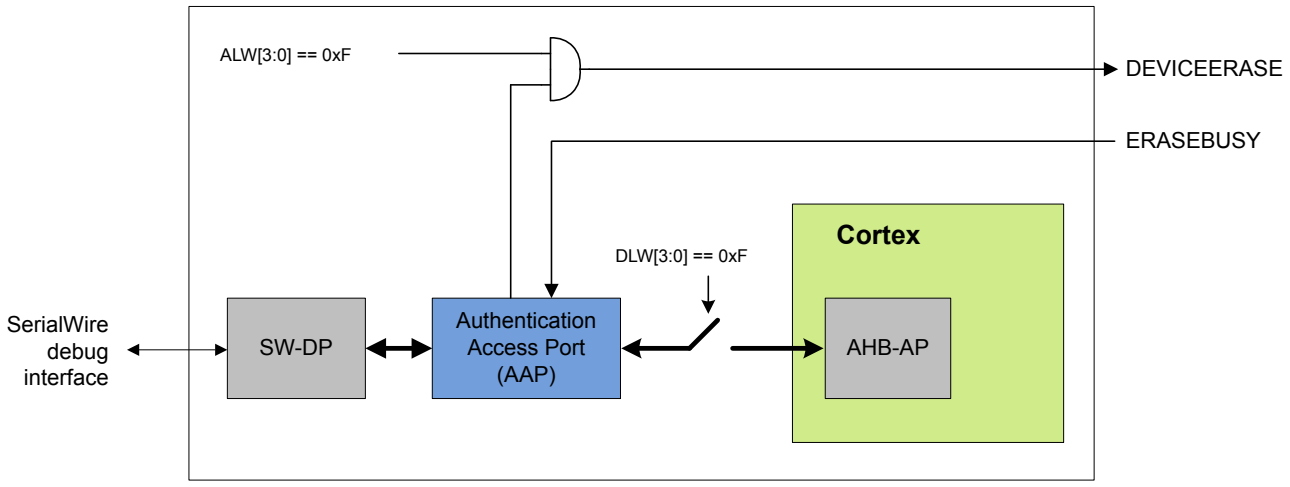


Figure 7.1. AAP - Authentication Access Port

If the DLW is cleared, the device is locked. If the device is locked and the the AAP Lock Word (ALW) has not been cleared, it can be unlocked by writing a valid key to the AAP_CMDKEY register and then setting the DEVICEERASE bit of the AAP_CMD register via the debug interface. This operation erases the main block of flash, clears all lock bits, and debug access to the Cortex-M4 and bus-system is enabled. The operation takes tens of mili seconds to complete. Note that the SRAM contents will also be deleted during a device erase, while the UD-page is not erased.

The debugger may read the status of the device erase 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.

7.3.5 AAP Lock

Take extreme caution when using this feature. Once the AAP has been locked, the state of the FLASH can not be changed via the debugger.

7.3.6 Debugger Reads of Actionable Registers

Some peripheral registers cause particular actions when read, e.g FIFOs which pop and IFC registers which clear the IF flags when read. This can cause problems when debugging and the user wants to read the value without triggering the read action. For this reason, by default, the peripherals will not execute these triggered actions when an attached debugger is performing the read accesses through the AAP. To override this behavior, the debugger can configure the MASTERTYPE bitfield of the Cortex-M4 AHB Access Port CSW register in order to emulate a core access when performing system bus transfers.

Note:

- Registers with actionable reads are noted in their register descriptions. Refer to Table 1.1 Register Access Types on page 23.

7.3.7 Debug Recovery

Debug recovery is the ability to stall the system bus before the Cortex-M4 executes code. For example, the first few instructions may disconnect the debugger pins. When this occurs it is difficult to connect the debugger and halt the Cortex-M4 before the Cortex-M4 starts to execute. By holding down pin reset, issuing the System Bus Stall AAP instruction, then releasing pin reset, the debugger can stall the system bus before the Cortex-M4 has a chance to execute. Because the system is under reset during this procedure the Debugger can not look for ACK's from the part. Once the system bus is stalled, the FLASH can be erased by issuing the AAP_CMDKEY and then the writting the DEVICEERASE in the AAP_CMD register.

7.4 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
0x00C	AAP_CTRL	RW	Control Register
0x010	AAP_CRCCMD	W1	CRC Command Register
0x014	AAP_CRCSTATUS	R	CRC Status Register
0x018	AAP_CRCADDR	RW	CRC Address Register
0x01C	AAP_CRCRESULT	R	CRC Result Register
0x0FC	AAP_IDR	R	AAP Identification Register

7.5 Register Description

7.5.1 AAP_CMD - Command Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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
Access																															W1	W1
Name																															SYSRESETREQ	DEVICEERASE

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	SYSRESETREQ	0	W1	**System Reset Request** A system reset request is generated when set to 1. This register is write enabled from the AAP_CMDKEY register.
0	DEVICEERASE	0	W1	**Erase the Flash Main Block, SRAM and Lock Bits** When set, all data and program code in the main block is erased, the SRAM is cleared and then the Lock Bit (LB) page is erased. This also includes the Debug Lock Word (DLW), causing debug access to be enabled after the next reset. The information block User Data page (UD) is left unchanged, but the User data page Lock Word (ULW) is erased. This register is write enabled from the AAP_CMDKEY register.

7.5.2 AAP_CMDKEY - Command Key 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																0x00000000																
Access																W1																
Name																WRITEKEY																

Bit	Name	Reset	Access	Description
31:0	WRITEKEY	0x00000000	W1	**CMD Key Register** The key value must be written to this register to write enable the AAP_CMD register.

Value	Mode	Description
0xCFACC118	WRITEEN	Enable write to AAP_CMD

7.5.3 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																															0	0
Access																															R	R
Name																															LOCKED	ERASEBUSY

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	LOCKED	0	R	**AAP Locked**
	Set when the AAP is locked, .e.g the AAP Lock Word AAP lsb bits are not 0xF			
0	ERASEBUSY	0	R	**Device Erase Command Status**
	This bit is set when a device erase is executing.			

7.5.4 AAP_CTRL - Control 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
Access																																RW
Name																																SYSBUSSTALL

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	SYSBUSSTALL	0	RW	**Stall the System Bus**
	When this bit is set, the system bus is stalled. Only the Cortex registers are accessible			

7.5.5 AAP_CRCCMD - CRC Command 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																																0
Access																																W1
Name																																CRCREQ

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	CRCREQ	0	W1	**CRC Request**
	A CRC request is generated when set to 1. This register is always available.			

7.5.6 AAP_CRCSTATUS - CRC Status 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																																0
Access																																R
Name																																CRCBUSY

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	CRCBUSY	0	R	**CRC Calculation is Busy**
	Set when the CRC calculation is executing. Will transition from 1 to 0 on valid data.			

7.5.7 AAP_CRCADDR - CRC Address 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	CRCADDR																															

Bit	Name	Reset	Access	Description
31:0	CRCADDR	0x00000000	RW	**Starting Page Address for CRC Execution**
	Set this to the address the CRC executes on.			

7.5.8 AAP_CRCRESULT - CRC Result 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	R																															
Name	CRCRESULT																															

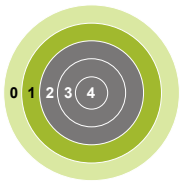
Bit	Name	Reset	Access	Description
31:0	CRCRESULT	0x00000000	R	**CRC Result of the CRCADDRESS**
	Result of the CRC calculation using the CRCADDRESS.			

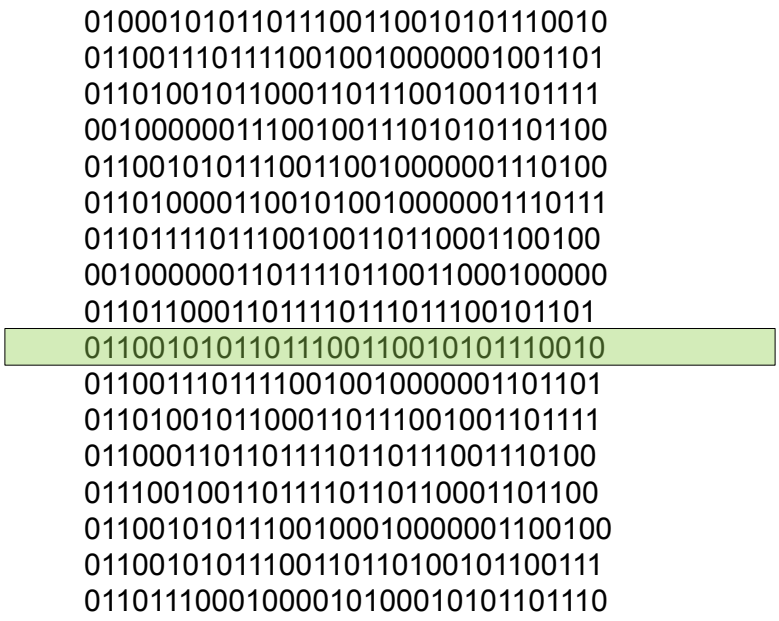
7.5.9 AAP_IDR - AAP Identification Register

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	0x26E60011																															
Access	R																															
Name	ID																															

Bit	Name	Reset	Access	Description
31:0	ID	0x26E60011	R	**AAP Identification Register**
	Access port identification register in compliance with the ARM ADI v5 specification (JEDEC Manufacturer ID) .			

8. MSC - Memory System Controller





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.

8.1 Introduction

The Memory System Controller (MSC) is the program memory unit of the EFR32xG1 Wireless Gecko microcontroller. The flash memory is readable and writable from both the Cortex-M4 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 Active and EM1 Sleep.

8.2 Features

- AHB read interface
  - Scalable access performance to optimize the Cortex-M4 code interface
    - Zero wait-state access up to 25 MHz
    - Advanced energy optimization functionality
      - Conditional branch target prefetch suppression
      - Cortex-M4 disfolding of if-then (IT) blocks
      - Instruction Cache
  - DMA read support in EM0 Active and EM1 Sleep
- Command and status interface
  - Flash write and erase
    - Accessible from Cortex-M4 in EM0 Active
    - DMA write support in EM0 Active and EM1 Sleep
  - 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
  - SW mass erase lock bits
  - Authentication Access Port (AAP) lock bits
- End-of-write and end-of-erase interrupts

8.3 Functional Description

The size of the main block is device dependent. The largest size available is 256 KB (128 pages). The information block has 2 KB 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 8.1 MSC Flash Memory Mapping on page 126 outlines how the flash is mapped in the memory space. All flash memory is organized into 2 KB pages.

Table 8.1. MSC Flash Memory Mapping

Block	Page	Base address	Write/Erase by...	Software Readable?	Purpose/Name	Size
Main[1]	0	0x00000000	Software, debug	Yes	User code and data	16 KB - 256 KB
	...		Software, debug	Yes		
	127	0x0003F800	Software, debug	Yes		
Reserved	-	0x00040000	-	-	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	0x0FE081B0	-	Yes	Device Information (DI)	1 kB
	-	0x0FE08400	-	-	Reserved	-
	2	0x0FE0C000	-	-		1 kB
	-	0x0FE0C400	-	-	Reserved	-
	3	0x0FE10000	-	Yes	Bootloader (BL)	10 kB
	...		-	-		
	7	0x0FE12000	-	-		
Reserved	-	0x0FE12800	-	Reserved for flash expansion	Rest of code space	-

Note:
1. Block/page erased by a device erase.

8.3.1 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 7.3.3 Authentication Access Point.

8.3.2 Lock Bits (LB) Page Description

This page contains the following information:

- Main block Page Lock Words (PLWs)
- User data page Lock Word (ULWs)
- Debug Lock Word (DLW)
- Mass erase Lock Word (MLW)
- Authentication Access Port (AAP) lock word (ALW)
- Bootloader enable (CLW0)
- Pin reset soft (CLW0)

The words in this page are organized as shown in Table 8.2 Lock Bits Page Structure on page 127:

Table 8.2. Lock Bits Page Structure

127	DLW
126	ULW
125	MLW
124	ALW
122	CLW0
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-M4 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 7.3.3 Authentication Access Point. Note that the AAP is only accessible from the debug interface, and cannot be accessed from the Cortex-M4 core.

Word 125 is the mass erase lock word (MLW). 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 7.3.3 Authentication Access Point.

Word 124 is the Authentication Access Port (AAP) lock word (ALW) and the four LSBs of this word are the lock bits. If these bits are 0xF, then AAP access is enabled. If the bits are not 0xF, AAP is disabled and it is impossible to access the device through the AAP. **NOTE - locking the AAP completely is irreversible. Once the AAP is locked, it will be impossible to perform an external mass erase and the AAP lock cannot be reset.** The only way to program the device when the AAP is locked is through a boot loader or by SW already loaded into the FLASH.

Word 122 is Configuration Lock Word 0 (CLW0). Bit 2 is the Pin Reset Soft bit. By default, a pin reset is handled as a soft reset (See 10.3.5 RESETn Pin Reset). Bit 1 is the bootloader enable bit. Because the state of erased flash bits is 1, the bootloader is enabled by default.

8.3.3 Device Information (DI) Page

This read-only page holds calibration data from the production test as well as a unique device ID. The page is further described in 4. Memory and Bus System.

8.3.4 Bootloader

There is no separate bootloader area available on this device family.

8.3.5 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.

If the bootloader is not bypassed, the system will boot up from the bootloader at address 0x0FE10000.

8.3.6 Flash Startup

On transitions from EM2/3 to EM0, the flash must be powered up. The time this takes depends on the current operating conditions. To have a deterministic startup-time, set STDLY0 in MSC_STARTUP to 0x64 and clear STDLY1, ASTWAIT, STWSEN and STWS. This will result in a 10 us delay before the flash is ready. The system will wake up before this, but the Cortex will stall on the first access to the flash until it is ready. Execute code from RAM or cache to get a quicker startup.

To get the fastest possible startup when waking, i.e. a startup that depends on the current operating conditions, set STDLY0 to 0x28 and set ASTWAIT in MSC_STARTUP. When configured this way, the system will poll the flash to determine when it is ready, and then start execution.

For even quicker startup, run code in beginning with a set of wait-states. Set STDLY0 to 0x32, STDLY1 to 0x32, and set ASTWAIT and STWSEN. Then configure STWS in MSC_STARTUP to the number of waitstates to run with. With this setup, sampling will begin with the given number of waitstates after 5 us, and the system will run with this number of waitstates for the remaining 5 us before returning to normal operation

A recommended setting for MSC_STARTUP register is to leave STDLY0 at its reset value and set ASTWAIT to one for active sampling Set STWSEN to zero to bypass the second delay period.

Flash wakeup on demand is supported when wakeup from EM2/3 to EM0. Set bit PWRUPONDEMAND of register MSC_CTRL to one to enable the power up on demand. When enabled during powerup, flash will enter sleep mode and waiting for either pending flash read transaction or software command to MSC_CMD.PWRUP bit. If software command wakeup, and interrupt of MSC_IF.PWRUPF will be flaged if the MSC_IEN.PWRUPF is set

8.3.7 Wait-states

Table 8.3. Flash Wait-States

Wait-States	Frequency
WS0	no more than 25 MHz
WS1	above 25 MHz and no more than 40 MHz

8.3.7.1 One Wait-state Access

After reset, the HFCORECLK is normally 19 MHz from the HFRCO and the MODE field of the MSC_READCTRL register is set to WS1 (one wait-state). Software must not select a zero wait-state mode unless the clock is guaranteed to be 25 MHz or below, otherwise the resulting behavior is undefined. If a HFCORECLK frequency above 25 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 40 MHz, WS2 or WS2SCBTP must be selected to insert two wait-states for every flash access.

8.3.7.2 Zero Wait-state Access

At 25 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 25 MHz and below. By default, the Cortex-M4 uses speculative prefetching and If-Then block folding to maximize code execution performance at the cost of additional flash accesses and energy consumption.

8.3.7.3 Operation Above

To run at frequencies higher than 25 MHz, MODE in MSC_READCTRL must be set to WS1 or WS1SCBTP.

8.3.8 Suppressed Conditional Branch Target Prefetch (SCBTP)

MSC offers a special instruction fetch mode which optimizes energy consumption by cancelling Cortex-M4 conditional branch target prefetches. Normally, the Cortex-M4 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 25 MHz and below. To enable the mode at frequencies from 25 MHz and below write WS0SCBTP to the MODE field of the MSC_READCTRL register. For frequencies above 25 MHz, use the WS1SCBTP mode, and for frequencies above 40 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.

8.3.9 Cortex-M4 If-Then Block Folding

The Cortex-M4 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-M4 Technical Reference Manual for details. Normally, it is expected that this feature is most efficient at core frequencies above 25 MHz. Folding is enabled by default.

8.3.10 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 25 MHz).

The instruction cache is connected directly to the ICODE bus on the ARM core and functions as a memory access filter between the processor and the memory system, as illustrated in Figure 8.1 Instruction Cache on page 130. The cache consists of an access filter, lookup logic, SRAM, 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 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.

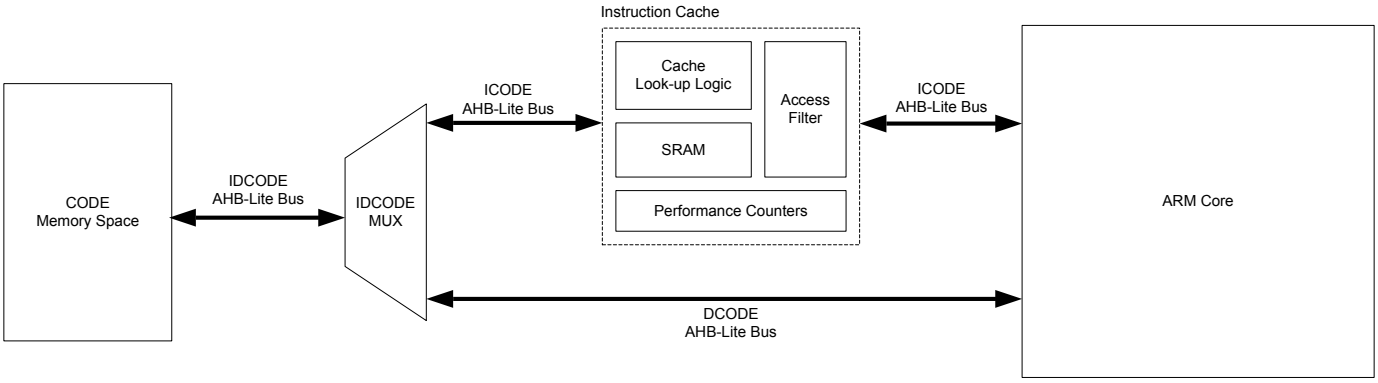


Figure 8.1. Instruction Cache

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 INVCACHE in MSC_CMD.

Note: The instruction cache flush is not triggered at the event of a bus fault. As a result, when an instruction fetch results in a bus fault, invalid data may be cached. This means that the next time the instruction that caused the bus fault is fetched, the processor core will get the invalid cached data without any bus fault. In order to avoid invalid cached data propagation to the processor core, software should manually invalidate the instruction cache by writing 1 to INVCACHE in MSC_CMD at the event of a bus fault.

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.

Note: 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.

8.3.11 Erase and Write Operations

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 of 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:

- There is a maximum of two writes to the same word between each erase due to a physical limitation of the flash.
- During a write or erase, flash read accesses 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.

8.3.11.1 Mass Erase

A mass erase can be initiated from software using ERASEMAIN0 MSC_WRITECMD. This command 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).

8.4 Register Map

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

Offset	Name	Type	Description
0x000	MSC_CTRL	RWH	Memory System Control Register
0x004	MSC_READCTRL	RWH	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
0x030	MSC_IF	R	Interrupt Flag Register
0x034	MSC_IFS	W1	Interrupt Flag Set Register
0x038	MSC_IFC	(R)W1	Interrupt Flag Clear Register
0x03C	MSC_IEN	RW	Interrupt Enable Register
0x040	MSC_LOCK	RWH	Configuration Lock Register
0x044	MSC_CACHECMD	W1	Flash Cache Command Register
0x048	MSC_CACHEHITS	R	Cache Hits Performance Counter
0x04C	MSC_CACHEMISSES	R	Cache Misses Performance Counter
0x054	MSC_MASSLOCK	RWH	Mass Erase Lock Register
0x05C	MSC_STARTUP	RW	Startup Control
0x074	MSC_CMD	W1	Command Register

8.5 Register Description

8.5.1 MSC_CTRL - Memory System Control Register

Offset	Bit Position																															
0x000	31	30	29	28	27	26	25	24	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	1
Access																													RW	RW	RW	RW
Name																													IFCREADCLEAR	PWRUPONDEMAND	CLKDISFAULTEN	ADDRFAULTEN

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	IFCREADCLEAR	0	RW	**IFC Read Clears IF**
	This bit controls what happens when an IFC register in a module is read.			
	Value			Description
	0			IFC register reads 0. No side-effect when reading.
	1			IFC register reads the same value as IF, and the corresponding interrupt flags are cleared.
2	PWRUPONDEMAND	0	RW	**Power Up on Demand During Wake Up**
	When set, during wake up, pending AHB transfer will cause MSC to issue power up request to CMU. If not set, will always issue power up request if PWRUPONCMD is not set either.			
1	CLKDISFAULTEN	0	RW	**Clock-disabled Bus Fault Response Enable**
	When this bit is set, busfaults are generated on accesses to peripherals/system devices with clocks disabled			
0	ADDRFAULTEN	1	RW	**Invalid Address Bus Fault Response Enable**
	When this bit is set, busfaults are generated on accesses to unmapped parts of system and code address space			

8.5.2 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	8	7	6	5	4	3	2	1	0
Reset				0			0x1																0	1			0	0	0			
Access				RW			RWH																RW	RW			RW	RW	RW			
Name				SCBTP			MODE																USEHPROT	PREFETCH			ICCDIS	AIDIS	IFCDIS			

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28	SCBTP	0	RW	**Suppress Conditional Branch Target Perfetch**
	Enable suppressed Conditional Branch Target Prefetch (SCBTP) function. SCBTP saves energy by delaying Cortex-M 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.			
27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	MODE	0x1	RWH	**Read Mode**
	After reset, the core clock is 19 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 19 MHz before it is calibrated. A large wait states is associated with high frequency. When changing to a higher frequency, this register must be set to a large wait states first before the core clock is switched to the higher frequency. When changing to a lower frequency, this register should be set to lower wait states 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.See Flash Wait-States table for the corresponding threshold for different wait-states.			

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. See Flash Wait-States table for details

23:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	USEHPROT	0	RW	**AHB_HPROT Mode**
	Use ahb_hrpot to determine if the instruction is cacheable or not			
8	PREFETCH	1	RW	**Prefetch Mode**
	Set to configure level of prefetching.			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ICCDIS	0	RW	**Interrupt Context Cache Disable**
	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.			

Bit	Name	Reset	Access	Description
4	AIDIS	0	RW	**Automatic Invalidate Disable**
	When this bit is set the cache is not automatically invalidated when a write or page erase is performed.			
3	IFCDIS	0	RW	**Internal Flash Cache Disable**
	Disable instruction cache for internal flash memory.			
2:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

8.5.3 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset																															0	0
Access																															RW	RW
Name																															IRQERASEABORT	WREN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	IRQERASEABORT	0	RW	**Abort Page Erase on Interrupt**
	When this bit is set to 1, any Cortex-M interrupt aborts any current page erase operation. Executing that interrupt vector from Flash will halt the CPU.			
0	WREN	0	RW	**Enable Write/Erase Controller**
	When this bit is set, the MSC write and erase functionality is enabled			

8.5.4 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	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																				0				0			0	0	0	0	0	0
Access																				W1				W1			W1	W1	W1	W1	W1	W1
Name																				CLEARWDATA				ERASEMAIN0			ERASEABORT	WRITETRIG	WRITEONCE	WRITEEND	ERASEPAGE	LADDRIM

Bit	Name	Reset	Access	Description
31:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	CLEARWDATA	0	W1	**Clear WDATA State**
	Will set WDATAREADY and DMA request. Should only be used when no write is active.			
11:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	ERASEMAIN0	0	W1	**Mass Erase Region 0**
	Initiate mass erase of region 0. 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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ERASEABORT	0	W1	**Abort Erase Sequence**
	Writing to this bit will abort an ongoing erase sequence.			
4	WRITETRIG	0	W1	**Word Write Sequence Trigger**
	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	**Word Write-Once Trigger**
	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. Only a single word is written, but the internal address is also incremented to allow a direct write of a new word without loading a new address			
2	WRITEEND	0	W1	**End Write Mode**
	Write 1 to end write mode when using the WRITETRIG command.			
1	ERASEPAGE	0	W1	**Erase Page**
	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	**Load MSC_ADDRB Into ADDR**
	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.			

8.5.5 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	**Page Erase or Write Address Buffer**
	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_WRITECMD is set.			

8.5.6 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	**Write Data**
	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.			

8.5.7 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	6	5	4	3	2	1	0
Reset																										0	0	0	1	0	0	0
Access																										R	R	R	R	R	R	R
Name																										PCRUNNING	ERASEABORTED	WORDTIMEOUT	WDATAREADY	INVADDR	LOCKED	BUSY

Bit	Name	Reset	Access	Description
31:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	PCRUNNING	0	R	**Performance Counters Running**
	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	**The Current Flash Erase Operation Aborted**
	When set, the current erase operation was aborted by interrupt.			
4	WORDTIMEOUT	0	R	**Flash Write Word Timeout**
	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	**WDATA Write Ready**
	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	**Invalid Write Address or Erase Page**
	Set when software attempts to load an invalid (unmapped) address into ADDR			
1	LOCKED	0	R	**Access Locked**
	When set, the last erase or write is aborted due to erase/write access constraints			
0	BUSY	0	R	**Erase/Write Busy**
	When set, an erase or write operation is in progress and new commands are ignored			

8.5.8 MSC_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	7	6	5	4	3	2	1	0
Reset																											0	0	0	0	0	0
Access																											R	R	R	R	R	R
Name																											ICACHERR	PWRUPF	CMOF	CHOF	WRITE	ERASE

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ICACHERR	0	R	**ICache RAM Parity Error Flag**
	If one, iCache RAM parity Error detected			
4	PWRUPF	0	R	**Flash Power Up Sequence Complete Flag**
	Set after MSC_CMD.PWRUP received, flash powered up complete and ready for read/write			
3	CMOF	0	R	**Cache Misses Overflow Interrupt Flag**
	Set when MSC_CACHEMISSES overflows			
2	CHOF	0	R	**Cache Hits Overflow Interrupt Flag**
	Set when MSC_CACHEHITS overflows			
1	WRITE	0	R	**Write Done Interrupt Read Flag**
	Set when a write is done			
0	ERASE	0	R	**Erase Done Interrupt Read Flag**
	Set when erase is done			

8.5.9 MSC_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	7	6	5	4	3	2	1	0
Reset																											0	0	0	0	0	0
Access																											W1	W1	W1	W1	W1	W1
Name																											ICACHERR	PWRUPF	CMOF	CHOF	WRITE	ERASE

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ICACHERR	0	W1	**Set ICACHERR Interrupt Flag**
	Write 1 to set the ICACHERR interrupt flag			
4	PWRUPF	0	W1	**Set PWRUPF Interrupt Flag**
	Write 1 to set the PWRUPF interrupt flag			
3	CMOF	0	W1	**Set CMOF Interrupt Flag**
	Write 1 to set the CMOF interrupt flag			
2	CHOF	0	W1	**Set CHOF Interrupt Flag**
	Write 1 to set the CHOF interrupt flag			
1	WRITE	0	W1	**Set WRITE Interrupt Flag**
	Write 1 to set the WRITE interrupt flag			
0	ERASE	0	W1	**Set ERASE Interrupt Flag**
	Write 1 to set the ERASE interrupt flag			

8.5.10 MSC_IFC - Interrupt Flag Clear 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																											0	0	0	0	0	0
Access																											(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name																											ICACHERR	PWRUPF	CMOF	CHOF	WRITE	ERASE

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ICACHERR	0	(R)W1	**Clear ICACHERR Interrupt Flag**
	Write 1 to clear the ICACHERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	PWRUPF	0	(R)W1	**Clear PWRUPF Interrupt Flag**
	Write 1 to clear the PWRUPF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	CMOF	0	(R)W1	**Clear CMOF Interrupt Flag**
	Write 1 to clear the CMOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	CHOF	0	(R)W1	**Clear CHOF Interrupt Flag**
	Write 1 to clear the CHOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	WRITE	0	(R)W1	**Clear WRITE Interrupt Flag**
	Write 1 to clear the WRITE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	ERASE	0	(R)W1	**Clear ERASE Interrupt Flag**
	Write 1 to clear the ERASE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

8.5.11 MSC_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	7	6	5	4	3	2	1	0
Reset																											0	0	0	0	0	0
Access																											RW	RW	RW	RW	RW	RW
Name																											ICACHERR	PWRUPF	CMOF	CHOF	WRITE	ERASE

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ICACHERR	0	RW	**ICACHERR Interrupt Enable**
	Enable/disable the ICACHERR interrupt			
4	PWRUPF	0	RW	**PWRUPF Interrupt Enable**
	Enable/disable the PWRUPF interrupt			
3	CMOF	0	RW	**CMOF Interrupt Enable**
	Enable/disable the CMOF interrupt			
2	CHOF	0	RW	**CHOF Interrupt Enable**
	Enable/disable the CHOF interrupt			
1	WRITE	0	RW	**WRITE Interrupt Enable**
	Enable/disable the WRITE interrupt			
0	ERASE	0	RW	**ERASE Interrupt Enable**
	Enable/disable the ERASE interrupt			

8.5.12 MSC_LOCK - Configuration Lock 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																	0x0000															
Access																	RWH															
Name																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock**

Write any other value than the unlock code to lock access to MSC_CTRL, MSC_READCTRL, MSC_WRITECMD, MSC_STARTUP and MSC_AAPUNLOCKCMD. Write the unlock code to enable access. When reading the register, bit 0 is set when the lock is enabled.

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

8.5.13 MSC_CACHECMD - Flash Cache Command 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																														0	0	0
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 1.2 Conventions*		
2	STOPPC	0	W1	**Stop Performance Counters**
	Use this commant bit to stop the performance counters.			
1	STARTPC	0	W1	**Start Performance Counters**
	Use this command bit to start the performance counters. The performance counters always start counting from 0.			
0	INVCACHE	0	W1	**Invalidate Instruction Cache**
	Use this register to invalidate the instruction cache.			

8.5.14 MSC_CACHEHITS - Cache Hits Performance Counter

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													0x00000																			
Access													R																			
Name													CACHEHITS																			

Bit	Name	Reset	Access	Description
31:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:0	CACHEHITS	0x00000	R	**Cache Hits Since Last Performance Counter Start Command**
	Use to measure cache performance for a particular code section.			

8.5.15 MSC_CACHEMISSES - Cache Misses Performance Counter

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													0x00000																			
Access													R																			
Name													CACHEMISSES																			

Bit	Name	Reset	Access	Description
31:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:0	CACHEMISSES	0x00000	R	**Cache Misses Since Last Performance Counter Start Command** Use to measure cache performance for a particular code section.

8.5.16 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																	0x0001															
Access																	RWH															
Name																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0001	RWH	**Mass Erase Lock**

Write any other value than the unlock code to lock access the the ERASEMAINn 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

8.5.17 MSC_STARTUP - Startup Control

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		0x1				0	1	1			0x001												0x04D									
Access		RW				RW	RW	RW			RW												RW									
Name		STWS				STWSAEN	STWSEN	ASTWAIT			STDLY1												STDLY0									

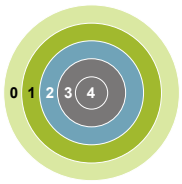
Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30:28	STWS	0x1	RW	**Startup Waitstates**
	Active wait for flash startup startup after SDLY0.			
27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26	STWSAEN	0	RW	**Startup Waitstates Always Enable**
	Use the number of waitstates given by STWS during startup always.			
25	STWSEN	1	RW	**Startup Waitstates Enable**
	Use the number of waitstates given by STWS during startup. During the optional STDLY1 timeout.			
24	ASTWAIT	1	RW	**Active Startup Wait**
	Active wait for flash startup startup after SDLY0.			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:12	STDLY1	0x001	RW	**Startup Delay 0**
	Number of cycles with startup waitstates, and also the maximum number of cycles startup sampling will be attempted before starting up system. Note that the reset value of this field may differ from the value shown in this description. The reset value programmed in the device is the optimal value.			
11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:0	STDLY0	0x04D	RW	**Startup Delay 0**
	Number of idle cycles from exiting sleep mode. Note that the reset value of this field may differ from the value shown in this description. The reset value programmed in the device is the optimal value.			

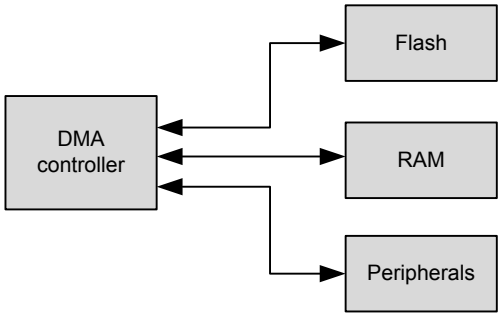
8.5.18 MSC_CMD - Command Register

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																																0
Access																																W1
Name																																PWRUP

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	PWRUP	0	W1	**Flash Power Up Command**
	Write to this bit to power up the Flash. IRQ PWRUPF will be fired when power up sequence completed.			

9. LDMA - Linked DMA Controller





Quick Facts

What?

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

Why?

The LDMA can perform data transfers more energy efficiently than the CPU and allows autonomous operation in low energy modes. For example the LEUART can provide full UART communication in EM2 DeepSleep, consuming only a few µA by using the LDMA to move data between the LEUART and RAM.

How?

The LDMA controller has multiple highly configurable, prioritized DMA channels. A linked list of flexible descriptors makes it possible to tailor the controller to the specific needs of an application.

9.1 Introduction

The Linked Direct Memory Access (LDMA) controller performs memory transfer 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 while still routing data to memory and peripherals. For example, moving data from the LEUART to memory or memory to LEUART. Each of the DMA channels on the EFR32 can be connected to any of the EFR32 peripherals.

9.1.1 Features

- Flexible Source and Destination transfers
  - Memory-to-memory
  - Memory-to-peripheral
  - Peripheral-to-memory
  - Peripheral-to-peripheral
- DMA transfers triggered by peripherals, software, or linked list
- Single or multiple data transfers for each peripheral or software request
- Inter-channel and hardware event synchronization via trigger and wait functions
- Supports single or multiple descriptors
  - Single descriptor
  - Linked list of descriptors
  - Circular and ping-pong buffers
  - Scatter-Gather
  - Looping
  - Pause and restart triggered by other channels
  - Sophisticated flow control which can function without CPU interaction
- Channel arbitration includes:
  - Fixed priority
  - Simple round robin
  - Round robin with programmable multiple interleaved entries for higher priority requesters
- Programmable data size and source and destination address strides
- Programmable interrupt generation at the end of each DMA descriptor execution
- Little-endian/big-endian conversion
- DMA write-immediate function

9.2 Block Diagram

An overview of the LDMA and the modules it interacts with is shown in Figure 9.1 LDMA Block Diagram on page 151.

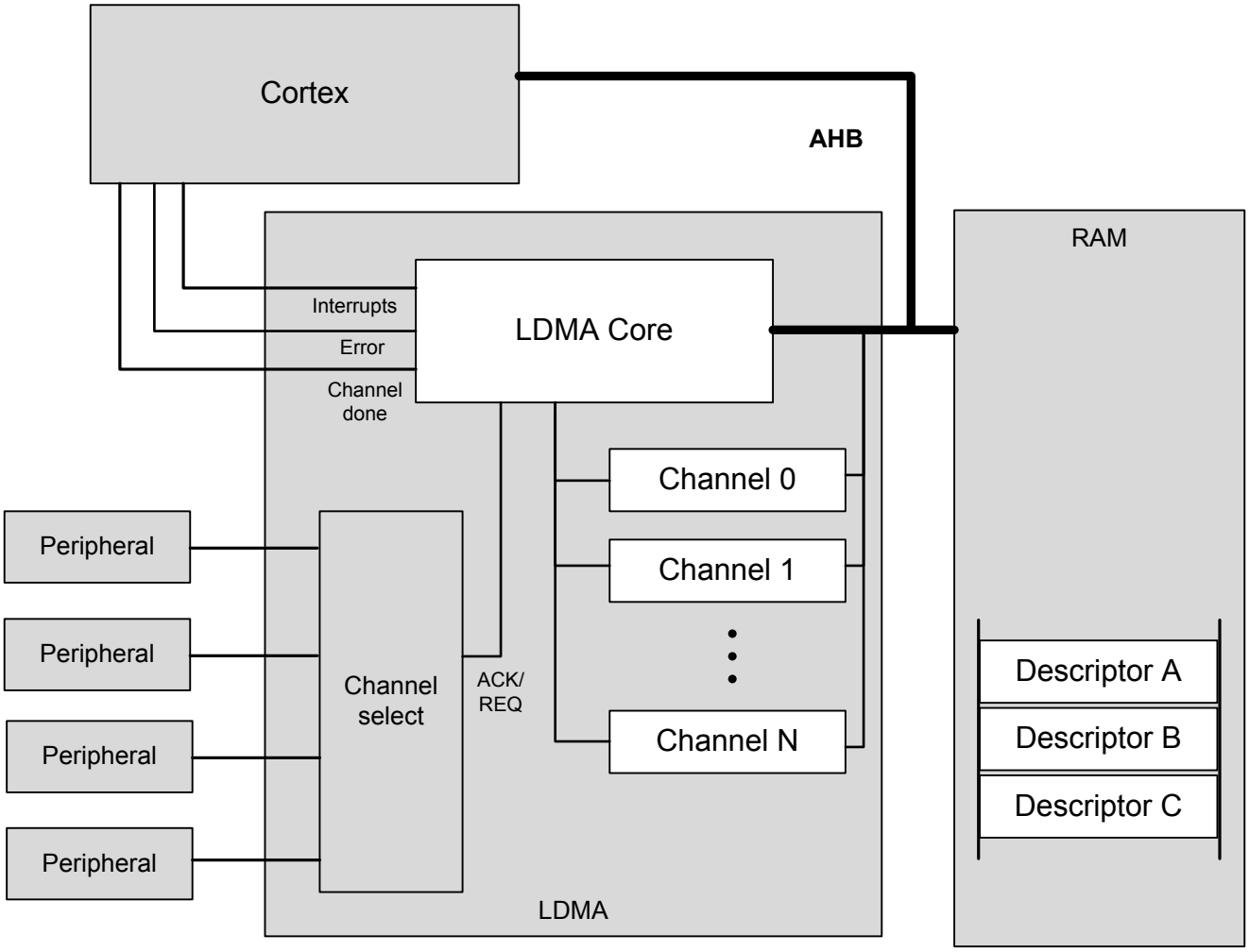


Figure 9.1. LDMA Block Diagram

The Linked DMA Controller consists of three main parts

- A DMA core that executes transfers and communicates status to the core
- A channel select block that routes peripheral DMA requests and acknowledge signals to the DMA
- A set of internal channel configuration registers for tracking the progress of each DMA channel

The DMA has access to all system memory through the AHB bus and the AHB->APB bridge. It can load channel descriptors from memory with no CPU intervention.

9.3 Functional Description

The Linked 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 LDMA work autonomously with some EM2/3 peripherals for data transfer without having to wake up the processor core from sleep.

The Linked DMA Controller has 8 independent channels. Each of these channels can be connected to any of the available peripheral DMA transfer request input sources by writing to the channel configuration registers, see 9.3.2 Channel Configuration. In addition, each channel can also be triggered directly by software, which is useful for memory-to-memory transfers.

The channel descriptors determine what the Linked DMA Controller will do when it receives DMA transfer request. The initial descriptor is written directly to the LDMA's channel registers. If desired, the initial descriptor can link to additional linked descriptors stored in memory (RAM or Flash). Alternatively, software may also load the initial descriptor by writing the descriptor address to the LDMA_CHx_LINK register and then setting the corresponding bit the LDMA_LINKLOAD register.

Before enabling a channel, the software must take care to properly configure the channel registers including the link address and any linked descriptors. When a channel is triggered, the Linked DMA Controller will perform the memory transfers as specified by the descriptors. A descriptor contains the memory address to read from, the memory address to write to, link address of the next descriptor, the number of bytes to be transferred, etc. The channel descriptor is described in detail in 9.3.7 Channel Descriptor Data Structure.

The Linked DMA Controller supports both fixed priority and round robin arbitration. The number of fixed and round robin channels is programmable. For round robin channels, the number of arbitration slots requested for each channel is programmable. Using this scheme, it is possible to ensure that timing-critical transfers are serviced on time.

DMA transfers take place by reading a block of data at a time from the source, storing it in the LDMA’s local FIFO, then writing the block out to the destination from the FIFO. Interrupts may optionally be signaled to the CPU’s interrupt controller at the end of any DMA transfer or at the completion of a descriptor if the DONEIFSEN bit is set. An AHB error will always generate an interrupt.

9.3.1 Channel Descriptor

Each DMA channel has descriptor registers. A transfer can be initialized by software writing to the registers or by the DMA itself copying a descriptor from RAM to memory. When using a linked list of descriptors the first descriptor should be initialized by the CPU. The DMA itself will then copy linked descriptors to its descriptor registers as required. In addition to manually initializing the first transfer, software may also cause the LDMA to load the initial descriptor by writing the descriptor address to the LDMA_CHx_LINK register and then setting the corresponding bit the LDMA_LINKLOAD register.

The contents of the descriptor registers are dynamically updated during the DMA transfer. The contents of descriptors in memory are not edited by the controller.

Some descriptor field values are only used for linked descriptors. For example, the SRCMODE and DSTMODE bits of the LDMA_CHx_CTRL registers determine if a linked descriptor is using relative or absolute addressing. Software writes to the address registers will always use absolute addressing and never set these bits. Therefore, these bits are read only.

9.3.1.1 DMA Transfer Size

A DMA transfer is the smallest unit of data that can be transfered by the LDMA. The LDMA supports byte, half-word and word sized transfers. The SIZE field in the LDMA_CHx_CTRL register specifies the data width of one DMA transfer.

9.3.1.2 Source/Destination Increments

The SRCINC and DSTINC in the LDMA_CHx_CTRL register determines the increment between DMA transfers. The increment is in units of DMA transfers and using an increment size of 1 will transfer contiguous bytes, half-words, or words depending on the value of the SIZE field. Multiple unit increments are useful for transferring or packing/unpacking alligned data. For example using an increment of 4 with a size of BYTE will transfer word aligned bytes. An increment of 2 units with a size of HALFWORD is suitable for the transfer of word aligned half-word data. The LDMA can also pack or unpack data by using a different increment size for source and destination. For example - to convert from word aligned byte data (unpacked) to contiguous byte data (packed), set the SIZE to BYTE, SRCINC to 4, and DSTINC to 1.

SRCINC or DSTINC may also be set to NONE which will cause the LDMA to read or write the same location for every DMA transfer. This is useful for accessing peripheral FIFO or data registers.

9.3.1.3 Block Size

The block size defines the amount of data transferred in one arbitration. It consists of one or more DMA transfers. See 9.3.6.1 Arbitration Priority for more details.

9.3.1.4 Transfer Count

The descriptor transfer count defines how many DMA transfers to perform. The number of bytes transferred by the descripter will depend on both the transfer count XFERCNT and the SIZE field settings. TOTAL_BYTES = XFERCNT * SIZE

9.3.1.5 Descriptor List

A descriptor list consists of one or more descriptors which are executed in serially. This list may be a simple sequence of descriptors, a loop of descriptors, or a combination of the two.

Each descriptor in the list can be one of several types.

- Single Transfer descriptor: Transfers TOTAL_BYTES of data and then stops.
- Linked Transfer descriptor: Transfers TOTAL_BYTES of data and then loads the next linked descriptor.
- Loop Transfer descriptor: Transfers TOTAL_BYTES of data and performs loop control (see 9.3.2.2 Loop Counter).
- Sync descriptor: Handle synchronization of the list with other entities (see 9.3.7.2 SYNC Descriptor Structure).
- WRI descriptor: Writes a value to a location in memory (see 9.3.7.3 WRI Descriptor Structure).

9.3.1.6 Addresses

Before initiating a transfer, software should write the source address, destination address, and if applicable the link address to the descriptor registers. Alternatively, software may load a descriptor from memory by writing the descriptor address to the LDMA_CHx_LINK register and setting the corresponding bit in the LDMA_LINKLOAD register.

During a DMA transfer, the DMA source and destination address registers are pointers to the next transfer address. The LDMA will update the SRC and DST addresses after each transfer. If software halts a DMA transfer by clearing the enable bit, the SRC and DST addresses will indicate the next transfer address.

When a desriptor is finished the DMA will either halt or load the next (linked) descriptor depending on the value of the LINK field in the LDMA_Chx_LINK register. After loading a linked descriptor, the descriptor registers will reflect the content of the loaded descriptor. Note that the linked descriptor must be word aligned in memory. The two least significant bits of the LDMA_CHx_LINK register are used by the LINK and LINKMODE bits. The two least significant bits of the link address are always zero.

9.3.1.7 Addressing Modes

The DMA descriptors support absolute addressing or relative addressing. When using relative addressing, the offset is relative to the current contents of the respective address registers. Regardless of the descriptor addressing modes, the address registers always indicate the absolute address. For example, when loading a descriptor using relative SRC addressing, the LDMA will add the descriptor source address (offset) to the contents of the SRCADDR register (base address). After loading, the SRCADDR register will indicate the absolute address of the loaded descriptor.

The initial descriptor must use absolute addressing. The LDMA will ignore the DSTMODE, SRCMODE, and LINKMODE bits for the initial descriptor and interpret the addresses as an absolute addresses.

Relative addressing is most useful for the link address. The initial descriptor will indicate the absolute address of the linked descriptors in memory. The linked descriptors might be an array of structures. In this case the offset between descriptors is constant and is always 4 words or 16 bytes (each descriptor has 4 words). The LINK address is not incremented or decremented after each transfer. Thus, a relative offset of 0x10 may be used for all linked descriptors.

The source and destination addresses also support relative addressing. When using relative addressing with the source or destination address registers, the LDMA adds the relative offset to the current contents of the respective address register. Since the source and destination addresses are normally incremented after each transfer, the final address will point to one unit past the last transfer. Thus, an offset of zero will give the next sequential data address.

See the example 9.4.6 2D Copy for an common use of relative addressing.

9.3.1.8 Byte Swap

Enabling byte swap reverses the endianness of the incoming source data read into the LDMA's FIFO. Byte swap is only valid for transfer sizes of word and half-word. Note that linked structure reads are not byte swapped.

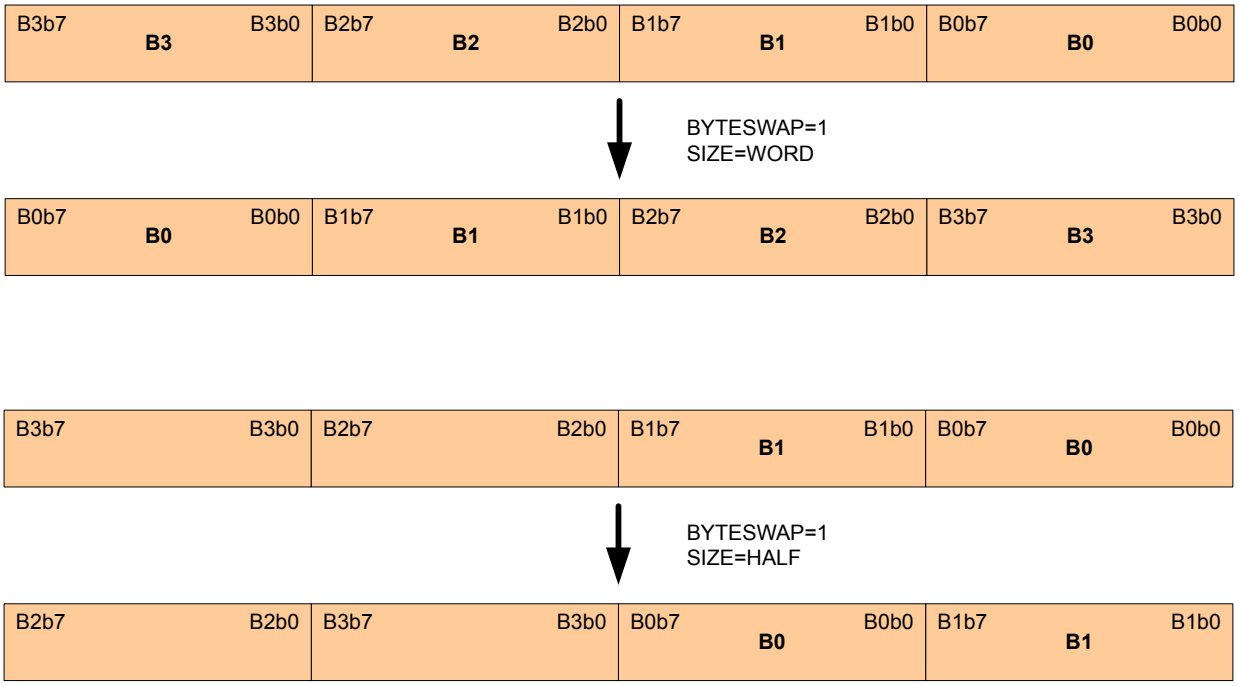


Figure 9.2. Word and Half-Word Endian Byte Swap Examples

9.3.1.9 DMA Size and Source/Destination Increment Programming

The DMA channels' SIZE, SRCINC, and DSTINC bit-fields are programmed to best utilize memory resources. They provide a means for memory packing and unpacking, as well as for matching the size of data being transmitted to or received from an IO peripheral. The following figure shows how 32-bit words of data are read from a memory source into the DMA's internal transfer FIFO, and then written out to the memory destination. The memory organization in bytes is shown as well as the first read to and write from the DMA's FIFO.

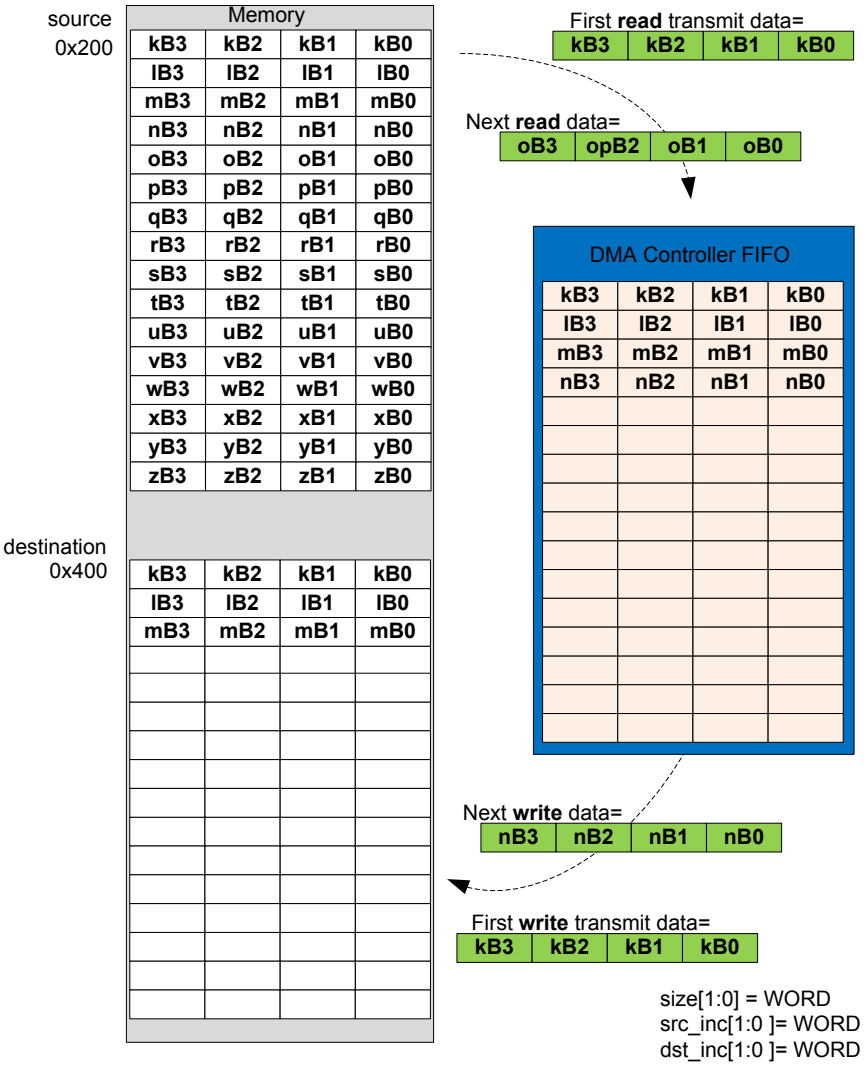


Figure 9.3. Memory-to-Memory Transfer WORD Size Example

The next example shows four variations of half-word sized transfers, with all possible combinations of half- and full-word source and destination increments. Note that when the size and source/destination increments are all configured for half-word, the resulting DMA transfer organization is equivalent to the full-word sized transfer in the previous example. The difference is that the half-word configuration requires twice as many DMA transfers.

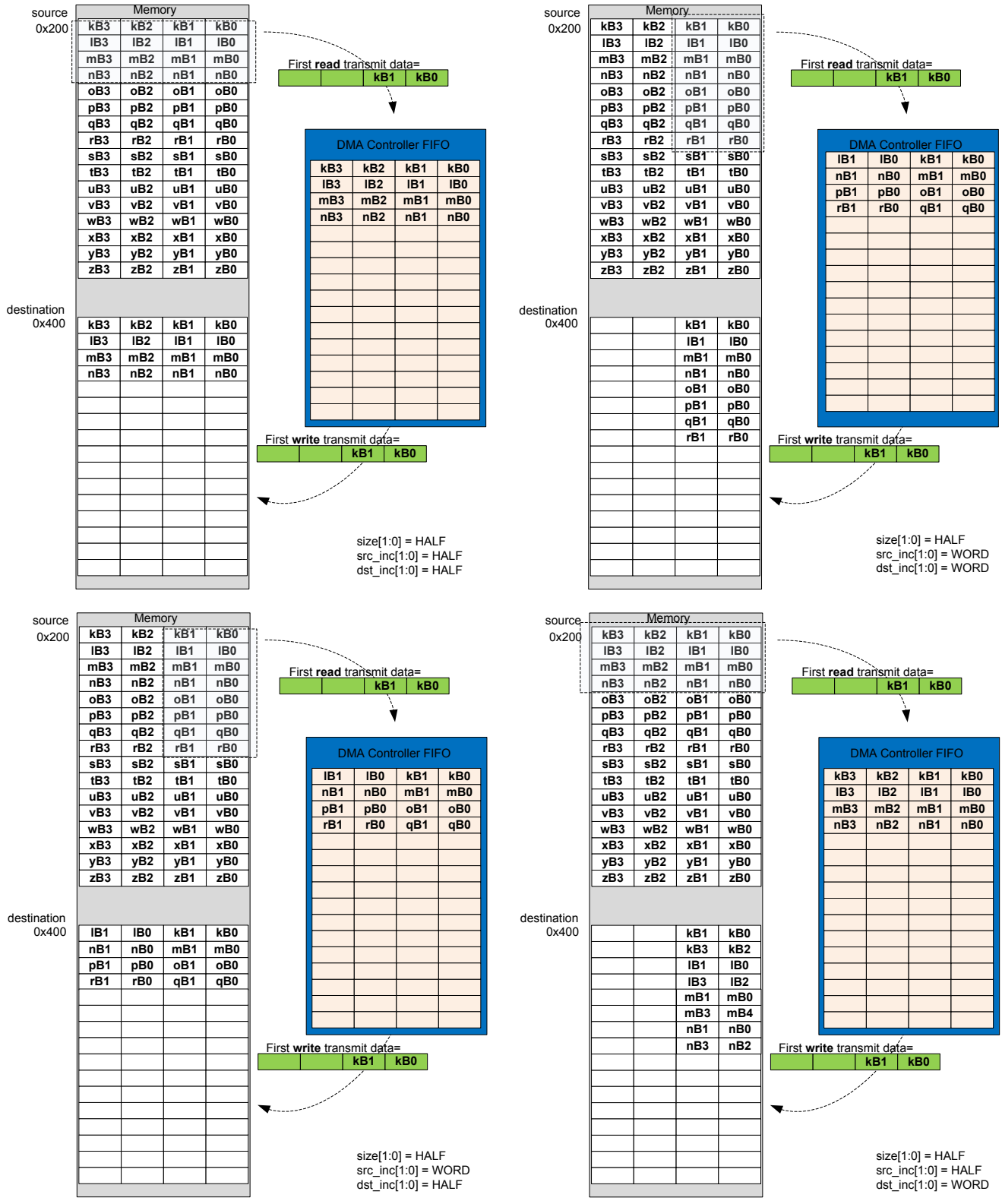


Figure 9.4. Memory-to-Memory Transfer HALF Size Examples

Fields SRCINCSIGN and DSTINCSIGN allow for address decrement. These can be used to mirror an image, for example, in the pixel copy application.

9.3.2 Channel Configuration

Each DMA channel has associated configuration and loop counter registers for controlling direction of address increment , arbitration slots, and descriptor looping.

9.3.2.1 Address Increment/Decrement

Normally DMA transfers increment the source and destination addresses after each DMA transfer. Each channel is also capable of decrementing the source and/or destination addresses after each DMA transfer. This may be useful for flipping an array or copying data from tail to head. For example, a data packet might be prepared as an array of data with increasing addresses and then transmitted from the highest address to the lowest address, from tail to head.

After reset the SRCINCSIGN and DSTINCSIGN bits in the LDMA_CHx_CFG register are cleared causing the source and destination addresses to increment after each transfer. If the SRCINCSIGN bit is set , the DMA will decrement the source address after each transfer. If the DSTINCSIGN bit in the LDMA_CHx_CFG register is set , the DMA will decrement the destination address after each transfer. Setting only one of these bits will flip the data. Setting both bits will copy from tail to head, but will not flip the data.

The SRCINCSIGN and DSTINCSIGN bits apply to all descriptors used by that channel. Software should take care to set the starting source and/or destination address to the highest data address when decrementing.

9.3.2.2 Loop Counter

Each channel has a LDMA_CHx_LOOP register that includes a loop counter field. To use looping, software should initialize the loop counter with the desired number of repetitions before enabling the transfer. A descriptor with the DECLOOPCNT bit set to TRUE will repeat the loop and decrement the loop counter until LOOPCNT = 0.

For a looping descriptor, with DECLOOPCNT=1, the LINK address in the LDMA_CHx_LINK register is used as the loop address. While LOOPCNT is greater than zero, the descriptor will execute and then the LDMA will load the next descriptor using the address specified in the LDMA_CHx_LINK register. This feature enables looping of multiple descriptors. To repeat a single descriptor, the LINK address of the descriptor should point to itself.

After LOOPCNT reaches zero, if the LINK bit in the descriptor LINK word is clear the transfer stops. If the LINK bit is set, the LDMA will load the next sequential descriptor located immediately following the looping descriptor. The behavior of the LINK bit is different for a looping descriptor. This is necessary because the LINK address is re-purposed as the loop address for a looping descriptor.

Note that LOOPCNT sets the number of repeats, not the number of iterations. The total number of loop iterations will be LOOPCNT plus 1. Normally, the LOOPCNT should be set to one or more repeats.

Also note that because there is only one LOOPCNT per channel, software intervention is required to update the LOOPCNT if a sequence of transfers contains multiple loops. It is also possible to use a write immediate DMA data transfer to update the LDMA_CHx_LOOP register.

9.3.3 Channel Select Configuration

The channel select block determines which peripheral request signal connects to each DMA channel.

This configuration is done by software through the SOURCESEL and SIGSEL fields of the LDMA_CHn_REQSEL register. SOURCESEL selects the peripheral and SIGSEL picks which DMA request signals to use from the selected peripheral.

9.3.4 Starting a Transfer

A transfer may be started by software, a peripheral request, or a descriptor load.

Software may initiate a transfer by setting the bit for the desired channel in the LDMA_SREQ register. In this case the channel should set SOURCESEL to NONE to prevent unintentional triggering of the channel by a peripheral.

A peripheral may trigger the channel by configuring the peripheral source and signal as described in 9.3.3 Channel Select Configuration

The LDMA may also be configured to begin a transfer immediately after a new descriptor is loaded by setting the STRUCTREQ field of the LDMA_CHx_CTRL register or descriptor word.

This configuration is done by software through the SOURCESEL and SIGSEL fields of the LDMA_CHn_REQSEL register. SOURCESEL selects the peripheral and SIGSEL picks which DMA request signals to use from the selected peripheral.

9.3.4.1 Peripheral Transfer Requests

By default peripherals issue a Single Request (SREQ) when any data is present. For peripherals with a data buffer or FIFO this occurs any time the FIFO is not empty. Upon receiving an SREQ the LDMA will perform one DMA transfer and stop till another request is made.

It is generally more efficient to wait for a peripheral to accumulate data and transfer in a burst. This both reduces overhead of the DMA engine and allows EM2 peripherals to save power by using the LDMA less often. To enable this set the IGNORESREQ bit in the LDMA_CHx_CTRL register (or descriptor) which will cause the LDMA to ignore SREQ's and wait for a full Request (REQ) signal. When the REQ is received the entire descriptor will be executed. For most peripherals with a FIFO the REQ signal is set when the FIFO is full, or a predetermined threshold has been reached. See the individual peripheral chapters for more information.

9.3.5 Managing Transfer Errors

LDMA transfer errors are normally managed using interrupts. Software should clear the ERROR flag in the bit in the LDMA_IF register and enable error interrupts by setting the ERROR bit in the LDMA_IEN register before initiating a DMA transfer.

The LDMA interrupt handler should check the ERROR flag bit in the LDMA_IF register. If the ERROR flag bit is set, it should then read the CHERROR field in the LDMA_STATUS register to determine the errant channel. The interrupt handler should reset the channel and clear the ERROR flag bit in the LDMA_IF register before returning.

9.3.6 Arbitration

While multiple channels are configured simultaneously the LDMA engine can only be actively copying data for one channel at a time. Arbitration determines which channel is being serviced at any point in time. The LDMA will choose a channel through arbitration, transfer BLOCK_SIZE elements of that channel and then arbitrate again choosing another channel to service. This allows high priority channels to be serviced while lower priority channels are in the middle of a transfer.

9.3.6.1 Arbitration Priority

There are two modes in determining priority when the controller arbitrates: fixed priority and round robin priority.

In fixed priority mode, channel 0 has the highest priority. As the channel number increases, the priority decreases. When the LDMA controller is idle or when a transfer completes, the highest priority channel with an active request is granted the transfer. This mode guarantees smallest latency for the highest priority requesters. It is best suited for systems where peak bandwidth is well below LDMA controller’s maximum ability to serve. The drawback of this mode is the possibility of starvation for lowest priority requesters.

In the round robin priority mode, each active requesting channel is serviced in the order of priority. A late arriving request on a higher priority channel will not get serviced until the next round. This mode minimizes the risk of starving low-priority latency-tolerant requesters. The drawback of this mode is higher risk of starving low-latency requesters.

The NUMFIXED field in the LDMA_CTRL register determines which channels are fixed priority and which are round robin. Channels lower than NUMFIXED are fixed priority while those above it are round robin. A value of 0x0 implies all channels are round robin. A value of 0x4 implies channels 0 through 3 are fixed priority and 4 through 7 are round robin. A value of 7 implies that channels 0 through 6 are fixed and channel 7 is round robin. This is functionally equivalent to having 8 fixed priority channels.

Fixed priority channels always take priority over round robin. As long as NUMFIXED is greater than 0, there is a possibility that a higher priority channel can starve the remaining channels.

To address the drawbacks of using fixed priority or round robin priority the LDMA implements the concept of arbitration slots. This allows for channels to have high bandwidth and low latency while preventing starvation of latency tolerant low priority channels.

Each channel has a two bit ARBSLOT field in its LDM_CHx_CFG register. This field only applies to channels marked as round robin (determined by NUMFIXED). The channels in the same arbitration slot are treated equally with round robin scheduling. Channels marked with a higher arbitration slot will get serviced more frequently. By default all channels are placed in arbitration slot 1.

Every time the channels in slot 1 get serviced the channels in slot 2 get serviced twice, those in slot 4 get serviced 4 times, and those in slot 8 get serviced 7 times. The specific arbitration allocation can be seen by the following table. The highest arbitration slot is serviced every other arbitration cycle, allowing for low latency response. If there are no requests from channels in arbitration slot then that slot is immediately skipped.

Table 9.1. Arbitration Slot Order

Arbslot order	8	4	8	2	8	4	8	1	8	4	8	2	8	4
Arbslot1								1						
Arbslot2				1								1		
Arbslot4		1				1				1				1
Arbslot8	1		1		1		1		1		1		1	

The top row shows the order at which the arbitration slots are executed. The remaining part of the table shows a more visual interpretation of the arbitration order.

For example, if we have one low latency channel (CHNL0) and two latency tolerant channels (CHNL1 and CHNL2). We could use the following settings.

LDMA_CTRL.NUMFIXED = 0; set round robin for all channels.

CHNL0_CFG.ARBSLOTS = TWO;

CHNL1_CFG.ARBSLOTS = ONE;

CHNL2_CFG.ARBSLOTS = ONE;

If all channels are constantly requesting transfers, then the arbitration order is: CHNL0, CHNL1, CHNL0, CHNL2, CHNL0, CHNL1, CHNL0, CHNL2, CHNL0, etc

Note, there are no channels assigned to arbitration slot four or eight in this example, so those slots are skipped and the final sequence is ARBSLOT2, ARBSLOT1, ARBSLOT2, ARBSLOT1, etc...

Channel 1 and Channel 2 are selected in round robin order when arbitration slot 1 is executed.

If we replace the ARBSLOTS value for channel 0 with EIGHT, then the sequence would look like the following:

CHNL0, CHNL0, CHNL0, CHNL0, CHNL1, CHNL0, CHNL0, CHNL0, CHNL2, CHNL0, CHNL0, CHNL0, CHNL0, CHNL1, etc.

9.3.6.2 DMA Transfer Arbitration

In addition to the inter channel arbitration, software can configure when the controller arbitrates during a DMA transfer. This provides reduced latency to higher priority channels when configuring low priority transfers with more arbitration cycles.

The LDMA provides four bits that configure how many DMA transfers occur before it re-arbitrates. These bits are known as the BLOCKSIZE bits and they map to the arbitration rate as shown below. For example, if BLOCKSIZE = 4 then the arbitration rate is 6, that is, the controller arbitrates every 6 DMA transfers.

Table 9.2 AHB Bus Transfer Arbitration Interval on page 160 lists the arbitration rates.

Table 9.2. AHB Bus Transfer Arbitration Interval

BLOCKSIZE	Arbitrate After x DMA transfers
0	x = 1
1	x = 2
2	x = 3
3	x = 4
4	x = 6
5	x = 8
6	x = 12
7	x = 16
8	x = 24
9	x = 32
10	x = 64
11	x = 128
12	x = 256
13	x = 512
14	x = 1024
15	x = lock

Note: Software must take care not to assign a low-priority channel with a large BLOCKSIZE because this prevents the controller from servicing high-priority requests, until it re-arbitrates.

The number of DMA transfers that need to be done is specified by the user in XFERCNT. When XFERCNT > BLOCKSIZE and is not an integer multiple of BLOCKSIZE then the controller always performs sequences of BLOCKSIZE transfers until XFERCNT < BLOCKSIZE remain to be transferred. The controller performs the remaining XFERCNT transfers at the end of the DMA cycle.

Software must store the value of the BLOCKSIZE bits in the channel control data structure. See 9.3.7.1 XFER Descriptor Structure for more information about the location of the BLOCKSIZE bits in the data structure.

9.3.7 Channel Descriptor Data Structure

Each channel descriptor consists of four 32-bit words:

- CTRL - control word contains information like transfer count and block size.
- SRC - source address points to where to copy data from
- DST - destination address points to where to copy data to
- LINK - link address points to where to load the next linked descriptor

These words map directly to the LDMA_CHx_CTRL, LDMA_CHx_SRC, LDMA_CHx_DST, and LDMA_CHx_LINK registers. The usage of the SRC and DST fields may differ depending on the structure type

There are three different types of descriptor data structures: **XFER, SYNC, and WRI**

9.3.7.1 XFER Descriptor Structure

This descriptor defines a typical data transfer which may be a Normal, Link, or Loop transfer.

Only this structure type can be written directly into LDMA's registers by the CPU. All descriptors may be linked to. Refer to the register descriptions for additional information.

For specifying XFER structure type, set STRUCTTYPE to 0. See the peripheral register descriptions for information on the fields in this structure.

Name	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
CTRL	DSTMODE	SRCMODE	DSTINC		SIZE		SRCINC		IGNORESREQ	DECLOOPCNT	REQMODE	DONEIFSEN	BLOCKSIZE				BYTESWAP	XFERCNT											STRUCTREQ		STRUCTTYPE	
SRC	SRCADDR																															
DST	DSTADDR																															
LINK	LINKADDR																														LINK	LINKMODE

9.3.7.2 SYNC Descriptor Structure

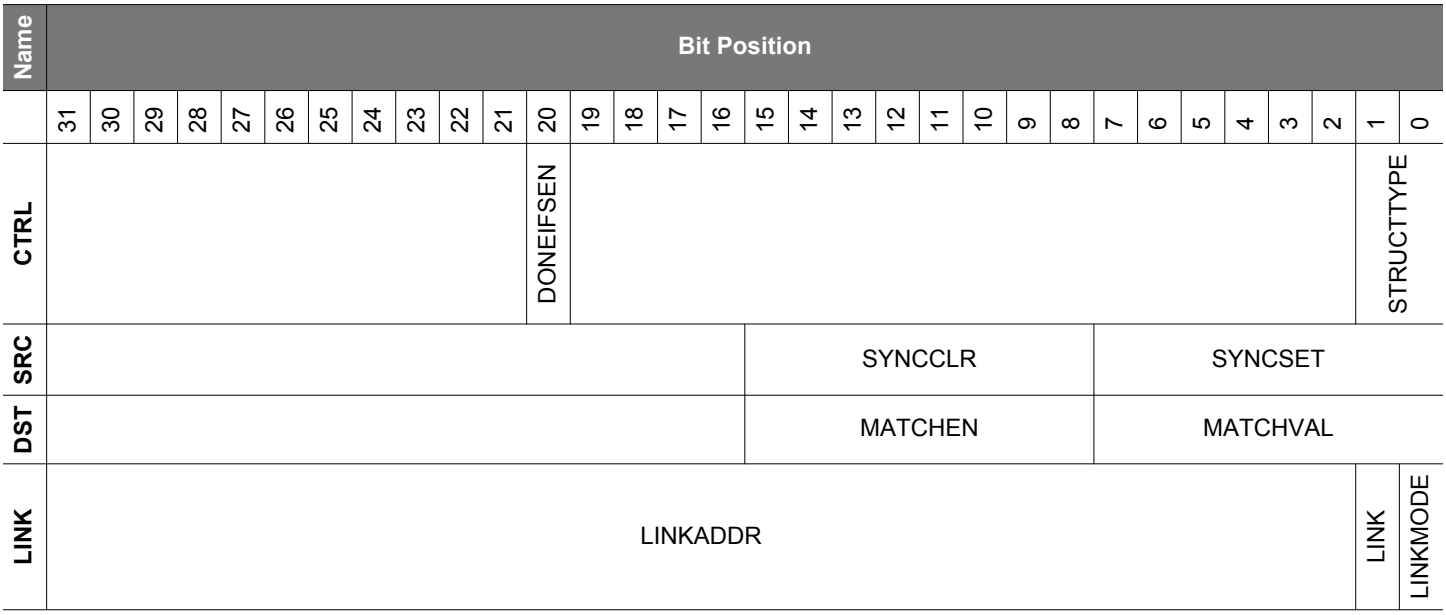
This descriptor defines an intra-channel synchronizing structure. It allows the channel to wait for some external stimulus before continuing on to the next descriptor. This structure is also used to provide stimulus to another channel to indicate that it may continue.

For example channel 1 may be configured to transfer a header into a buffer while channel 2 is simultaneously transferring data into the same structure. When channel 1 has completed it can wait for a sync signal from channel 2 before transferring the now complete buffer to a peripheral.

Synch descriptors do nothing until a condition is met. The condition is formed by the SYNCTRIG field in the LDMA_SYNC register and the MATCHEN and MATCHVAL fields of the descriptor. When (SYNCTRIG & MATCHEN) == (MATCHVAL & MATCHEN) the next descriptor is loaded. In addition to waiting for the condition a Link descriptor can set or clear bits in SYNCTRIG to meet the conditions of another channel and cause it to continue. The CPU also has the ability to set and clear the SYNCTRIG bits from software.

This structure type can only be linked in from memory.

For specifying SYNC structure type, set STRUCTTYPE to 1.



Bit	Name	Description
1:0	STRUCTTYPE	**Descriptor Type**
	This field indicates which type of descriptor this is. It must be 1 for a SYNC descriptor.	
20	DONEIFSEN	**Done if Set indicator**
	If set the interrupt flag will be set when descriptor completes.	
15:8	SYNCCLR	**Sync Trigger Clear**
	This bit-field is used to clear corresponding bits within the SYNCTRIG field of the SYNC LDMA_SYNC register. To clear a given bit, a one should be loaded to the corresponding bit. Set is given priority over clear if both corresponding bits are loaded with a one. The sync trigger clear function can only be used when loaded from a linked structure. Alternately, the user can directly write the SYNCTRIG bit-field if required.	
7:0	SYNCSET	**Sync Trigger Set**
	This bit-field is used to set corresponding bits within the SYNCTRIG bit-field. To set a given bit, a one should be loaded to the corresponding bit. Set is given priority over clear if both corresponding bits are loaded with a one. The sync trigger set function can only be used when loaded from a linked structure. Alternately, the user can directly write the SYNCTRIG bit-field if required.	
15:8	MATCHEN	**Sync Trigger Match Enable**
	This bit-field serves as the SYNCTRIG match enable. A sync match triggers the load of the next linked DMA structure as specified by link_mode, when: (SYNCTRIG & MATCHEN) == (MATCHVAL & MATCHEN).	
7:0	MATCHVAL	**Sync Trigger Match Value**

Bit	Name	Description
		This bit-field serves as the SYNCTRIG match value. A sync match triggers the load of the next linked DMA structure as specified by link_mode, when: (SYNCTRIG & MATCHEN) == (MATCHVAL & MATCHEN).

9.3.7.3 WRI Descriptor Structure

This descriptor defines a write-immediate structure. This allows a list of descriptors to write a value to a register or memory location. For example, if a channel wishes to perform two loops in a descriptor sequence a WRI may be used to program the loop count for the second loop.

This structure type can only be linked in from memory.

For specifying WRI structure type, set STRUCTTYPE to 2.

Name	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
CTRL												DONEIFSEN																			STRUCTTYPE	
SRC	IMMVAL																															
DST	DSTADDR																															
LINK	LINKADDR																														LINK	LINKMODE

Bit	Name	Description
1:0	STRUCTTYPE	**Descriptor Type**
		This field indicates which type of descriptor this is. It must be 2 for a WRI descriptor.
20	DONEIFSEN	**Done if Set indicator**
		If set the interrupt flag will be set when descriptor completes.
31:0	IMMVAL	**Immediate Value for Write**
		This bit-field specifies the immediate data value that is to be written to the address pointed to by DSTADDR. Only one write occurs for WRI structures.
31:0	DSTADDR	**Address to write**
		This bit-field specifies the address the immediate data should be written to.

9.3.8 Interaction With the EMU

The LDMA interacts with the Energy Management Unit (EMU) to allow transfers from a low energy peripheral while in EM2 DeepSleep. For example, when using the LEUART in EM2 DeepSleep the EMU can wake up the LDMA sufficiently long to allow data transfers to occur. See section "DMA Support" in the LEUART documentation.

Similarly, when using the ADC in EM2 DeepSleep or EM3 Stop the EMU can wake up the LDMA as needed to allow data transfers to occur.

Table 9.3 List of Peripherals Capable of Waking Up LDMA in EM2 DeepSleep or EM3 Stop on page 164 shows complete list of peripherals that are capable of waking up LDMA via EMU in EM2 DeepSleep or EM3 Stop

Table 9.3. List of Peripherals Capable of Waking Up LDMA in EM2 DeepSleep or EM3 Stop

Peripheral
ADC0
IDAC0
LEUART0

9.3.9 Interrupts

The LDMA_IF Interrupt flag register contains one DONE bit for each channel and one combined ERROR bit. When enabled, these interrupts are available as interrupts to the Cortex-M4 core. They are combined into one interrupt vector, DMA_INT. If the interrupt for the DMA is enabled in the ARM Cortex-M4 core, an interrupt will be made if one or more of the interrupt flags in LDMA_IF and their corresponding bits in LDMA_IEN are set.

When a descriptor finishes execution the interrupt flag for that channel will be set if the DONEIFSEN field of the LDMA_CHx_LOOP register is set. If LINK and DONEIFSEN are both set when the descriptor completes the interrupt and the linked descriptor will be immediatly loaded. When the final descriptor in a linked list (LINK = 0) is finished the interrupt flag is always set regardless of the state of DONEIFSEN.

9.3.10 Debugging

For a peripheral request DMA transfer, if software sets a bit for a channel in the LDMA_DBGHALT register then the DMA will halt durring a debug halt and the SRC and DST registers in the debug window will show the transfer in progress. Otherwise, during debug halt the DMA will continue to run and complete the entire transfer causing the descriptor registers to indicate the transfer has completed.

9.4 Examples

This section provides examples of common LDMA usage. All examples assume the LDMA is in the reset state with the channel being configured disabled and LDAM_CHx_CFG, LDMA_CHx_LOOP, and LDMA_CHx_LINK cleared.

9.4.1 Single Direct Register DMA Transfer

This simple example uses only the Channel Descriptor registers directly and does not use linking. Software writes directly to the LDMA channel registers. This example does not use a memory based descriptor list.

This example is suitable for most simple transfers that are limited to transferring one block of data. It supports anything that can be done using a single descriptor. This includes endian conversion and packing/unpacking data. Channel 0 is used for this example.

The LDMA will be used to copy 127 contiguous half words (254 bytes) from 0x0 to 0x1000. It will allow arbitration every 4 transfers and is triggered by a CPU write to the LDMA_SWREQ register. The CH0 interrupt flag will be set when the transfer completes since the descriptor does not link to another descriptor.

- Configure LDMA_CH0_CTRL
  - DSTMODE = 0 (absolute)
  - SRCMODE = 0 (absolute)
  - SIZE = HALFWORD (16 bits)
  - DSTINC = 0 (1 half-word)
  - SRCINC = 0 (1 half-word)
  - DECLOOPCNT=0 (unused)
  - REQMODE = 1 (one request transfers all data)
  - BLOCKSIZE = 3 (4 transfers)
  - BYTESWAP=0 (no byte swap)
  - XFERCNT=127 (transfer 127 half words)
  - STRUCTTPYE=0 (TRANSFER)
- Write source address to LDMA_CH0_SRC register
- Write destination address to LDMA_CH0_DST register
- Configure the LDMA_CH0REQSEL register for the desired peripheral or select none for a memory-to-memory transfer
- Clear and enable interrupts.
  - Write a 1 to bit 0 of the LDMA_IFC register to clear the CH0 DONE flag
  - Write a 1 to bit 0 of the LDMA_IEN register to enable the CH0 interrupt
- Write a 1 to bit 0 of the LDMA_CHEN register to enable CH0

The REQMODE field is normally cleared to zero for a peripheral request transfer and will transfer the specified block size for each peripheral request. The REQMODE may be set to 1 for a memory-to-memory transfer or any time it is desired for a single DMA request to initiate complete transfer.

9.4.2 Descriptor Linked List

This example shows how to use a Linked List of descriptors. Each descriptor has a link address which points to the next descriptor in the list. A descriptor may be removed from the Linked list by altering the Link address of the one before it to point to the one after it. Descriptor Linked lists are useful when handling an array of buffers for communication data. For example, a bad packet can be removed from a receiver queue by simply removing the descriptor from the linked list.

Software loads the first descriptor into the DMA by writing the descriptor address to LDMA_CHx_LINK and setting the bit for that channel in the LDMA_LINKLOAD register. This method is preferred when using a linked list in memory since it treats the first descriptor just like all the others. However, it is also allowed for software to write the first descriptor directly to the LDMA registers.

In this example 4 descriptors are executed in series. the interrupt flag is set after the 2nd and 4th (last) descriptors have completed.

- Prepare a list of descriptors using the XFER structure type in RAM
- Initialize the CTRL, SRC, and DST members as desired
  - Setting STRUCTREQ in the CTRL word for descritpors 2-4 will cause them to begin transfering data as soon as they are loaded.
- Write 0x00000013 to the LINK member of all but the last descriptor
  - LINKMODE = 1 (relative addressing)
  - LINK = 1 (Link to the next descriptor)
  - LINKADDR = 0x00000010 (size of descriptor)
- Set the DONEIFSEN bit in the CTRL member of the 2nd structure so that the interrupt flag will be set when it completes
- Write 0x00000000 to the LINK member of the last descriptor
  - LINK = 0 (Do not link to the next descriptor)
  - LINKMODE = 0 (don't care)
  - LINKADDR = 0x00000000 (don't care)

Each descriptor now points to the start of the next descriptor as shown on the left in Figure 9.5 Descriptor Linked List on page 166. To remove a descriptor from the linked list modify the LINK address of the descriptor of the one before to point to the one after. For example to remove the third descriptor, add 0x00000010 to the LINK register of the second descriptor. The second descriptor will now point to the forth descriptor and skip over the third descriptor as shown on the right in Figure 9.5 Descriptor Linked List on page 166.

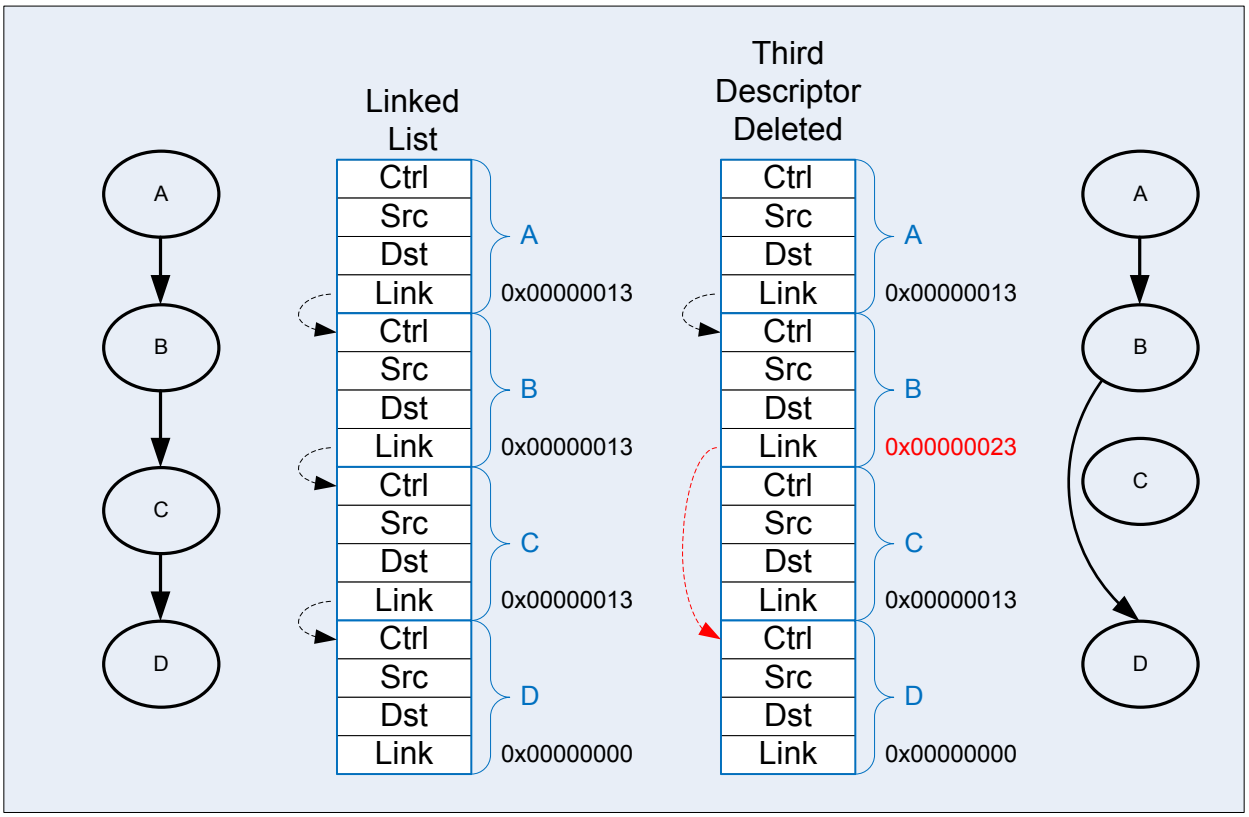


Figure 9.5. Descriptor Linked List

To start execution of the linked list of descriptors:

- Write the absolute address of the first descriptor to the LINKADR field of the LDMA_CH0_LINK register
- Set the LINK bit of LDMA_CH0_LINK register.
- Configure the LDMA_CH0REQSEL register for the desired peripheral or select none for memory-to-memory
- Clear and enable interrupts as desired
- Set bit 0 in the LDMA_LINKLOAD register to initiate loading and execution of the first descriptor

Alternativley, software can manually copy the first descriptor contents to the LDMA_CH0_CTRL, LDMA_CH0_SRC, LDMA_CH0_DST, and LDMA_CH0_LINK registers and then enable the channel in the LDMA_CHEN register.

9.4.3 Single Descriptor Looped Transfer

This example demonstrates how to use looping using a single descriptor. This method allows a single DMA transfer to be repeated a specified number of times. The looping descriptor is stored in memory and reloaded by hardware. After a specified number of iterations, the transfer stops.

CH0 is setup to copy 4 words from the ADC FIFO into a 15 word buffer at 0x1000. It repeats 4 times to fill the entire 16 word buffer. An interrupt will fire when the entire 16 words have been transfered.

Initialize the Linked descriptor in memory as follows:

- Configure CTRL member
  - DSTMODE = 0 (absolute)
  - SRCMODE = 0 (absolute)
  - SIZE = WORD
  - DSTINC = 0 (1 WORD)
  - SRCINC = 3 (0 WORDS)
  - DECLOOPCNT=1 (decrement loop count)
  - REQMODE=1 (Use XFERCNT)
  - BLOCKSIZE = 4 (4 words)
  - BYTESWAP=0 (no swap)
  - XFERCNT= 4 (4 words)
  - STRUCTTPYE=0 (TRANSFER)
  - IGNORESREQ=1 (ignore single requests)
- Write the address ADC0_SINGLEDATA register to the SRC member
- Write 0x1000 address to DST member
- Configure the LINKLink member
  - LINK = 0 (stop after loop)
  - MODE = 1 (relative link address)
  - LINKADDR = 0 (point to ourself)
- Configure the Channel
  - Write the desired number of repeats to the LDMA_CH0_LOOP register
  - SOURCESEL in LDMA_CH0REQSEL = ADC0 (select the ADC)
  - SIG in LDMA_CH0REQSEL = ADC0SCAN (select the scan conversion request)
- Clear and enable interrupts
- Load the descriptor using LINKLOAD as described in 9.4.2 Descriptor Linked List

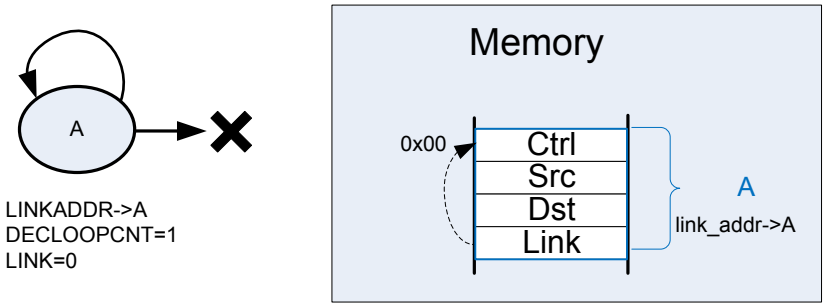


Figure 9.6. Single Descriptor Looped Transfer

Note that the looping descriptor must be stored in memory, because it must load itself from the link address in memory on each iteration.

9.4.4 Descriptor List With Looping

This example uses a descriptor list in memory with looping over multiple descriptors. This example also uses the looping feature and continues on with the next sequential descriptor after looping completes.

The descriptor list in memory is shown in figure Figure 9.7 Descriptor List With Looping on page 169. Descriptor A links to descriptor B. Descriptor B has the DECLOOPCNT bit enabled and loops back to the start of descriptor A. The LINK address of descriptor B is used for the loop address. The LINK bit is set to indicate that execution will continue after completion of looping. Once the LOOPCNT reaches zero, the LDMA will load descriptor C. Descriptor C must be located immediately following descriptor B.

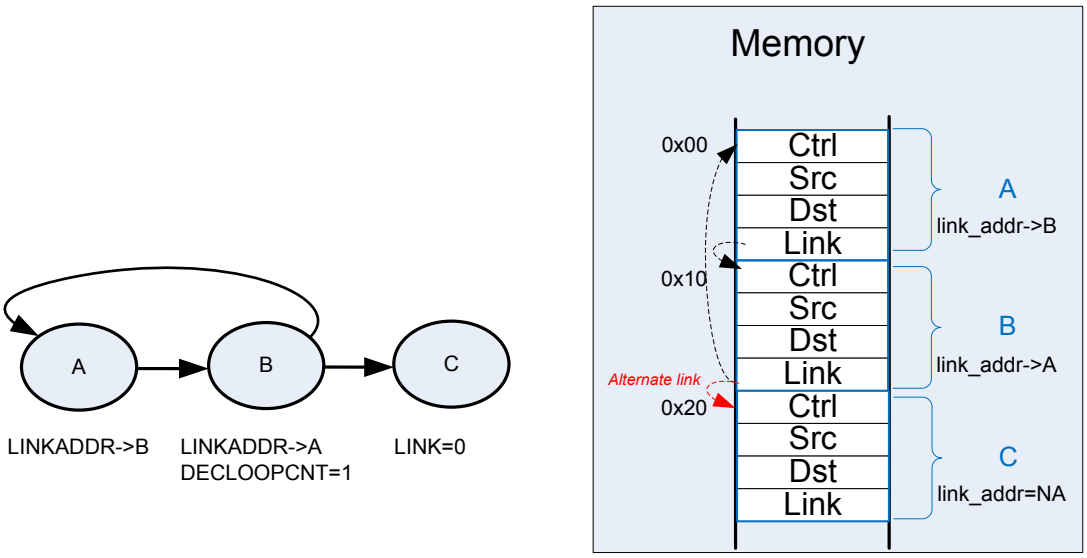


Figure 9.7. Descriptor List With Looping

Initialization is similar to the single looping descriptor with the following modifications.

- Set the LINK bit in descriptors A and B
- write the address of descriptor A into the LIKADDRESS of descriptor B
- write the address of descriptor B into the LIKADDRESS of descriptor A
- Descriptor C must be located immediately after descriptor B in memory

9.4.5 Simple Inter-Channel Synchronization

The LDMA controller features synchronization structures which allow differing channels and/or hardware events to pause a DMA sequence, and wait for a synchronizing event to restart it.

In this example DMA channel 0 and 1 are tasked with the transfer of different sets of data. Channel 0 has two transfer structures, and channel 1 just one, but channel 0 must wait until channel 1 has completed its transfer before it starts its second transfer structure.

Pausing channel 0 is accomplished by inserting a sync wait structure between the two transfer structures. This sync structure waits on SYNCTRIG[7] to be set by a sync set/clear structure which is controlled by channel 1. Sync structures do not transfer data, they can only set, clear, or wait to match the SYNCTRIG[7:0] bits. Note that sync structures cannot decrement loop counter.

```
LDMA_SYNC
    SYNCTRIG=0x0 (at time 0)

LDMA_CH0

    Structure A @ 0x00              Structure B @ 0x10                  Structure C @ 0x20
    CTRL                                CTRL                                CTRL
        STRUCTTYPE=XFER                     STRUCTTYPE=SYNC                     STRUCTTYPE=XFER
    LINK                                LINK                                LINK
        LINKADDR[29:0]=0x00000004           LINKADDR[29:0]=0x00000008           LINKADDR[29:0]=NA
        LINK=1                              LINK=1                              LINK=0
                                        DST
                                            MATCHEN=0x80
                                            MATCHVAL=0x80 (waits for SYNCTRIG[7]=1)

LDMA_CH1

    Structure Y @ 0x30              Structure Z @ 0x40

    CTRL                                CTRL
        STRUCTTYPE=XFER                     STRUCTTYPE=SYNC
    LINK                                LINK
        LINKADDR[29:0]=0x00000010           LINKADDR=NA
        LINK=1                              LINK=0
                                        SRC
                                            SRCCLR=0x0
                                            SRCSET=0x80 (sets SYNCTRIG[7])
```

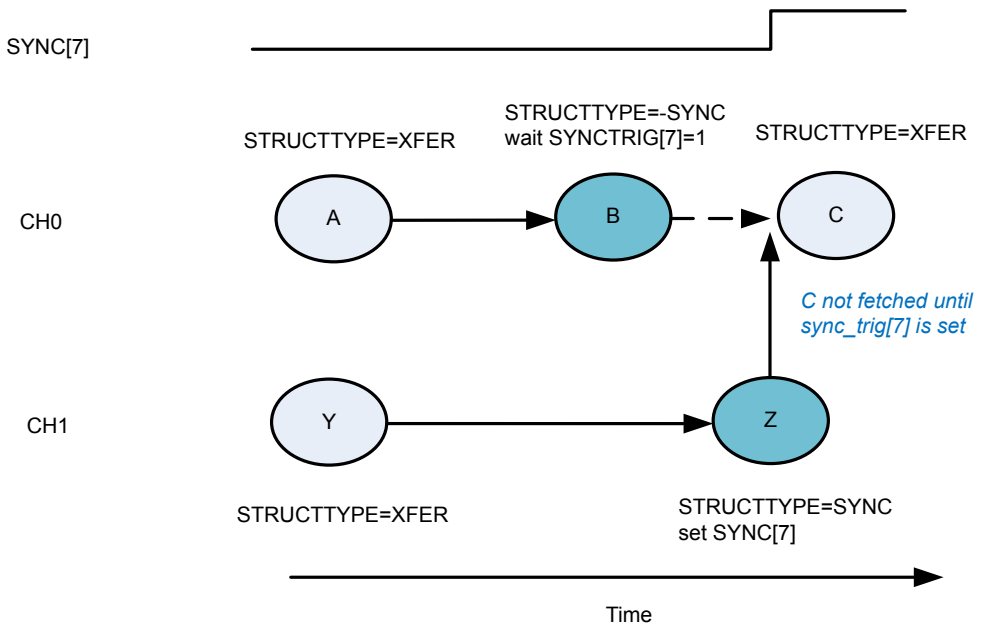


Figure 9.8. Simple Intra-channel Synchronization Example

Both A and Y effectively start at the same time. A finishes earlier, then it links to B, which waits for the SYNCTRIG[7] bit to be set before loading C. Y finishes after B is loaded, and it links to sync structure Z, which sets the SYNCTRIG[7] bit. Channel 0 responds to the trigger set by loading C for the final data transfer.

9.4.6 2D Copy

The LDMA can easily perform a 2D copy using a descriptor list with looping. This set up is visualized in Figure 9.9 2D Copy on page 172.

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.

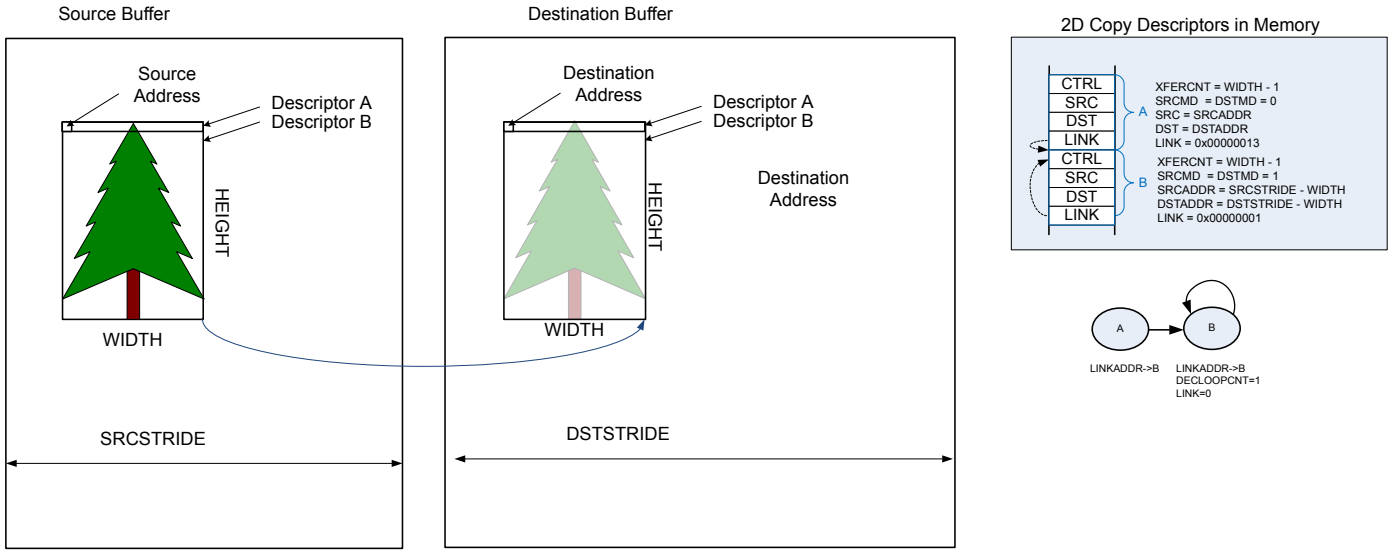


Figure 9.9. 2D Copy

The first descriptor will use absolute addressing mode and the source and destination addresses should point to the desired target addresses. The first descriptor will copy only the first row. The XFERCNT of the first descriptor is set to the desired width minus one.

- CTRL
  - XFERCNT = WIDTH - 1
  - SRCMD = 0 (absolute)
  - DSTMD = 0 (absolute)
- SRCADDR = target source address
- DSTADDR = target destination address
- LINK = 0x00000013
  - LINK=1
  - LINKMD=1
  - LINKADDR=0x00000010 (point to next descriptor)

The second descriptor will use relative addressing and the source and destination addresses are set to the desired offset. After the completion of the first descriptor, the address registers will point to the last address transferred. Thus, the width must be subtracted from the stride to get the offset. The second descriptor uses looping and the link register has not offset.

- CTRL
  - XFERCNT = WIDTH - 1
  - SRCMD = 1 (relative)
  - DSTMD = 1 (relative)
  - DECLOOPCNT = 1
- SRCADDR = desired source offset (SRCSTRIDE-WIDTH)
- DSTADDR = desired destination offset (DSTSTRIDE-WIDTH)
- LINK = 0x00000001
  - LINK=0
  - LINKMD=1 (relative)
  - LINKADDR=0x000000000 (no offset)

Because the first descriptor already transferred one row, the number of looping repeats should be the desired height minus two. Therefore, LOOPCNT should be set to HEIGHT minus two before initiating the transfer.

This same method is easily extended to copy multiple rectangles by linking descriptors together. To initialize the LDMA_CHx_LOOP register, precede each descriptor pair described above with a write immediate descriptor which writes the desired value to the LOOPCNT field of the LDMA_CHx_LOOP register.

9.4.7 Ping-Pong

Communication peripherals often use ping-pong buffers. Ping-pong buffers allow the CPU to process data in one buffer while a peripheral transmits or receives data in the other buffer.

Both transmit and receive ping-pong buffers are easily implemented using the LDMA. In either case, this requires two descriptors as shown in Figure 9.10 Infinite Ping-Pong Example on page 174. The LINKADDR field of the LINK member should point to the other descriptor. Using two adjacent descriptors and relative link addressing ensures the descriptors are easily reloadable.

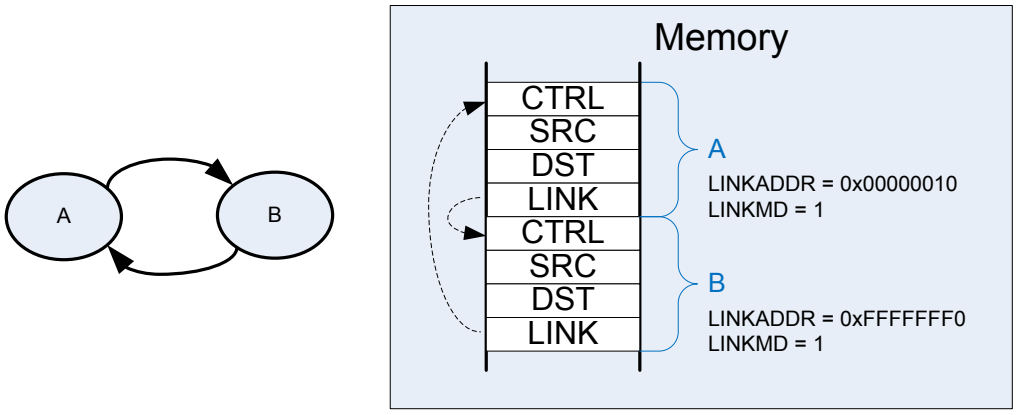


Figure 9.10. Infinite Ping-Pong Example

A **receiver** ping-pong buffer controller consists of two buffers and two descriptors stored in memory that point to the two buffers. Once initialized, as the peripheral receives data, it will fill the first buffer. Once the first buffer is full, it will link automatically to the second buffer and generate an interrupt. Software will then process the data in the first buffer while the LDMA is transferring data to the second buffer. For a receiver ping-pong buffer each descriptor should link to the other descriptor. The link bit should be set to provide infinite ping pong between the two buffers. The DONIFS bit in each descriptor should be set to generate an interrupt on the completion of each descriptor.

- Descriptor A
  - CTRL
    - DONEIFS = 1
    - other settings as desired
  - SRCADDR = peripheral source address
  - DSTADDR = memory destination address
  - LINK = 0x00000013
    - LINKADDR = 0x00000010 (next descriptor)
    - LINK = 1 (link to next descriptor)
    - LINKMD = 1 (relative addressing)
- Descriptor B
  - CTRL
    - DONEIFS = 1
    - other settings as desired
  - SRCADDR = peripheral source address
  - DSTADDR = memory destination address
  - LINK = 0xFFFFFFF3
    - LINKADDR = 0xFFFFFFF0 (previous descriptor)
    - LINK = 1 (link to previous descriptor)
    - LINKMD = 1 (relative addressing)

For **transmitter** ping-pong buffer, software will fill the first buffer and then initiate the DMA transfer. The LDMA will transmit the first buffer data while software is filling the second buffer. In this case, the two descriptors should point to each other, but not automatically

continue to the second buffer. The LINK bit should be cleared to zero. Once software has loaded the first buffer, it will use the LINK-LOAD bit to load the first descriptor and transmit the data. The DONIFS need not be set in each descriptor. The DMA will stop and then generate an interrupt at the completion of each descriptor.

- Descriptor A
  - CTRL
    - DONEIFS = 0
    - other settings as desired
  - SRCADDR = memory source address
  - DSTADDR = peripheral destination address
  - LINK = 0x00000013
    - LINKADDR = 0x00000010 (next descriptor)
    - LINK = 0 (link to next descriptor)
    - LINKMD = 1 (relative addressing)
- Descriptor B
  - CTRL
    - DONEIFS = 0
    - other settings as desired
  - SRCADDR = memory source address
  - DSTADDR = peripheral destination address
  - LINK = 0xFFFFFFF3
    - LINKADDR = 0xFFFFFFF0 (previous descriptor)
    - LINK = 0 (link to previous descriptor)
    - LINKMD = 1 (relative addressing)

9.4.8 Scatter-Gather

Scatter-Gather in general refers to a process that copies data from multiple locations scattered in memory and gathers the data to a single location in memory, or vice versa. A simple descriptor list allows data gathering. For example, data from a discontiguous list of buffers might be copied to a contiguous sequential array of buffers. The inverse is also possible when a sequential array of buffers is scattered to a discontiguous list of available buffers. See section 9.4.2 Descriptor Linked List.

Some DMAs which only have two descriptors implement scatter-gather by using one descriptor to modify the other descriptor. While it is possible to implement this same behavior using the LDMA, it is much more straight-forward to just use a simple descriptor list.

9.5 Register Map

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

Offset	Name	Type	Description
0x000	LDMA_CTRL	RW	DMA Control Register
0x004	LDMA_STATUS	R	DMA Status Register
0x008	LDMA_SYNC	RWH	DMA Synchronization Trigger Register (Single-Cycle RMW)
0x020	LDMA_CHEN	RWH	DMA Channel Enable Register (Single-Cycle RMW)
0x024	LDMA_CHBUSY	R	DMA Channel Busy Register
0x028	LDMA_CHDONE	RWH	DMA Channel Linking Done Register (Single-Cycle RMW)
0x02C	LDMA_DBGHALT	RW	DMA Channel Debug Halt Register
0x030	LDMA_SWREQ	W1	DMA Channel Software Transfer Request Register
0x034	LDMA_REQDIS	RW	DMA Channel Request Disable Register
0x038	LDMA_REQPEND	R	DMA Channel Requests Pending Register
0x03C	LDMA_LINKLOAD	W1	DMA Channel Link Load Register
0x040	LDMA_REQCLEAR	W1	DMA Channel Request Clear Register
0x060	LDMA_IF	R	Interrupt Flag Register
0x064	LDMA_IFS	W1	Interrupt Flag Set Register
0x068	LDMA_IFC	(R)W1	Interrupt Flag Clear Register
0x06C	LDMA_IEN	RW	Interrupt Enable Register
0x080	LDMA_CH0_REQSEL	RW	Channel Peripheral Request Select Register
0x084	LDMA_CH0_CFG	RW	Channel Configuration Register
0x088	LDMA_CH0_LOOP	RWH	Channel Loop Counter Register
0x08C	LDMA_CH0_CTRL	RWH	Channel Descriptor Control Word Register
0x090	LDMA_CH0_SRC	RWH	Channel Descriptor Source Data Address Register
0x094	LDMA_CH0_DST	RWH	Channel Descriptor Destination Data Address Register
0x098	LDMA_CH0_LINK	RWH	Channel Descriptor Link Structure Address Register
...	LDMA_CHx_REQSEL	RW	Channel Peripheral Request Select Register
...	LDMA_CHx_CFG	RW	Channel Configuration Register
...	LDMA_CHx_LOOP	RWH	Channel Loop Counter Register
...	LDMA_CHx_CTRL	RWH	Channel Descriptor Control Word Register
...	LDMA_CHx_SRC	RWH	Channel Descriptor Source Data Address Register
...	LDMA_CHx_DST	RWH	Channel Descriptor Destination Data Address Register
...	LDMA_CHx_LINK	RWH	Channel Descriptor Link Structure Address Register
0x1D0	LDMA_CH7_REQSEL	RW	Channel Peripheral Request Select Register
0x1D4	LDMA_CH7_CFG	RW	Channel Configuration Register
0x1D8	LDMA_CH7_LOOP	RWH	Channel Loop Counter Register
0x1DC	LDMA_CH7_CTRL	RWH	Channel Descriptor Control Word Register
0x1E0	LDMA_CH7_SRC	RWH	Channel Descriptor Source Data Address Register

Offset	Name	Type	Description
0x1E4	LDMA_CH7_DST	RWH	Channel Descriptor Destination Data Address Register
0x1E8	LDMA_CH7_LINK	RWH	Channel Descriptor Link Structure Address Register

9.6 Register Description

9.6.1 LDMA_CTRL - DMA Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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							0x7														0x00											
Access							RW														RW											
Name							NUMFIXED														SYNCPRSCLREN											

Bit	Name	Reset	Access	Description
31:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	NUMFIXED	0x7	RW	**Number of Fixed Priority Channels** This field defines the number of Fixed Priority Arbitration channels. Channels CH0 though CH(n-1) are fixed, and channels CH(n) through CH7 are round robin, where n is the field value. The reset value will give all fixed channels.
23:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:8	SYNCPRSCLREN	0x00	RW	**Synchronization PRS Clear Enable** Setting a bit in this field will enable the corresponding PRS input to clear the respective bit in the SYNCTRIG field of the LDMA_SYNC register. Refer to the PRS section for a list of the PRS inputs.
7:0	SYNCPRSSETEN	0x00	RW	**Synchronization PRS Set Enable** Setting a bit in this field will enable the corresponding PRS input to set the respective bit in the SYNCTRIG field of the LDMA_SYNC register. Refer to the PRS section for a list of the PRS inputs.

9.6.2 LDMA_STATUS - DMA 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	1	0
Reset				0x08								0x10										0x0					0x0				0	0
Access				R								R										R					R				R	R
Name				CHNUM								FIFOLEVEL										CHERROR					CHGRANT				ANYREQ	ANYBUSY

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28:24	CHNUM	0x08	R	**Number of Channels**
	The value of CHNUM always reads the total number of channels present for this instance of the DMA controller module.			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:16	FIFOLEVEL	0x10	R	**FIFO Level**
	The value of FIFOLEVEL indicates the number of entries currently in the FIFO. (Note when all channels are disabled, this register will read the total number of entries in the FIFO.)			
15:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10:8	CHERROR	0x0	R	**Errant Channel Number**
	When the ERROR flag is set in the LDMA_IF register, the CHERROR field will indicate the most recent channel to have a transfer error.			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:3	CHGRANT	0x0	R	**Granted Channel Number**
	The value of this field indicates the currently active channel or last active channel. Note that the reset value for this field is zero.			
2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	ANYREQ	0	R	**Any DMA Channel Request Pending**
	The value of this bit will be TRUE (1) if any requests are pending			
0	ANYBUSY	0	R	**Any DMA Channel Busy**
	The value of this bit will be TRUE (1) if one or more DMA channels are actively transferring data			

9.6.3 LDMA_SYNC - DMA Synchronization Trigger Register (Single-Cycle RMW)

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																												0x00				
Access																												RWH				
Name																												SYNCTRIG				

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	SYNCTRIG	0x00	RWH	**Synchronization Trigger**
		The SYNC trigger field allows a transfer to pause until a specified trigger bit is set or cleared. The SYNC trigger bits may be set and cleared by a SYNC descriptor, PRS signal, or software. Note: software requires to use single-cycle read-modify-write, detailed in 4.2.3 Peripheral Bit Set and Clear		

9.6.4 LDMA_CHEN - DMA Channel Enable Register (Single-Cycle RMW)

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																												0x00				
Access																												RWH				
Name																												CHEN				

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	CHEN	0x00	RWH	**Channel Enables**
		Setting one of these bits will enable the respective DMA channel. If cleared while a transfer is in progress, the current transfer block will complete. The remaining blocks will pause until resumed later by setting this bit again. Note: software requires to use single-cycle read-modify-write, detailed in 4.2.3 Peripheral Bit Set and Clear		

9.6.5 LDMA_CHBUSY - DMA Channel 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																									0x00							
Access																									R							
Name																									BUSY							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	BUSY	0x00	R	**Channels Busy**
	The bits of this field read 1 when the corresponding channel is busy.			

9.6.6 LDMA_CHDONE - DMA Channel Linking Done Register (Single-Cycle RMW)

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																									0x00							
Access																									RWH							
Name																									CHDONE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	CHDONE	0x00	RWH	**DMA Channel Linking or Done**
	Each DMA channel sets the corresponding bit in this register when the entire transfer is done. The interrupt service routine should clear these bits. Enabling a DMA channel will also clear the corresponding LINKDONE bit. Note: software requires to use single-cycle read-modify-write, detailed in 4.2.3 Peripheral Bit Set and Clear			

9.6.7 LDMA_DBGHALT - DMA Channel Debug Halt 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																									0x00							
Access																									RW							
Name																									DBGHALT							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DBGHALT	0x00	RW	**DMA Debug Halt**
	Setting one of these bits will mask the corresponding DMA channel's peripheral request when debugging and the CPU is halted. This may be useful for debugging DMA software.			

9.6.8 LDMA_SWREQ - DMA Channel Software Transfer Request 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																									0x00							
Access																									W1							
Name																									SWREQ							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	SWREQ	0x00	W1	**Software Transfer Requests**
	Setting one of these bits will trigger a DMA transfer for the corresponding channel. Writing zeros has no effect.			

9.6.9 LDMA_REQDIS - DMA Channel Request Disable 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																									0x00							
Access																									RW							
Name																									REQDIS							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	REQDIS	0x00	RW	**DMA Request Disables**
	Setting one of these bits will disable peripheral requests for the corresponding channel. When cleared any pending peripheral requests will be serviced.			

9.6.10 LDMA_REQPEND - DMA Channel Requests Pending 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																									0x00							
Access																									R							
Name																									REQPEND							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	REQPEND	0x00	R	**DMA Requests Pending**
	When a DMA channel has a pending peripheral request the corresponding REQPEND bit will read 1.			

9.6.11 LDMA_LINKLOAD - DMA Channel Link Load 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							
Access																									W1							
Name																									LINKLOAD							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	LINKLOAD	0x00	W1	**DMA Link Loads**
	Setting one of these bits will force the corresponding DMA channel to load the next DMA structure and enable the channel. This empowers software to step through a sequence of descriptors.			

9.6.12 LDMA_REQCLEAR - DMA Channel Request Clear 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																									0x00							
Access																									W1							
Name																									REQCLEAR							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	REQCLEAR	0x00	W1	**DMA Request Clear**
	Setting one of these bits will clear any internally registered transfer requests for the corresponding channel.			

9.6.13 LDMA_IF - Interrupt Flag 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	0																								0x00							
Access	R																								R							
Name	ERROR																								DONE							

Bit	Name	Reset	Access	Description
31	ERROR	0	R	**Transfer Error Interrupt Flag**
	The ERRORIF flag is set when a read or write error occurs. The CHERROR field in the LDMA_STATUS register reflects the number of the channel which had the last error.			
30:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DONE	0x00	R	**DMA Structure Operation Done Interrupt Flag**
	When a channel completes a transfer or sync operation, the corresponding DONE bit is set in the LDMA_IF register.			

9.6.14 LDMA_IFS - Interrupt Flag Set 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	0																								0x00							
Access	W1																								W1							
Name	ERROR																								DONE							

Bit	Name	Reset	Access	Description
31	ERROR	0	W1	**Set ERROR Interrupt Flag**
	Write 1 to set the ERROR interrupt flag			
30:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DONE	0x00	W1	**Set DONE Interrupt Flag**
	Write 1 to set the DONE interrupt flag			

9.6.15 LDMA_IFC - Interrupt Flag Clear 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	0																								0x00							
Access	(R)W1																								(R)W1							
Name	ERROR																								DONE							

Bit	Name	Reset	Access	Description
31	ERROR	0	(R)W1	**Clear ERROR Interrupt Flag**
	Write 1 to clear the ERROR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
30:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DONE	0x00	(R)W1	**Clear DONE Interrupt Flag**
	Write 1 to clear the DONE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

9.6.16 LDMA_IEN - Interrupt Enable 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	0																								0x00							
Access	RW																								RW							
Name	ERROR																								DONE							

Bit	Name	Reset	Access	Description
31	ERROR	0	RW	**ERROR Interrupt Enable**
	Enable/disable the ERROR interrupt			
30:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DONE	0x00	RW	**DONE Interrupt Enable**
	Enable/disable the DONE interrupt			

9.6.17 LDMA_CHx_REQSEL - Channel Peripheral Request Select 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											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 1.2 Conventions*		
21:16	SOURCESEL	0x00	RW	**Source Select**

Select input source to DMA channel.

Value	Mode	Description
0b000000	NONE	No source selected
0b000001	PRS	Peripheral Reflex System
0b001000	ADC0	Analog to Digital Converter 0
0b001100	USART0	Universal Synchronous/Asynchronous Receiver/Transmitter 0
0b001101	USART1	Universal Synchronous/Asynchronous Receiver/Transmitter 1
0b010000	LEUART0	Low Energy UART 0
0b010100	I2C0	I2C 0
0b011000	TIMER0	Timer 0
0b011001	TIMER1	Timer 1
0b110000	MSC	Memory System Controller
0b110001	CRYPTO	Advanced Encryption Standard Accelerator

15:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	SIGSEL	0x0	RW	**Signal Select**

Select input signal to DMA channel.

Value	Mode	Description
SOURCESEL =	*0b000000*	*(NONE)*
0bxxxx	OFF	Channel input selection is turned off
SOURCESEL =	*0b000001*	*(PRS)*
0b0000	PRSREQ0	PRSREQ0
0b0001	PRSREQ1	PRSREQ1
SOURCESEL =	*0b001000*	*(ADC0)*

Bit	Name	Reset	Access	Description
	0b0000	ADC0SINGLE		ADC0SINGLE REQ/SREQ
	0b0001	ADC0SCAN		ADC0SCAN REQ/SREQ
	SOURCESEL =	*0b001100*		*(USART0)*
	0b0000	USART0RXDATAV		USART0RXDATAV REQ/SREQ
	0b0001	USART0TXBL		USART0TXBL REQ/SREQ
	0b0010	USART0TXEMPTY		USART0TXEMPTY
	SOURCESEL =	*0b001101*		*(USART1)*
	0b0000	USART1RXDATAV		USART1RXDATAV REQ/SREQ
	0b0001	USART1TXBL		USART1TXBL REQ/SREQ
	0b0010	USART1TXEMPTY		USART1TXEMPTY
	0b0011	USART1RXDATAV-RIGHT		USART1RXDATAVRIGHT REQ/SREQ
	0b0100	USART1TXBLRIGHT		USART1TXBLRIGHT REQ/SREQ
	SOURCESEL =	*0b010000*		*(LEUART0)*
	0b0000	LEUART0RXDATAV		LEUART0RXDATAV
	0b0001	LEUART0TXBL		LEUART0TXBL
	0b0010	LEUART0TXEMPTY		LEUART0TXEMPTY
	SOURCESEL =	*0b010100*		*(I2C0)*
	0b0000	I2C0RXDATAV		I2C0RXDATAV REQ/SREQ
	0b0001	I2C0TXBL		I2C0TXBL REQ/SREQ
	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
	0b0100	TIMER1CC3		TIMER1CC3
	SOURCESEL =	*0b110000*		*(MSC)*
	0b0000	MSCWDATA		MSCWDATA
	SOURCESEL =	*0b110001*		*(CRYPTO)*
	0b0000	CRYPTODATA0WR		CRYPTODATA0WR
	0b0001	CRYPTODATA0XWR		CRYPTODATA0XWR
	0b0010	CRYPTODATA0RD		CRYPTODATA0RD

Bit	Name	Reset	Access	Description
	0b0011	CRYPTODATA1WR		CRYPTODATA1WR
	0b0100	CRYPTODATA1RD		CRYPTODATA1RD

9.6.18 LDMA_CHx_CFG - Channel Configuration 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	3	2	1	0
Reset											0	0			0x0																	
Access											RW	RW			RW																	
Name											DSTINCSIGN	SRCINCSIGN			ARBSLOTS																	

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21	DSTINCSIGN	0	RW	**Destination Address Increment Sign**

Value	Mode	Description
0	POSITIVE	Increment destination address
1	NEGATIVE	Decrement destination address

20	SRCINCSIGN	0	RW	**Source Address Increment Sign**

Value	Mode	Description
0	POSITIVE	Increment source address
1	NEGATIVE	Decrement source address

19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	ARBSLOTS	0x0	RW	**Arbitration Slot Number Select**

For channels using round robin arbitration, this bit-field is used to select the number of slots in the round robin queue.

Value	Mode	Description
0	ONE	One arbitration slot selected
1	TWO	Two arbitration slots selected
2	FOUR	Four arbitration slots selected
3	EIGHT	Eight arbitration slots selected

15:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

9.6.19 LDMA_CHx_LOOP - Channel Loop Counter 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																									0x00							
Access																									RWH							
Name																									LOOPCNT							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	LOOPCNT	0x00	RWH	**Linked Structure Sequence Loop Counter** This bit-field specifies the number of iterations when using looping descriptors. Software should write to LOOPCNT before using a looping descriptor.

9.6.20 LDMA_CHx_CTRL - Channel Descriptor Control Word 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	0	0	0x0		0x0		0x0		0	0	0	0	0x0				0	0x000											0		0x0	
Access	R	R	RWH		RWH		RWH		RWH	RWH	RWH	RWH	RWH				RWH	RWH											W1		R	
Name	DSTMODE	SRCMODE	DSTINC		SIZE		SRCINC		IGNORESREQ	DECLOOPCNT	REQMODE	DONEIFSEN	BLOCKSIZE				BYTESWAP	XFERCNT											STRUCTREQ		STRUCTTYPE	

Bit	Name	Reset	Access	Description
31	DSTMODE	0	R	**Destination Addressing Mode**

This field specifies the destination addressing mode of linked descriptors. After loading a linked descriptor, reading this field will indicate the destination addressing mode of the linked descriptor. Note that the first descriptor always uses absolute addressing mode.

Value	Mode	Description
0	ABSOLUTE	The DSTADDR field of LDMA_CHx_DST contains the absolute address of the destination data.
1	RELATIVE	The DSTADDR field of LDMA_CHx_DST contains the relative offset of the destination data.

Bit	Name	Reset	Access	Description
30	SRCMODE	0	R	**Source Addressing Mode**

This field specifies the source addressing mode of linked descriptors. After loading a linked descriptor, reading this field will indicate the source addressing mode of the linked descriptor. Note that the first descriptor always uses absolute addressing mode.

Value	Mode	Description
0	ABSOLUTE	The SRCADDR field of LDMA_CHx_SRC contains the absolute address of the source data.
1	RELATIVE	The SRCADDR field of LDMA_CHx_SRC contains the relative offset of the source data.

Bit	Name	Reset	Access	Description
29:28	DSTINC	0x0	RWH	**Destination Address Increment Size**

This bit-field specifies the stride or number of unit data addresses to increment the destination address after each unit of data is transferred. The unit data width is controlled by the SIZE bit-field and can be a byte, half-word or word.

Value	Mode	Description
0	ONE	Increment destination address by one unit data size after each write
1	TWO	Increment destination address by two unit data sizes after each write
2	FOUR	Increment destination address by four unit data sizes after each write
3	NONE	Do not increment the destination address. Writes are made to a fixed destination address, for example writing to a FIFO.

Bit	Name	Reset	Access	Description
27:26	SIZE	0x0	RWH	**Unit Data Transfer Size**

This field specifies the size of data transferred.

Value	Mode	Description
0	BYTE	Each unit transfer is a byte
1	HALFWORD	Each unit transfer is a half-word
2	WORD	Each unit transfer is a word

25:24	SRCINC	0x0	RWH	**Source Address Increment Size**

This bit-field specifies the stride or number of unit data addresses to increment the source address after each unit of data is transferred. The unit data width is controlled by the SIZE bit-field and can be a byte, half-word or word.

Value	Mode	Description
0	ONE	Increment source address by one unit data size after each read
1	TWO	Increment source address by two unit data sizes after each read
2	FOUR	Increment source address by four unit data sizes after each read
3	NONE	Do not increment the source address. In this mode reads are made from a fixed source address, for example reading FIFO.

23	IGNORESREQ	0	RWH	**Ignore Sreq**

The channel arbiter will ignore single requests (SREQ) and only respond to multiple requests (REQ) when this bit is set.

22	DECLOOPCNT	0	RWH	**Decrement Loop Count**

When using looping, setting this bit will decrement the LOOPCNT field in the LDMA_CHx_LOOP register after each descriptor execution.

21	REQMODE	0	RWH	**DMA Request Transfer Mode Select**

Value	Mode	Description
0	BLOCK	The LDMA transfers one BLOCKSIZE per transfer request.
1	ALL	One transfer request transfers all units as defined by the XFRCNT field.

20	DONEIFSEN	0	RWH	**DMA Operation Done Interrupt Flag Set Enable**

Setting this bit will set the interrupt flag when the transfer is done, or linked in the case where the LINK bit is set, or synchronized in the case of a SYNC transfer.

19:16	BLOCKSIZE	0x0	RWH	**Block Transfer Size**

This bit-field controls the number of unit data transfers per arbitration cycle

Value	Mode	Description
0	UNIT1	One unit transfer per arbitration
1	UNIT2	Two unit transfers per arbitration
2	UNIT3	Three unit transfers per arbitration
3	UNIT4	Four unit transfers per arbitration
4	UNIT6	Six unit transfers per arbitration

Bit	Name	Reset	Access	Description
	5	UNIT8		Eight unit transfers per arbitration
	7	UNIT16		Sixteen unit transfers per arbitration
	9	UNIT32		32 unit transfers per arbitration
	10	UNIT64		64 unit transfers per arbitration
	11	UNIT128		128 unit transfers per arbitration
	12	UNIT256		256 unit transfers per arbitration
	13	UNIT512		512 unit transfers per arbitration
	14	UNIT1024		1024 unit transfers per arbitration
	15	ALL		Transfer all units as specified by the XFRCNT field
15	BYTESWAP	0	RWH	**Endian Byte Swap**
	For word and half-word transfers, setting this bit will swap all bytes of each word or half-word.			
14:4	XFERCNT	0x000	RWH	**DMA Unit Data Transfer Count**
	Specifies number of unit data (words, half-words, or bytes) to transfer, as determined by the SIZE field. The value written should be one less than the desired transfer count.			
3	STRUCTREQ	0	W1	**Structure DMA Transfer Request**
	When a linked descriptor is loaded with this bit set, it will immediately trigger a transfer.			
2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	STRUCTTYPE	0x0	R	**DMA Structure Type**

Value	Mode	Description
0	TRANSFER	DMA transfer structure type selected.
1	SYNCHRONIZE	Synchronization structure type selected.
2	WRITE	Write immediate value structure type selected.

9.6.21 LDMA_CHx_SRC - Channel Descriptor Source Data Address 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	0x00000000																															
Access	RWH																															
Name	SRCADDR																															

Bit	Name	Reset	Access	Description
31:0	SRCADDR	0x00000000	RWH	**Source Data Address**
	Writing to this register sets the source address. Reading from this register during a DMA transfer will indicate the next source read address. The value of this register is incremented or decremented with each source read.			

9.6.22 LDMA_CHx_DST - Channel Descriptor Destination Data Address 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	0x00000000																															
Access	RWH																															
Name	DSTADDR																															

Bit	Name	Reset	Access	Description
31:0	DSTADDR	0x00000000	RWH	**Destination Data Address**
	Writing to this register sets the destination address. Reading from this register during a DMA transfer will indicate the next destination write address. This value of this register is incremented or decremented with each destination write.			

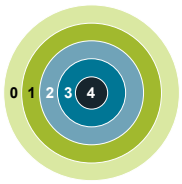
9.6.23 LDMA_CHx_LINK - Channel Descriptor Link Structure Address Register

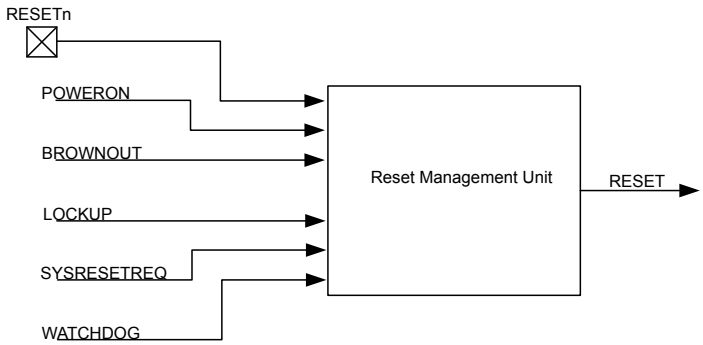
Offset	Bit Position																													
0x098	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset	0x00000000																														0	0
Access	RWH																														RWH	R
Name	LINKADDR																														LINK	LINKMODE

Bit	Name	Reset	Access	Description
31:2	LINKADDR	0x00000000	RWH	**Link Structure Address**
	To use linking, write the address of the the first linked descriptor to this register. When a linked descriptor is loaded, it may also be linked to another descriptor. Reading this register will reflect the address of the next linked descriptor.			
1	LINK	0	RWH	**Link Next Structure**
	After completing the initial transfer, if this bit is set, the DMA will load the next linked descriptor. If the next linked descriptor also has this bit set, the DMA will load the next linked descriptor.			
0	LINKMODE	0	R	**Link Structure Addressing Mode**
	This field specifies the addressing mode of linked descriptors. After loading a linked descriptor, reading this field will indicate the addressing mode of the loaded linked descriptor. Note that the first descriptor always uses absolute addressing mode.			

Value	Mode	Description
0	ABSOLUTE	The LINKADDR field of LDMA_CHx_LINK contains the absolute address of the linked descriptor.
1	RELATIVE	The LINKADDR field of LDMA_CHx_LINK contains the relative offset of the linked descriptor.

10. 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 EFR32xG1 Wireless Gecko.

Why?

A correct reset sequence is needed to ensure safe and synchronous startup of the EFR32xG1 Wireless Gecko. In the case of error situations such as power supply glitches or software crash, the RMU provides proper reset and startup of the EFR32xG1 Wireless Gecko.

How?

The Power-on Reset and Brown-out Detector of the EFR32xG1 Wireless Gecko 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.

10.1 Introduction

The RMU is responsible for handling the reset functionality of the EFR32xG1 Wireless Gecko.

10.2 Features

- Reset sources
  - Power-on Reset (POR)
  - Brown-out Detection (BOD) on the following power domains:
    - Analog Unregulated Power Domain AVDD
    - Digital Unregulated Power Domain DVDD
    - Regulated Digital Domain DECOUPLE (DEC)
  - RESETn pin reset
  - Watchdog reset
  - Software triggered reset (SYSRESETREQ)
  - Core LOCKUP condition
- EM4 Hibernate/Shutoff Detection
- EM4 Hibernate/Shutoff wakeup reset from GPIO pin
- Configurable reset levels
- A software readable register indicates the cause of the last reset

10.3 Functional Description

The RMU monitors each of the reset sources of the EFR32xG1 Wireless Gecko. If one or more reset sources go active, the RMU applies reset to the EFR32xG1 Wireless Gecko. When the reset sources go inactive the EFR32xG1 Wireless Gecko starts up. At startup the EFR32xG1 Wireless Gecko loads the stack pointer and program entry point from memory, and starts execution. Figure 10.1 RMU Reset Input Sources and Connections on page 196 shows an overview of the reset system on EFR32xG1 Wireless Gecko.

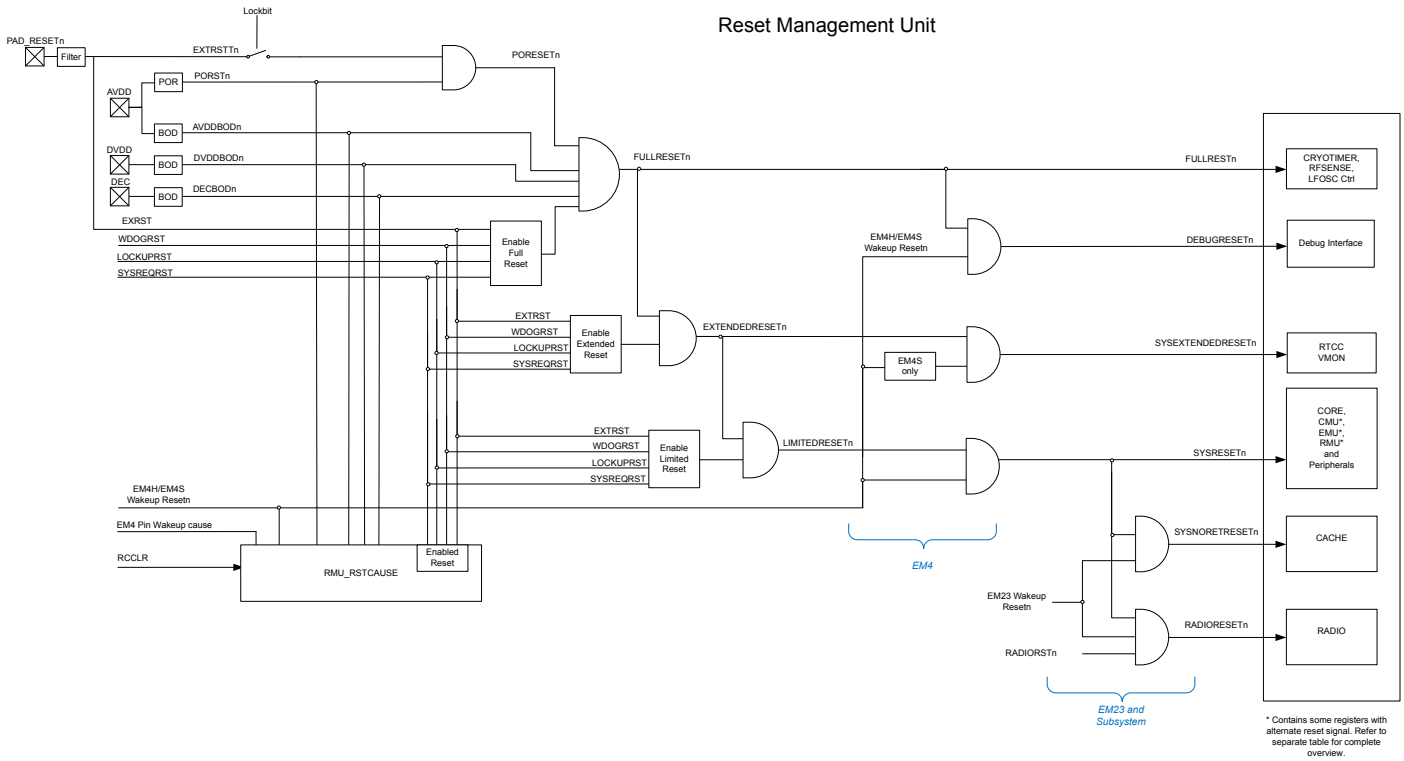


Figure 10.1. RMU Reset Input Sources and Connections

10.3.1 Reset Levels

The reset sources on EFR32xG1 Wireless Gecko can be divided in two main groups; Hard resets and Soft resets.

The soft resets can be configured to be either DISABLED, LIMITED, EXTENDED or FULL. The reset level for soft reset sources is configured in the xxxRMODE bitfields in RMU_CTRL.

Table 10.1. Reset Levels

RMU_CTRL_xxxRMODE	Parts of System Reset
DISABLED	Nothing is reset, request will not be registered in RMU_RSTCAUSE
LIMITED	Everything reset, with exception of CRYOTIMER, RFSENSE, DEBUGGER, RTCC, VMON and parts of CMU, RMU and EMU.
EXTENDED	Everything reset, with exception of CRYOTIMER, RFSENSE, DEBUGGER, and parts of CMU, RMU and EMU.
FULL	Everything reset, with exception of some registers in RMU and EMU.

The reset sources resulting in a soft reset are:

- Watchdog reset
- Lockup reset
- System reset request
- Pin reset (Pin reset can be configured to be either a soft or a hard reset, see 10.3.5 RESETn Pin Reset for details.)

Note: LIMITED and EXTENDED resets are synchronized to HFSRCCLK. If HFSRCCLK is slow, there will be latency on reset assertion. If HFSRCCLK is not running, reset will be asserted after a timeout.

Hard resets will reset the entire chip, the reset sources resulting in a hard reset are:

- Power-on reset
- Brown-out reset
- Pin reset (Pin reset can be configured to be either a soft or a hard reset, see 10.3.5 RESETn Pin Reset for details.)

10.3.2 RMU_RSTCAUSE Register

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 is cleared upon POR and software write to RMU_CMD_RCCLR. 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.

RMU_RSTCAUSE should be interpreted according to Table 10.2 RMU Reset Cause Register Interpretation on page 198. In Table 10.2 RMU Reset Cause Register Interpretation on page 198, the reset causes are ordered by severity from right to left. A reset cause bit is invalidated (i.e. can not be trusted) if one of the bits to the right of it does not match the table. X bits are don't care.

Note: It is possible to have multiple reset causes. For example, an external reset and a watchdog reset may happen simultaneously.

Table 10.2. RMU Reset Cause Register Interpretation

RMU_RSTCAUSE									Reset cause
EM4RST	WDOGRST	SYSREQRST	LOCKUPRST	EXTRST	DECBOD	DVDDBOD	AVDDBOD	PORST	
X	X	X	X	X	X	X	X	1	Power on reset
X	X	X	X	X	X	X	1	0	Brown-out on AVDD power
X	X	X	X	X	X	1	X	0	Brown-out on DVDD power
X	X	X	X	X	1	X	X	0	Brown-out on DEC power
X	X	X	X	1	X	X	X	0	Pin reset
X	X	X	1	0/X[1]	0	0	0	0	Lockup reset
X	X	1	X	0/X[1]	0	0	0	0	System reset request
X	1	X	X	0/X[1]	0	0	0	0	Watchdog reset
1	X	X	X	0/X[1]	0	0	0	0	System has been in EM4

1. Pin reset configured as hard/soft

10.3.3 Power-On Reset (POR)

The POR ensures that the EFR32xG1 Wireless Gecko does not start up before the AVDD supply voltage has reached the threshold voltage VPORthr (roughly 1.2V). Before the POR threshold voltage is reached, the EFR32xG1 Wireless Gecko is kept in reset state. The operation of the POR is illustrated in Figure 10.2 RMU Power-on Reset Operation on page 199, 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.

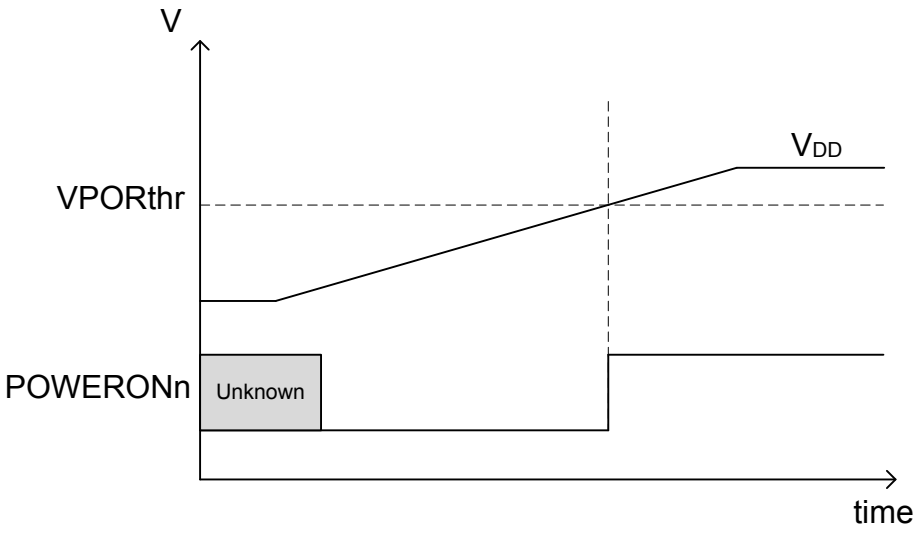


Figure 10.2. RMU Power-on Reset Operation

10.3.4 Brown-Out Detector (BOD)

The EFR32xG1 Wireless Gecko has 3 brownout detectors, one for the unregulated power (DVDD), one for the regulated internal power (DECOUPLE), and one for the Analog Power Domain (AVDD). The BODs are constantly monitoring these supply voltages. Whenever the unregulated or regulated power drops below the VBODthr value (see the Electrical Characteristics section of the data sheet for details), or if AVDD drops below the voltage at the DECOUPLE pin, 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 supply drops below the DECOUPLE pin. The operation of the BOD is illustrated in Figure 10.3 RMU Brown-out Detector Operation on page 199. The “unknown” regions are handled by the POR module.

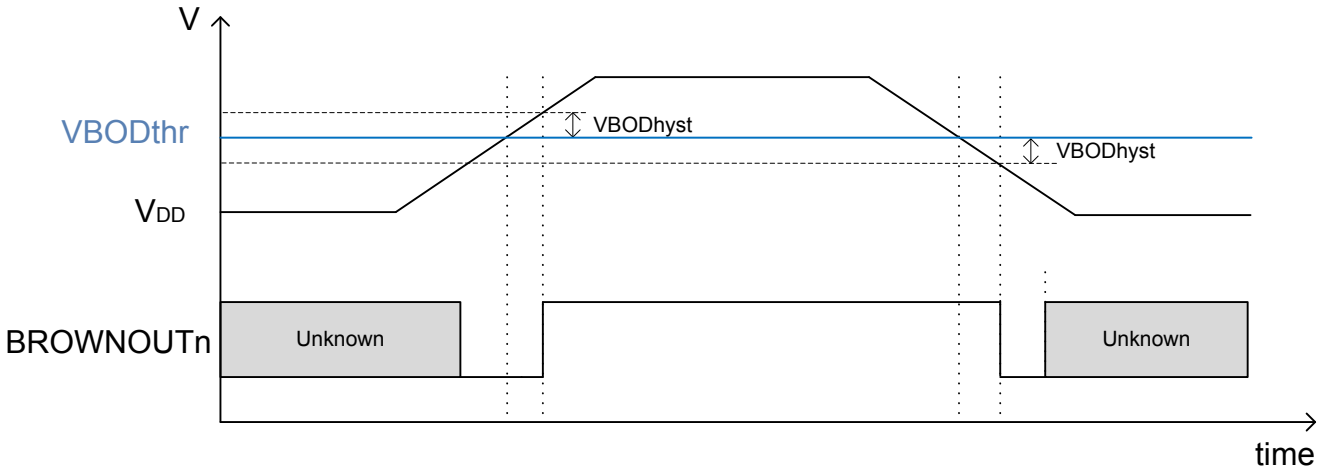


Figure 10.3. RMU Brown-out Detector Operation

10.3.5 RESETn Pin Reset

The pin reset on EFR32xG1 Wireless Gecko can be configured to be either hard or soft. By default, pin reset is configured as a soft reset source. To configure it as a hard reset, clear the PINRESETSOFT bit in CLW0 in the Lock bit page, see 8.3.2 Lock Bits (LB) Page Description for details. Forcing the RESETn pin low generates a reset of the EFR32xG1 Wireless Gecko. 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 EFR32xG1 Wireless Gecko.

10.3.6 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. The Watchdog reset can be configured to cause different levels of reset as determined by WDOGRMODE in the RMU_CTRL register.

10.3.7 Lockup Reset

A Cortex-M4 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-M4 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-M4 lockup conditions see the Architecture Reference Manual. The Lockup reset does not reset the Debug Interface, unless configured as a FULL reset. The Lockup reset can be configured to cause different levels of reset as determined by the LOCKUPRMODE bits in the RMU_CTRL register. This includes disabling the reset.

10.3.8 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, a reset is issued. The SYSRESETREQ does not reset the Debug Interface, unless configured as a FULL reset. The SYSRESTREQ reset can be configured to cause different levels of reset as determined by SYSRESETRMODE bits in the RMU_CTRL register. This includes disabling the reset.

10.3.9 Reset State

The RESETSTATE bitfield in RMU_CTRL is a read-write register intended for software use only, and can be used to keep track of state throughout a reset. This bitfield is only reset by POR and hard pin reset.

10.3.10 Register Reset Signals

Figure 10.1 RMU Reset Input Sources and Connections on page 196 shows an overview of how the different parts of the design are affected by the different levels of reset. For RMU, EMU and CMU there are some exceptions. These are given in the following tables.

10.3.10.1 Registers With Alternate Reset

Table 10.3. Alternate Reset for Registers in RMU

RMU Reset Levels	
POR and hard pin reset	RMU_CTRL_WDOGRMODE
	RMU_CTRL_LOCKUPRMODE
	RMU_CTRL_SYSRMODE
	RMU_CTRL_PINRMODE
	RMU_CTRL_RESETSTATE
FULL reset	RMU_LOCK_LOCKKEY

Table 10.4. Alternate Reset for Registers in CMU

CMU Reset Levels	
FULL reset	CMU_LFRCOCTRL
	CMU_LFXOCTRL
	CMU_ULFRCOCTRL
EXTENDED reset	CMU_LFECLKSEL
	CMU_LFECLKEN0
	CMU_LFEPRESC0

Table 10.5. Alternate Reset for Registers in EMU

EMU Reset Levels	
POR, BOD, and hard pin reset	EMU_DCDCLNVCTRL
POR, BOD, and hard pin reset	EMU_PWRCTRL
	EMU_DCDCCTRL
	EMU_DCDCMISCCTRL
	EMU_DCDCZDETCTRL
	EMU_DCDCCLIMCTRL
	EMU_DCDCLNCOMPCTRL
	EMU_DCDCTIMING
	EMU_DCDCLPVCTRL
	EMU_DCDCLPCTRL
	EMU_DCDCLNFREQCTRL

EMU Reset Levels	
EXTENDED reset	EMU_VMONAVDDCTRL EMU_VMONALTAVDDCTRL EMU_VMONDVDDCTRL EMU_VMONIO0CTRL EMU_VMONPAVDDCTRL
FULL reset	EMU_EM4CTRL

10.4 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
0x00C	RMU_RST	RW	Reset Control Register
0x010	RMU_LOCK	RWH	Configuration Lock Register

10.5 Register Description

10.5.1 RMU_CTRL - Control Register

Offset	Bit Position																														
0x000	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset							0x0											0x4				0x2				0x2				0x4		
Access							RW											RW				RW				RW				RW		
Name							RESETSTATE											PINRMODE				SYSRMODE				LOCKUPRMODE				WDOGRMODE		

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	RESETSTATE	0x0	RW	**System Software Reset State**
	Bit-field for software use only. This field has no effect on the RMU and is reset by power-on reset and hard pin reset only.			
23:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:12	PINRMODE	0x4	RW	**PIN Reset Mode**
	Controls the reset level for Pin reset request. These settings only apply when PINRESETSOFT in CLW0 in the Lock bit page is set.			

Value	Mode	Description
0	DISABLED	Reset request is blocked.
1	LIMITED	The CRYOTIMER, DEBUGGER, RTCC, are not reset.
2	EXTENDED	The CRYOTIMER, DEBUGGER are not reset. RTCC is reset.
4	FULL	The entire device is reset except some EMU and RMU registers.

11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10:8	SYSRMODE	0x2	RW	**Core Sysreset Reset Mode**
	Controls the reset level for Core SYSREST reset request.			

Value	Mode	Description
0	DISABLED	Reset request is blocked.
1	LIMITED	The CRYOTIMER, DEBUGGER, RTCC, are not reset.
2	EXTENDED	The CRYOTIMER, DEBUGGER are not reset. RTCC is reset.
4	FULL	The entire device is reset except some EMU and RMU registers.

7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
6:4	LOCKUPRMODE	0x2	RW	**Core LOCKUP Reset Mode**

Controls the reset level for Core LOCKUP reset request.

Value	Mode	Description
0	DISABLED	Reset request is blocked.
1	LIMITED	The CRYOTIMER, DEBUGGER, RTCC, are not reset.
2	EXTENDED	The CRYOTIMER, DEBUGGER are not reset. RTCC is reset.
4	FULL	The entire device is reset except some EMU and RMU registers.

3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	WDOGRMODE	0x4	RW	**WDOG Reset Mode**

Controls the reset level for WDOG reset request.

Value	Mode	Description
0	DISABLED	Reset request is blocked. This disable bit is redundant with enable/disable bit in WDOG
1	LIMITED	The CRYOTIMER, DEBUGGER, RTCC, are not reset.
2	EXTENDED	The CRYOTIMER, DEBUGGER are not reset. RTCC is reset.
4	FULL	The entire device is reset except some EMU and RMU registers.

10.5.2 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	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
Access																R					R	R	R	R				R	R	R		R
Name																EM4RST					WDOGRST	SYSREQRST	LOCKUPRST	EXTRST				DECBOD	DVDDBOD	AVDDBOD		PORST

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	EM4RST	0	R	**EM4 Reset**
	Set if the system has been in EM4. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	WDOGRST	0	R	**Watchdog Reset**
	Set if a watchdog reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
10	SYSREQRST	0	R	**System Request Reset**
	Set if a system request reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
9	LOCKUPRST	0	R	**LOCKUP Reset**
	Set if a LOCKUP reset has been requested. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
8	EXTRST	0	R	**External Pin Reset**
	Set if an external pin reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
7:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	DECBOD	0	R	**Brown Out Detector Decouple Domain Reset**
	Set if a regulated domain brown out detector reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
3	DVDDBOD	0	R	**Brown Out Detector DVDD Reset**
	Set if a unregulated domain brown out detector reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
2	AVDDBOD	0	R	**Brown Out Detector AVDD Reset**
	Set if a unregulated domain brown out detector reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
0	PORST	0	R	**Power on Reset**
	Set if a power on reset has been performed. Must be cleared by software. See Table 10.2 RMU Reset Cause Register Interpretation on page 198 for details on how to interpret this bit.			

10.5.3 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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	RCCLR	0	W1	**Reset Cause Clear**
	Set this bit to clear the RSTCAUSE register.			

10.5.4 RMU_RST - Reset Control 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	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

10.5.5 RMU_LOCK - Configuration Lock Register

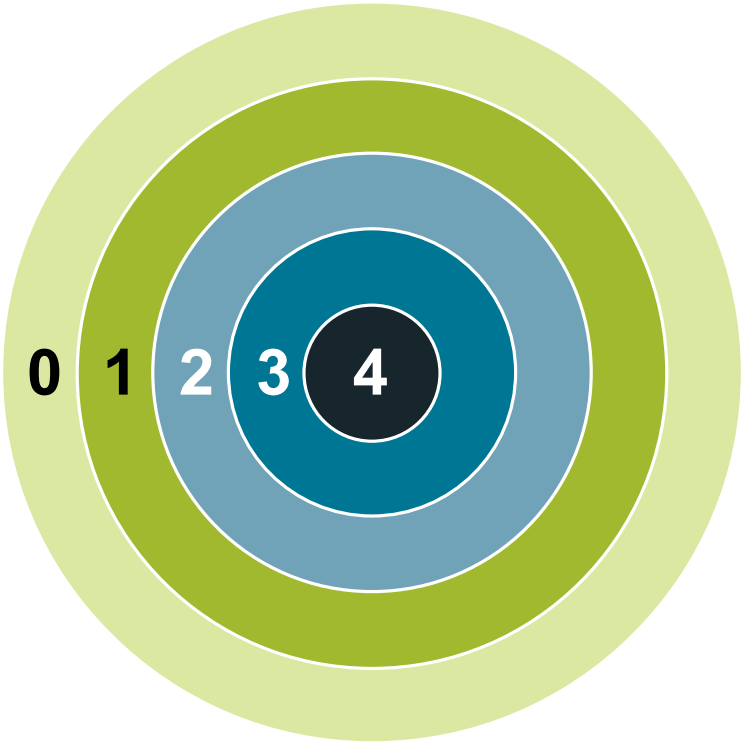
Offset	Bit Position																													
0x010	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																	0x0000															
Access																	RWH															
Name																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock Key**

Write any other value than the unlock code to lock RMU_CTRL and RMU_RST 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	RMU registers are unlocked
LOCKED	1	RMU registers are locked
Write Operation		
LOCK	0	Lock RMU registers
UNLOCK	0xE084	Unlock RMU registers

11. EMU - Energy Management Unit



Quick Facts

What?

The EMU (Energy Management Unit) handles the different low energy modes in EFR32xG1 Wireless Gecko

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 DeepSleep, and short wake-up time (2 µs from EM2 DeepSleep and EM3 Stop), applications can dynamically minimize energy consumption during program execution.

11.1 Introduction

The Energy Management Unit (EMU) manages all the low energy modes (EM) in EFR32xG1 Wireless Gecko. Each energy mode manages whether the CPU and the various peripherals are available. The energy modes range from EM0 Active to EM4 Shutoff. EM0 Active mode provides the highest amount of features, enabling the CPU, Radio, and peripherals with the highest clock frequency. EM4 Shutoff Mode provides the lowest power state, allowing the part to return to EM0 Active on a wake-up condition. The EMU also controls the various power routing configurations, internal regulators settings, and voltage monitoring needed for optimal power configuration and protection.

11.2 Features

The primary features of the EMU are listed below:

- Energy Modes control
  - Entry into EM4 Hibernate or EM4 Shutoff
  - Configuration of regulators and clocks for each Energy Mode
  - Configuration of various EM4 Hibernate/Shutoff wake-up conditions
  - Configuration of RAM power and retention settings
  - Configuration of GPIO retention settings
- Power routing configurations
  - DCDC control
  - Internal power switches allowing for extensible system power architecture
- Temperature measurement control and status
- Brown Out Detection
- Voltage Monitoring
  - Four dedicated continuous monitor channels
  - Optional monitor features include interrupt generation and low power mode wake-up
- State Retention

11.3 Functional Description

The EMU is responsible for managing the wide range of energy modes available in EFR32xG1 Wireless Gecko. The block works in harmony with the entire platform to easily transition between energy modes in the most efficient manner possible. The following diagram Figure 11.1 EMU Overview on page 209, shows the relative connectivity to the various blocks in the system.

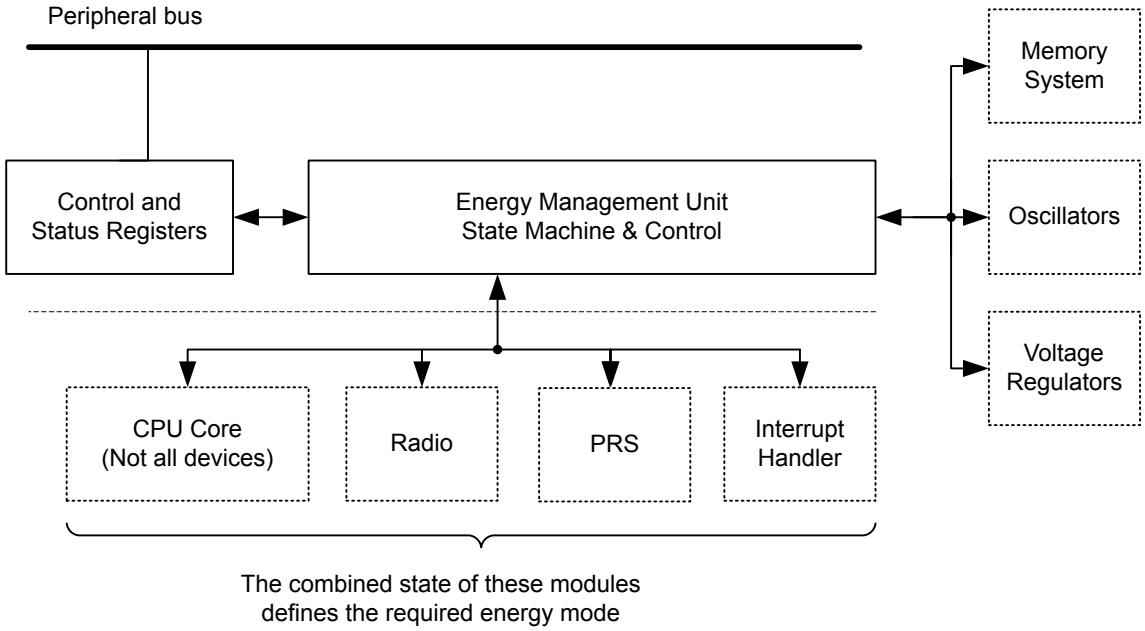


Figure 11.1. EMU Overview

The EMU is available on the peripheral bus. The energy management state machine controls the internal voltage regulators, oscillators, memories, and interrupt system. Events, interrupts, and resets can trigger the energy management state machine to return to the active state. This is further described in the following sections.

The power architecture is highly configurable to meet system power performance needs. Several external power configurations are supported. The EMU allows flexible control of internal DCDC, Digital LDO Regulator, and internal power switching.

11.3.1 Energy Modes

EFR32xG1 Wireless Gecko features six main energy modes, referred to as Energy Mode 0 (EM0 Active) through Energy Mode 4 (EM4 Shutoff). The Cortex-M4 is only available for program execution in EM0 Active. In EM0 Active/EM1 Sleep any peripheral function can be enabled. EM2 DeepSleep through EM4 Shutoff, also referred to as low energy modes, provide a significantly reduced energy consumption while still allowing a rich set of peripheral functionality. The following Table 11.1 table on page 210 shows the possible transitions between different energy modes.

Table 11.1. Energy Mode Transitions

Current Mode	EM Transition Action					
	Enter EM0 Active	Enter EM1 Sleep	Enter EM2 DeepSleep	EnterEM3 Stop	EnterEM4 Hibernate	Enter EM4 Shutoff
EM0 Active		Sleep (WFI, WFE)	Deep Sleep (WFI, WFE)	Deep Sleep (WFI, WFE)	EM4 Entry	EM4 Entry
EM1 Sleep	IRQ		Peripheral wake up done[1]	Peripheral wake up done[1]		
EM2 DeepSleep	IRQ	Peripheral wake up req[1]				
EM3 Stop	IRQ	Peripheral wake up req[1]				
EM4 Hibernate	Wake Up					
EM4 Shutoff	Wake Up					

Note:
1. Peripheral wake-up from EM2/3 to EM1 and then automatically back to EM2/3 when done.

The ADC, RAC, and LEUART have the ability to temporarily wake up the part from either EM2 DeepSleep or EM3 Stop to EM1 Sleep in order to transfer data. Once completed, the part is automatically placed back into the EM2 DeepSleep or EM3 Stop mode.

The Core can always request to go to EM1 Sleep with the WFI or WFE command during EM0 Active. The core will be prevented from entering EM2 DeepSleep or EM3 Stop if the RAC is transferring data or if Flash is programming or erasing.

An overview of supported energy modes and available functionality is shown in Table 11.2 EMU Energy Mode Overview on page 210. For each energy mode, the system will typically default to its lowest power configuration, with non-essential clocks and peripherals disabled. Functionality may be then selectively enabled by software.

Table 11.2. EMU Energy Mode Overview

	EM0 Active/EM1 Sleep	EM2 DeepSleep	EM3 Stop	EM4 Hibernate	EM4 Shutoff
Wake-up time to EM0 Active/EM1 Sleep	—	2 µs [1]	2 µs [1]	160 µs [1]	160 µs [1]
Core Active	Yes, in EM0 only	—	—	—	—
Debug	Available	See Note[2]	See Note[2]	—	—
Digital logic and system RAM retained	Yes	Yes	Yes	—	—
Flash Memory Access	Available	—	—	—	—
LDMA (Linked DMA Controller)	Available	Available[3]	Available[3]	—	—
RAC (Radio Controller)	Available	Available[4]	—	—	—

	EM0 Active/EM1 Sleep	EM2 Deep-Sleep	EM3 Stop	EM4 Hiber-nate	EM4 Shutoff
RFSENSE (Ultra Low Energy RF Detection)	Available	Available	Available	Available	Available
High Frequency Oscillators (HFRCO, HFXO) and Clocks (HFSRCLK, HFCLK, HFCORECLK, HFBUSCLK, HFPERCLK, HFRADIOCLK, HFCLKLE)	Available	—	—	—	—
Auxiliary High Frequency Oscillator (AUXHFR-CO) and Clock (AUXCLK)	Available	Available[5]	Available[5]	—	—
Low Frequency Oscillators (LFRCO, LFXO)	Available	Available	—	Available	Available
Low Energy Clocks A and B (LFACLK, LFBCLK)	Available	Available	Available[7]	—	—
Low Energy Clock E (LFECLK)	Available	Available	Available[7]	Available	—
ULFRCO (Ultra Low Frequency Oscillator)	On	On	On	On	Available
CRYPTO (Crypto Accelerator)	Available	—	—	—	—
GPCRC (Cyclic Redundancy Check)	Available	—	—	—	—
RTCC (Real Time Counter and Calendar)	Available	Available	Available[7]	Available	—
RTCC Memory Retained	Yes	Yes	Yes	Yes	—
USART (USART/SPI)	Available	—	—	—	—
LEUART (Low Energy UART)	Available	Available[3]	—	—	—
I^2C	Available	Available[6]	Available[6]	—	—
TIMER (Timer/Counter)	Available	—	—	—	—
LETIMER (Low Energy Timer)	Available	Available	Available[7]	—	—
CRYOTIMER (Ultra Low Energy Timer/Counter)	Available	Available	Available[7]	Available	Available
WDOG (Watchdog)	Available	Available	Available[7]	—	—
PCNT (Pulse Counter)	Available	Available	Available	—	—
ACMP (Analog Comparator)	Available	Available[8]	Available[8]	—	—
ADC (Analog to Digital Converter)	Available	Available[3, 5]	Available[3, 5]	—	—
IDAC (Current Digital to Analog Converter)	Available	Available	Available	—	—
EMU Temperature Sensor	Available	Available	Available	Available	—
DC-DC Converter	Available	Available	Available	Available	—
VMON Wake-up or Reset	Available	Available	Available	Available	—
Brown-Out Detect/Power-on Reset	Available	Available	Available	Available	Available
Pin Reset	Available	Available	Available	Available	Available
GPIO Pin Interrupts	Available	Available	Available	Available[9]	Available[9]
GPIO Pin State Retention	Yes	Yes	Yes	Available[10]	Available[10]

	EM0 Active/EM1 Sleep	EM2 Deep-Sleep	EM3 Stop	EM4 Hiber-nate	EM4 Shutoff

Note:

1. Approximate time. Refer to the data sheet
2. Leaving the debugger connected when in EM2 or EM3 will cause the system to enter a higher power EM2 mode in which the high frequency clocks are still enabled and certain core functionality is still powered-up in order to maintain debug-functionality.
3. The LDMA can be used with some low power peripherals (e.g., ADC, LEUART, LESENSE, CSEN) in EM2/3. Features required by the LDMA which are not supported in EM2/3 (e.g., HFCLK), will be automatically enabled prior to the LDMA transfer and then automatically disabled afterwards.
4. The RAC can be woken via a PRS interrupt to EM1 to transfer data. Once complete, the system will return to EM2.
5. While in EM2/3, an asynchronous event can be routed through PRS (e.g. GPIO IRQ or ACMP output) to wake up the ADC. Features required by the ADC which are not supported in EM2/3 (e.g., AUXHFRCO) will be automatically enabled to allow the ADC to convert a sample, and then automatically disabled afterwards.
6. I2C functionality limited to receive address recognition
7. Must be using ULFRCO
8. ACMP functionality in EM2/3 limited to edge interrupt
9. Pin wake-up in EM4 supported only on GPIO_EM4WUx pins. Consult data sheet for complete list of pins.
10. If enabled in EMU->EM4CTRL.EM4IORETMODE.

The different energy modes are summarized in the following sections.

11.3.1.1 EM0 Active

EM0 Active provides all system features.

- Cortex-M4 is executing code
- Radio functionality is available
- High and low frequency clock trees are active
- All oscillators are available
- All peripheral functionality is available

11.3.1.2 EM1 Sleep

EM1 Sleep disables the core but leaves the remaining system fully available.

- Cortex-M4 is in sleep mode. Clocks to the core are off
- Radio functionality is available
- High and low frequency clock trees are active
- All oscillators are available
- All peripheral functionality is available

11.3.1.3 EM2 DeepSleep

This is the first level into the low power energy modes. Most of the high frequency peripherals are disabled or have reduced functionality. Memory and registers retain their values.

- Cortex-M4 is in sleep mode. Clocks to the core are off.
- RFSENSE available. Radio inactive
- High frequency clock tree is inactive
- Low frequency clock tree is active
- The following oscillators are available
  - LFRCO, LFXO, ULFRCO, AUXHFRCO (on demand, if used by the ADC)
- The following low frequency peripherals are available
  - RTCC, WDOG, LEUART, LETIMER, LESENSE, PCNT, CRYOTIMER
- The following analog peripherals are available (with potential limitations on functionality)
  - ADC, IDAC
- Wake-up to EM0 Active through
  - Peripheral interrupt, reset pin, power on reset, asynchronous pin interrupt, I2C address recognition, or ACMP edge interrupt
- Wake-up to EM1 Sleep through
  - RAC data transfer request
  - Part returns to EM2 DeepSleep when transfers are complete
- RAM and register values are preserved
  - RAM blocks may be optionally powered down for lower power
- GPIO pin state is retained
- RTCC memory is retained
- The DC-DC converter can be configured to remain on in Low Power mode.

11.3.1.4 EM3 Stop

In this low energy mode, all low frequency oscillators (LFXO, LFRCO) and all low frequency clocks derived from them, are stopped, as well as all high frequency clocks. Most peripherals are disabled or have reduced functionality. Memory and registers retain their values.

- Cortex-M4 is in sleep mode. Clocks to the core are off.
- RFSENSE available. Radio inactive
- High frequency clock tree is inactive
- All low frequency clock trees derived from the low frequency oscillators (LFXO, LFRCO) are inactive
- The following oscillators are available
  - ULFRCO, AUXHFRCO (on demand, if used by the ADC)
- The following low frequency peripherals are available if clocked by the ULFRCO
  - RTCC, WDOG, CRYOTIMER
- The following analog peripherals are available (with potential limitations on functionality)
  - ADC, IDAC
- Wake-up to EM0 Active through
  - Peripheral interrupt, reset pin, power on reset, asynchronous pin interrupt, I2C address recognition, or ACMP edge interrupt
- Wake-up to EM1 Sleep through
  - RAC data transfer request
  - Part returns to EM3 Stop when transfers are complete
- RAM and register values are preserved
  - RAM blocks may be optionally powered down for lower power
- GPIO pin state is retained
- RTCC memory is retained
- The DC-DC converter can be configured to remain on in Low Power mode.

11.3.1.5 EM4 Hibernate

The majority of peripherals are shutoff to reduce leakage power. A few selected peripherals are available. System memory and registers do not retain values. GPIO PAD state and RTCC RAM are retained. Wake-up from EM4 Hibernate requires a reset to the system, returning it back to EM0 Active

- Cortex-M4 is off
- RFSENSE available. Radio is off.
- High frequency clock tree is off
- Some low frequency clock trees may be active
- The following oscillators are available
  - LFRCO, LFXO, ULFRCO
- The following low frequency peripherals are available
  - RTCC, CRYOTIMER
- Wake-up to EM0 Active through
  - VMON, EMU Temperature Sensor, RTCC, RFSENSE, CRYOTIMER, reset pin, power on reset, asynchronous pin interrupt (on GPIO_EM4WUx pins only)
- GPIO pin state may be retained (depending on EMU->EM4CTRL.EM4IORETMODE configuration)
- RTCC memory is retained
- The DC-DC converter can be configured to remain on in Low Power mode.

11.3.1.6 EM4 Shutoff

EM4 Shutoff is the lowest energy mode of the part. There is no retention except for GPIO PAD state. Wake-up from EM4 Shutoff requires a reset to the system, returning it back to EM0 Active

- Cortex-M4 is off
- RFSENSE available. Radio is off.
- High frequency clock tree is off
- Low frequency clock tree may be active
- The following oscillators are available
  - LFRCO, LFXO, ULFRCO
- The following low frequency peripherals are available
  - CRYOTIMER
- Wake-up to EM0 Active through
  - RFSENSE, CRYOTIMER, reset pin, power on reset, asynchronous pin interrupt (on GPIO_EM4WUx pins only)
- GPIO pin state may be retained (depending on EMU->EM4CTRL.EM4IORETMODE configuration)
- The DC-DC converter configuration is reset to its default Startup configuration (DC-DC converter disabled and bypass switch is on)

11.3.2 Entering Low Energy Modes

The following sections describe the requirements for entering the various energy modes.

11.3.2.1 Entry Into EM1 Sleep

Energy mode EM1 Sleep is entered when the Cortex-M4 executes the Wait For Interrupt (WFI) or Wait For Event (WFE) instruction while the SLEEPDEEP bit the Cortex-M4 System Control Register is cleared. The MCU can re-enter sleep automatically out of an Interrupt Service Routine (ISR) if the SLEEPONEXIT bit in the Cortex-M4 System Control Register is set. Refer to ARM documentation on entering Sleep modes.

Alternately, EM1 Sleep can be entered from either EM2 DeepSleep or EM3 Stop from a Peripheral Wake-up Request allowing transfers between the Peripheral and System RAM or Flash. On EFR32, ADC, IDAC, and LEUART peripherals can request this wake-up event. Refer to their respective register specification to enable this option. The system will return back to EM2 DeepSleep or EM3 Stop once the ADC, IDAC, or LEUART have completed its transfers and processing.

During Peripheral Wake-Up Request, additional system resources such as FLASH and other Peripherals can be enabled for access.

11.3.2.2 Entry Into EM2 DeepSleep or EM3 Stop

Energy mode EM2 DeepSleep or EM3 Stop may be entered when **all** of the following conditions are true:

- Radio RAC state machine is in OFF state
- IDAC is currently not updating output.
- Cortex-M4 (if present) is in DEEPSLEEP state
- Flash Program/Erase Inactive
- DMA done with all current requests
- A debugger is not currently connected.

Entry into EM2 DeepSleep and EM3 Stop can be blocked by setting the EMU_CTRL->EM2BLOCK bit.

Note: When EM2 DeepSleep or EM3 Stop entry is blocked, the part is not able to enter a lower energy state. The core will be in a sleep state, similar to EM1, where it is waiting for a proper interrupt of other valid wake-up event. Once the blocking conditions are removed, then the part will automatically enter a lower energy state.

Energy mode EM2 DeepSleep is entered from EM0 Active when the Cortex-M4 executes the Wait For Interrupt (WFI) or Wait For Event (WFE) instruction while the SLEEPDEEP bit in the Cortex-M4 System Control Register is set. The MCU can re-enter DeepSleep automatically out of an Interrupt Service Routine (ISR) if the SLEEPONEXIT bit in the Cortex-M4 System Control Register is set. Refer to ARM documentation on entering Sleep modes.

Alternately, EM2 DeepSleep or EM3 Stop is entered from EM1 Sleep upon the completion of a Peripheral Wake-Up Request from the RAC if no EM0 Active wake-up happens in the meantime.

11.3.2.3 Entry Into EM4 Hibernate or EM4 Shutoff

Energy mode EM4 Hibernate and EM4 Shutoff is entered through register access.

Software must ensure no modules are active,such as RAC, when entering EM4 Hibernate/Shutoff. EM4CTRL->EM4STATE field must be configured to select either Hibernate (EM4H) or Shutoff (EM4S) mode prior to entering EM4.

Software may enter EM4 Hibernate/Shutoff from EM0 Active by writing the sequence 2,3,2,3,2,3,2,3,2 to EM4CTRL->EM4ENTRY bit field. If the EM4BLOCK bit in WDOGn_CTRL is set, the CPU will be prevented from entering EM4 Hibernate/Shutoff by software request.

An active debugger connection will prevent entry into EM4 Hibernate/Shutoff.

Note that upon entry into EM4 Shutoff, the DC-DC converter configuration is reset to its default (i.e. Startup) configuration. In the Startup configuration, the DC-DC converter will be disabled and the bypass switch will be turned on.

11.3.3 Exiting a Low Energy Mode

A system in EM2 DeepSleep and EM3 Stop can be woken up to EM0 Active through regular interrupt requests from active peripherals. Since state and RAM retention is available, the EFR32 is fully restored and can continue to operate as before it went into the Low Energy Mode.

Wake-Up from EM4 Hibernate or EM4 Shutoff is performed through reset. Wake-Up from a specific module must be enabled in that module's EM4WUEN register.

Enabled interrupts that can cause wake-up from a low energy mode are shown in Table 11.3 EMU Wake-Up Triggers from Low Energy Modes on page 216. The wake-up triggers always return the EFR32 to EM0 Active/EM1 Sleep. Additionally, any reset source will return to EM0 Active. VMON-based EM4 Hibernate wake-ups also set the corresponding rise or fall interrupt flag. These flags serve as the wake-up source for EM4 Hibernate and must be cleared by software on EM4 Hibernate exit. Not doing so will result in an immediate wake-up after next EM4 Hibernate entry.

Table 11.3. EMU Wake-Up Triggers from Low Energy Modes

Peripheral	Wake-Up Trigger	EM2 DeepSleep	EM3 Stop	EM4 Hibernate	EM4 Shutoff
LEUART (Low Energy UART)	Receive / transmit	Yes	—	—	—
LETIMER	Any enabled interrupt	Yes	—	—	—
WDOG	Any enabled interrupt	Yes	Yes	—	—
LFXO	Ready Interrupt	Yes	—	—	—
LFRCO	Ready Interrupt	Yes	—	—	—
I^2C	Receive address recognition	Yes	Yes	—	—
ACMP	Any enabled edge interrupt	Yes	Yes	—	—
ADC	SINGLE / SCAN FIFO events, window comparator, and VREF overvoltage	Yes	Yes	—	—
PCNT	Any enabled interrupt	Yes	Yes[1]	—	—
RTCC	Any enabled interrupt	Yes	Yes	Yes[2]	
VMON	Rising or falling edge on any monitored power	Yes	Yes	Yes[2]	—
EMU Temperature Sensor	Measured temperature outside the defined limits	Yes	Yes	Yes[2]	—
CRYOTIMER	Timeout	Yes	Yes	Yes[2]	Yes[2]
Pin Interrupts	Transition	Yes	Yes	Yes[2, 3]	Yes[2, 3]
RFSENSE	RF signal detected	Yes	Yes	Yes[2]	Yes[2]
Reset Pin	Assertion	Yes	Yes	Yes	Yes
Power	Cycle Off/On	Yes	Yes	Yes	Yes

Note:

1. When using an external clock
2. Corresponding bit in the module's EM4WUEN must be set.
3. Only available on a subset of the pins. Refer to the data sheet for details.

11.3.4 Power Configurations

The EFR32xG1 Wireless Gecko allows several power configurations with additional options giving flexible power architecture selection.

In order to provide the lowest power consuming radio solutions, the EFR32xG1 Wireless Gecko comes with a DC-DC module to power internal circuits. The DC-DC requires an external inductor and capacitor (refer to the data sheet for recommended values).

The EFR32xG1 Wireless Gecko has multiple internal power domains: IO Supply (IOVDD), Analog & Flash (AVDD), RF Analog Supply (RFVDD), RF Power Amplifier Supply (PAVDD), Input to Digital LDO (DVDD), and Low Voltage Digital Supply (DECOUPLE). Additional detail for each configuration and option is given in the following sections.

When assigning supply sources, the following requirement must be adhered to:

- VREGVDD = AVDD (Must be the highest voltage in the system)
- VREGVDD >= DVDD
- VREGVDD >= PAVDD
- VREGVDD >= RFVDD
- VREGVDD >= IOVDD
- DVDD >= DECOUPLE

The system boots up into a safe power state, but must be immediately programmed to the desired configuration by writing to the EMU_PWRCFG->PWRCFG bitfield. Out of POR, the PWRCFG is set to STARTUP, locking access to various power control registers. Once written, the PWRCFG cannot be changed.

11.3.4.1 Power Configuration 0: STARTUP

Upon power-on reset (POR) or entry into EM4 Shutoff, the system is configured in a safe Startup Configuration that supports all of the available Power Configurations. The Startup Configuration is shown in the simplified diagram below.

In the Startup Configuration:

- The DC-DC converter's Bypass switch is ON (i.e., the VREGVDD pin is shorted internally to the DVDD pin).
- The internal digital LDO is powered from the DVDD pin.
- The analog blocks are powered from the AVDD supply pin (i.e., ANASW=0).

After power on, firmware can configure the device to based on the external hardware configuration. Note that the PWRCFG register can only be written once to a valid value and is then locked. This should be done immediately out of boot to select the proper power configuration. The DCDC and PWRCTRL registers will be locked until the PWRCFG register is configured.

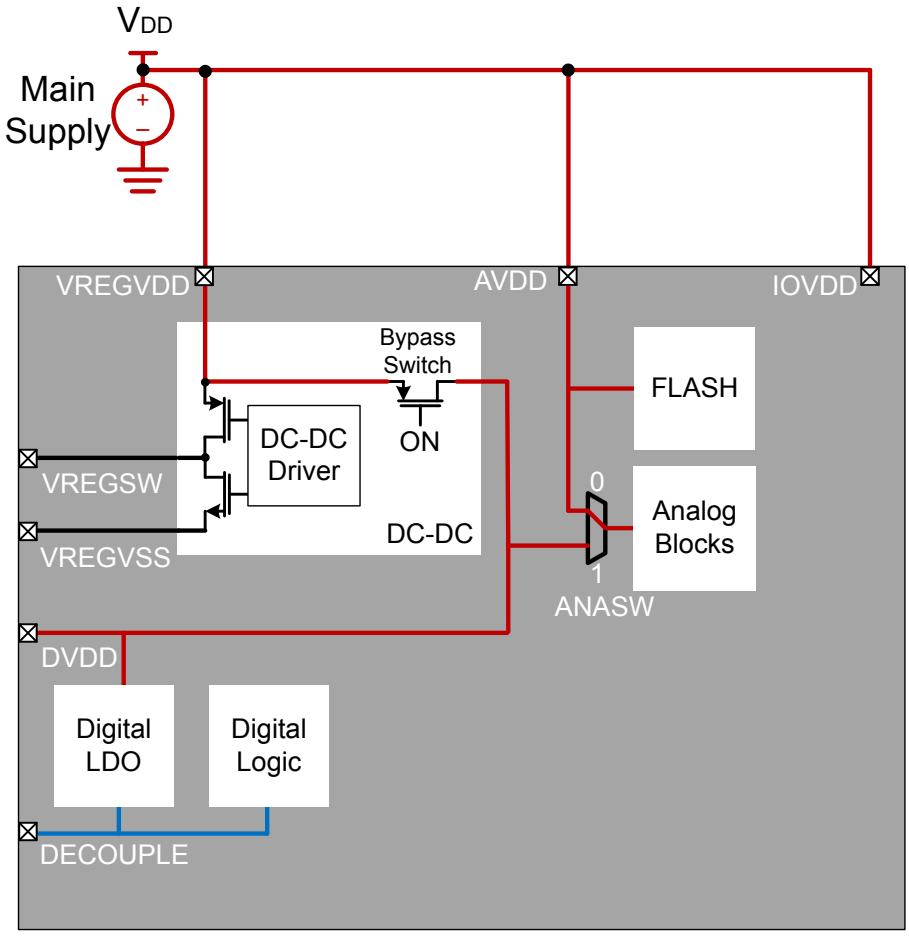


Figure 11.2. Startup Power Configuration

11.3.4.2 Power Configuration 1: No DC-DC

In Power Configuration 1, the DC-DC converter is programmed in Off mode and the Bypass switch is Off. The DVDD pin must be powered externally - typically, DVDD is connected to the main supply. IOVDD and AVDD are powered from the main supply as well. RFVDD and PAVDD, which power the radio, are shorted to the main supply as well.

VREGSW must be left disconnected in this configuration.

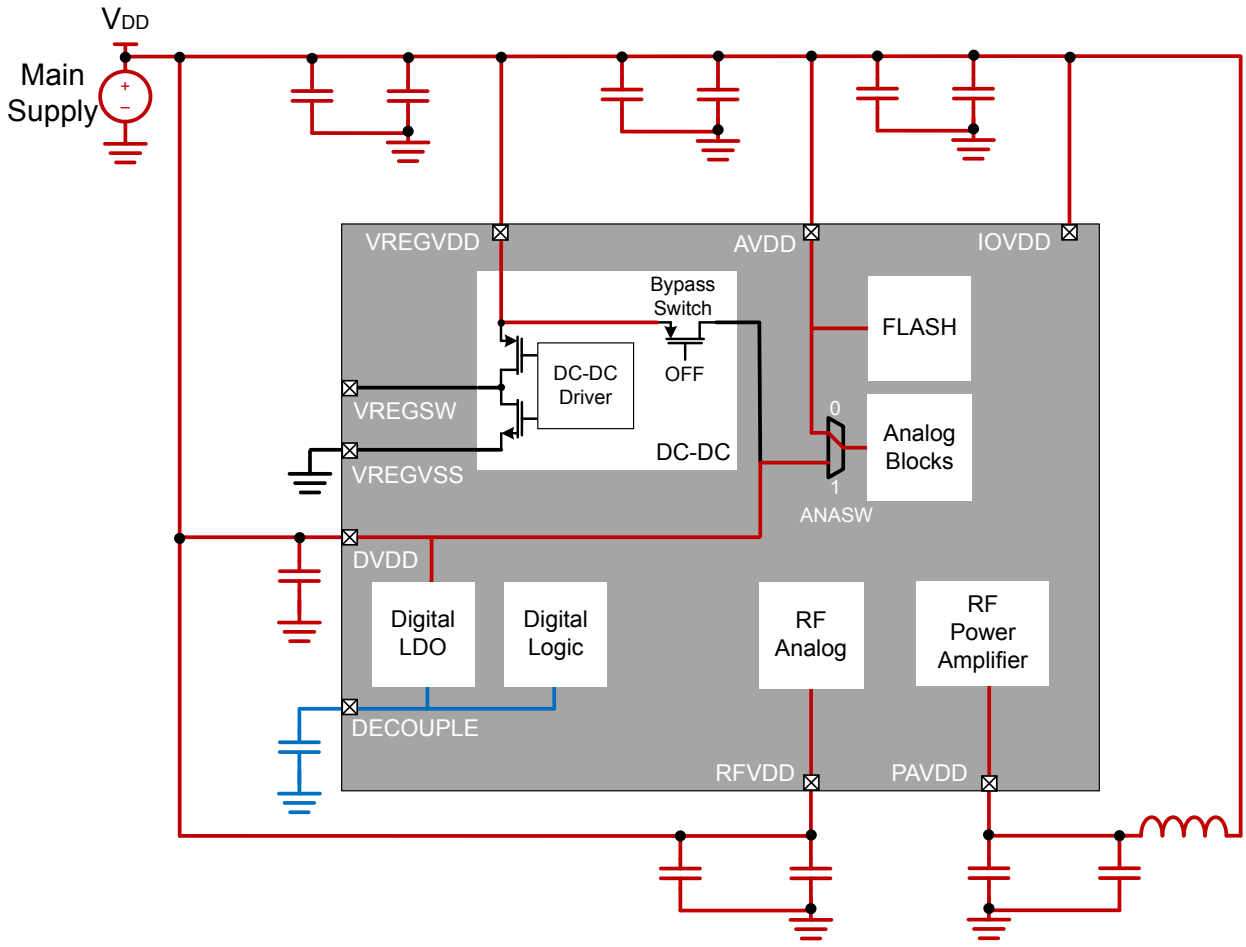


Figure 11.3. DC-DC Off Power Configuration

11.3.4.3 Power Configuration 2: DC-DC

For the lowest power applications, the DC-DC converter can be used to power the DVDD supply, as well as RFVDD and PAVDD.

In Power Configuration 2, the DC-DC Output (V_{DCDC}) is connected to DVDD. DVDD powers the internal Digital LDO which powers the digital circuits. AVDD is connected to the main supply voltage. The internal analog blocks may be powered from AVDD or DVDD, depending on the ANASW configuration. IOVDD could be connected to either the main supply (as shown below) or to V_{DCDC}, depending on the system IO requirements. RFVDD and PAVDD are powered from V_{DCDC} as well.

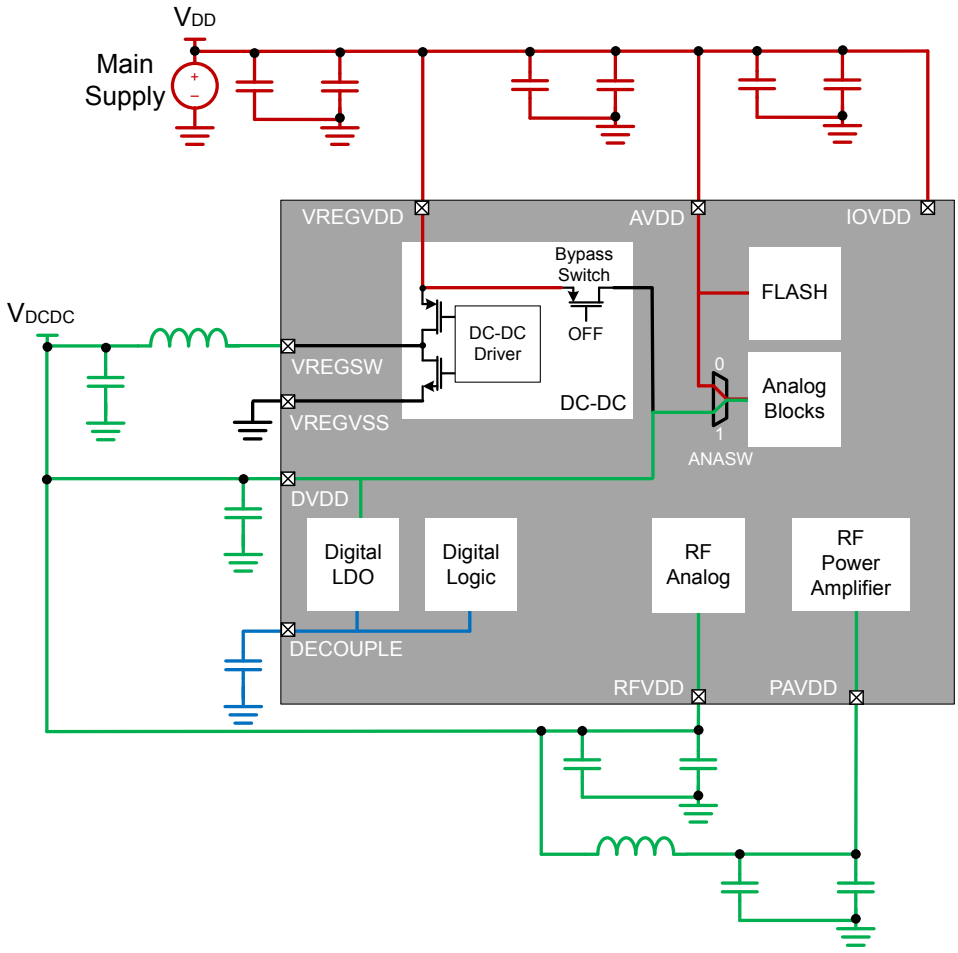


Figure 11.4. DC-DC Standard Power Configuration

As the Main Supply voltage approaches the DC-DC output voltage, it eventually reaches a point where becomes inefficient (or impossible) for the DC-DC module to regulate V_{DCDC}. At this point, firmware can enable bypass mode, which effectively disables the DC-DC and shorts the Main Supply voltage directly to the DC-DC output. If and when sufficient voltage margin on the Main Supply returns, the system can be switched back into DC-DC regulation mode.

An alternate "High RF Power" DC-DC configuration has the external Main Supply connected directly to the PAVDD. This configuration supports a higher transmit power (e.g., >13 dBm) required for some radio protocol specifications. No additional software setting is required for this mode. The following diagram shows an example of connecting PAVDD to the Main Supply while DVDD and RFVDD are connected to the filtered V_{DCDC}.

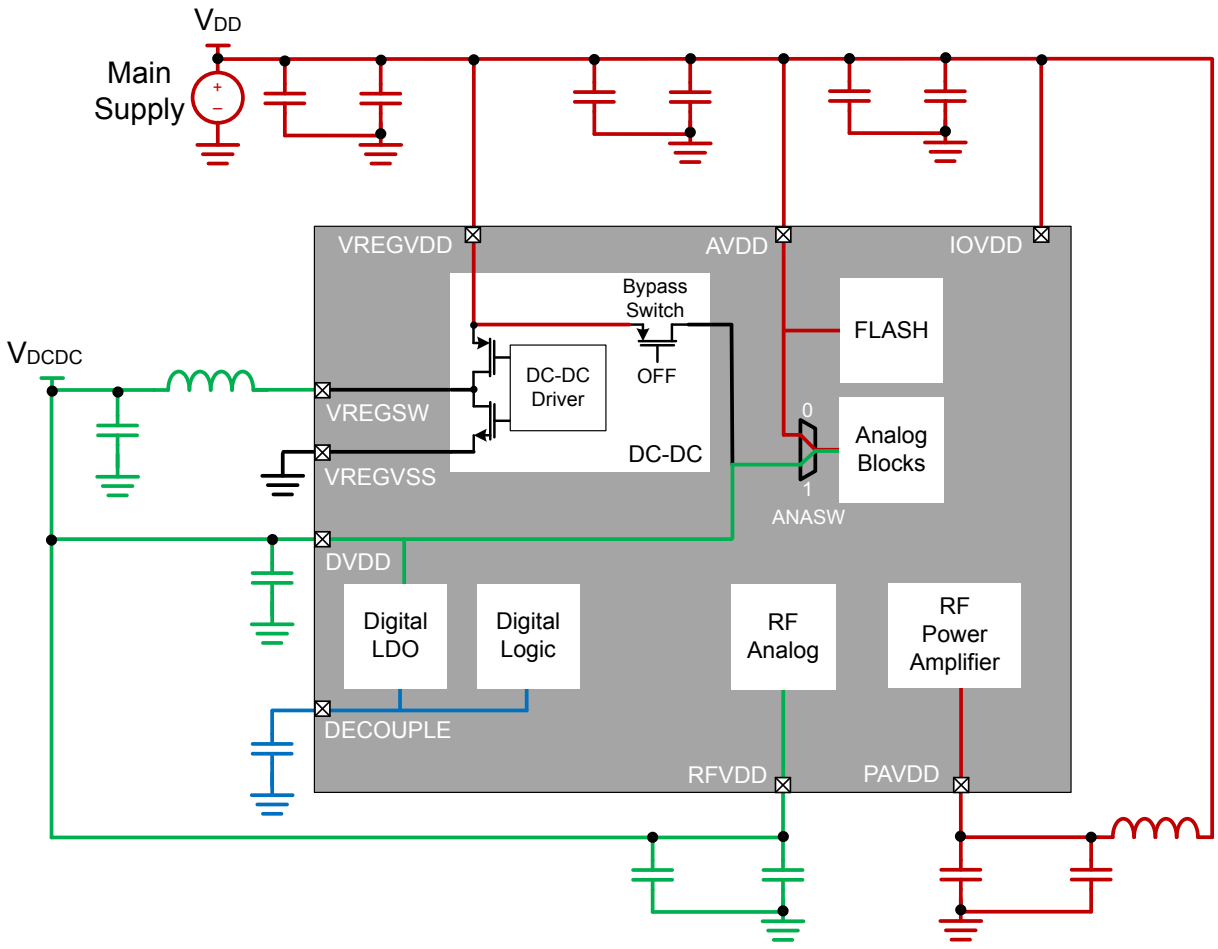


Figure 11.5. DC-DC High RF Power Configuration

11.3.5 DC-to-DC Interface

The EFR32xG1 Wireless Gecko devices feature a DC-DC buck converter which requires a single external inductor and a single external capacitor. The converter takes the VREGVDD input voltage and converts it down to an output voltage between VREGVDD and 1.8 V with a peak efficiency of approximately 90% in Low Noise (LN) mode and 85% in Low Power (LP) mode. Refer to the data sheet for full DC-DC specifications.

The DC-DC converter operates in either Low Noise (LN) or Low Power (LP) mode. LN mode is intended for higher current operation (e.g., EM0), whereas LP mode is intended for very low current operation (e.g., EM2 and below).

The DC-DC may be configured to automatically transition from LN mode in EM0/EM1 to LP mode in EM2, EM3, or EM4.

In addition, the DC-DC converter supports an unregulated Bypass mode, in which the input voltage is directly shorted to the DC-DC output.

11.3.5.1 Bypass Mode

In Bypass mode, the VREGVDD input voltage is directly shorted to the DC-DC converter output through an internal switch. Out of reset, the DC-DC converter defaults to Bypass mode. Consult the data sheet for the Bypass switch impedance specification.

The Bypass Current Limit limits the maximum current drawn from the input supply in Bypass mode. This current limit is enabled by setting the BYPLIMEN bit in the EMU_DCDCCLIMCTRL register, and the limit value may be adjusted between 20 mA and 320 mA using the BYPLIMSEL bitfield in the EMU_DCDCMISCCTRL register. When the difference between the DC-DC output voltage (V_{DCDC}) and the DC-DC input voltage (VREGVDD) is large, applications should enable the Bypass Current Limit before enabling Bypass mode. For example, if Bypass mode is enabled with VREGVDD=3.8 V and V_{DCDC}=1.8 V with a 4.7 µF capacitor, the peak current draw may be quite large as it is limited only by the bypass switch on-resistance, which could result in drooping on the input supply voltage. For smaller input / output voltage differences (e.g., VREGVDD=2.4 V and V_{DCDC}=1.8 V), it may not be necessary to enable the Bypass Current Limit at all.

Note that the device will see an additional ~10 µA of current draw when both the Bypass Current Limiter and Bypass Mode are enabled. Applications should therefore disable the Bypass Current Limiter (i.e., set BYPLIMEN = 0) after the DVDD voltage has reached the main supply voltage in Bypass Mode.

11.3.5.2 Low Power (LP) Mode

The Low Power (LP) controller operates in a hysteretic mode to keep the output voltage within a defined voltage band. Once the DC-DC output voltage drops below a programmable internal reference, the LP controller generates a pulse train to control the powertrain PFET switch, which charges up the DC-DC output capacitor. When the output voltage is at the programmed upper level, the powertrain PFET is turned off. The output ripple voltage may be quite large (>100 mV) in LP mode.

The LP controller supports load currents up to approximately 10 mA, making it suitable for EM2, EM3, or EM4 low energy modes.

11.3.5.3 Low Noise (LN) Mode

The Low Noise (LN) controller continuously switches the powertrain NFET and PFET switches to maintain a constant programmed voltage at the DVDD pin. The LN controller supports load current from sub-mA up to 200 mA.

The LN controller switching frequency is programmable using the RCOBAND bitfield in the EMU_DCDCLNFREQCTRL register. See below for recommended RCOBAND settings for each mode.

The DC-DC Low Noise controller operates in one of two modes:

1. Continuous Conduction Mode (CCM)
2. Discontinuous Conduction Mode (DCM)

11.3.5.3.1 Low Noise (LN) Continuous Conduction Mode (CCM)

CCM operation is configured by setting the LNFORCECCM bit in the EMU_DCDCMISCCTRL register. CCM can be used to improve the DC-DC converter's output transient response time to quick load current changes, which minimizes voltage transients on the DC-DC output.

Note that all references to CCM in the documentation actually refer to Forced Continuous Conduction Mode (FCCM) - that is, if the LNFORCECCM bit is set and the output load current is very low, the DC-DC will be forced to operated in CCM. In this case, the current through the inductor may be negative and current may flow back into the battery.

CCM is required for radio or Wireless Gecko systems because, unlike DCM, it allows use of the radio's interference minimization features.In CCM, the recommended DC-DC converter switching frequency is 6.4 MHz (RCOBAND = 4). Note that when the radio's interference minimization features are enabled, RCOBAND = 4 corresponds to a DC-DC converter switching frequency of 7 MHz.

11.3.5.3.2 Low Noise (LN) Discontinuous Conduction Mode (DCM)

To enable DCM, the LNFORCECCM bit in EMU_DCDCMISCCTRL must be cleared before entering LN. Typically, this configuration would occur while the part was in Bypass mode. Once DCM is enabled, the DC-DC should operate in DCM at light load currents. However, as the load current increases, the DC-DC will automatically transition into CCM without software intervention.

The advantage of DCM is improved efficiency for light load currents. However, in DCM the DC-DC has poorer dynamic response to changes in load current, leading to potentially larger changes in the regulated output voltage. In addition, DCM increases the potential RF switching interference, because in DCM the DC-DC switching events are load dependent and can no longer be synchronized with radio operation. For these reasons, DCM is not recommended for radio applications or for non-radio applications that expect large instantaneous load current steps. For example, if the DC-DC is in DCM, firmware may need to increment the core clock frequency in small steps to prevent a large sudden load increase.

In DCM, the recommended DC-DC converter switching frequency is 3 MHz (RCOBAND = 0).

11.3.5.4 DC-to-DC Programming Guidelines

Note: Refer to Application Note *AN0948: EFM32 and EFR32 Series 1 Power Configurations and DC-DC*for detailed information on programming the DC-DC. Application Notes can be found on the Silicon Labs website (www.silabs.com/32bit-appnotes) or using the [**Application Notes**] tile in Simplicity Studio.

11.3.6 Analog Peripheral Power Selection

The analog peripherals (e.g., ULFRCO, LFRCO, LFXO, HFRCO, AUXHFRCO, VMON, IDAC, ADC) are powered from an internal analog supply domain, VDDX_ANA. VDDX_ANA may be supplied from either the AVDD or DVDD supply pins, depending on the configuration of the ANASW bit in the EMU_PWRCTRL register. Changes to the ANASW setting should be made immediately out of reset (i.e., in the Startup Configuration), before all clocks (with the exception of HFRCO and ULFRCO) are enabled. If the DCDC converter is used and ANASW is set to 1, the switch will not take effect until after the DCDC output voltage has reached its target level. To prevent supply transients, firmware should configure and enable the DCDC, configure ANASW, and then enable clocks.

Once ANASW is configured it should not be changed. Note that the flash is always powered from the AVDD pin, regardless of the state of the ANASW bit.

Table 11.4. Analog Peripheral Power Configuration

ANASW	Analog Peripheral Power Supply Source (VDDX_ANA)	Comments
0 (default)	AVDD pin	This configuration may provide a quieter supply to the analog modules, but is less efficient as AVDD is typically at a higher voltage than DVDD.
1	DVDD pin	This configuration may provide a noisier supply to the analog modules, but is more efficient. However, because the maximum allowable input voltage to many of the analog modules using APORT is limited to MIN(VDDX_ANA,IOVDD), this setting could artificially limit your analog input range.

11.3.7 IOVDD Connection

The IOVDD supply(s) must be less than or equal to AVDD. IOVDD will typically be connected to either the DC-DC Output (V_{DCDC}) or the main supply.

When IOVDD is powered from the V_{DCDC}, any circuit attached to IOVDD must be capable of withstanding the main supply voltage momentarily. This is because the bypass switch is on at startup, shorting the main supply to DVDD and V_{DCDC}.

Any application with powering external loads from the DC-DC converter must take into consideration the maximum allowable DC-DC load current. Refer to the data sheet for DC-DC load current specification.

11.3.8 Brown Out Detector (BOD)

The EFR32xG1 Wireless Gecko contains multiple supply brown out detectors (BODs).

11.3.8.1 AVDD BOD

The EFR32xG1 Wireless Gecko has a fast response BOD on AVDD that is always active. This BOD ensures the minimal supply is provided to the AVDD supply (typically also connected to VREGVDD). Once triggered, the BOD will cause the system to reset.

Note: In EM4 Hibernate/Shutoff a low power version of the AVDD BOD, called EM4BOD, is available to trigger a reset at level lower than in other energy modes. All other BODs are disabled during EM4 Hibernate/Shutoff

11.3.8.2 DVDD and DECOUPLE BOD

Additional BODs will monitor DVDD and DECOUPLE during EM0 Active through EM3 Stop. This can cause a reset to the internal logic, but will not cause a power-on reset or reset the EMU or RTCC.

11.3.9 Voltage Monitor (VMON)

The EFR32 features an extremely low energy Voltage Monitor (VMON) capable of running down to EM4 Hibernate. Trigger points are preloaded but may be reconfigured.

- AVDD X 2
- DVDD
- IOVDD0

Table 11.5. VMON Events

Feature	Condition	AVDD	DVDD	IOVDD
Hysteresis (separate rise and fall triggers)	—	Yes	—	—
Interrupt	Fall or Rise	Yes	Yes	Yes
Wake-Up from EM4 Hibernate	Fall or Rise	Yes	Yes	Yes

The status of the VMON is reflected in the EMU_STATUS register.

The status of the sticky interrupt can be found at EMU_IF. These interrupt flags also serve as the wake-up source of EM4H when the associated RISEWU and FALLWU bits are set. This means that if these flags are set, EM4H entry will result in an immediate wake-up. To prevent this, these must be cleared by software before EM4H entry.

Note that the VMON has offset high hysteresis, specified in the device Data Sheet. For rising edge detection the threshold will be the threshold setting (as described below) + V_{VMON_HST}, and for falling edge detection the threshold will simply be the threshold setting.

VMON channels are calibrated at two voltages: 1.86 V and 2.98 V. The calibration results (coarse thresholds and fine thresholds for 1.86 V and 2.98 V) are placed in the VMONCAL registers in the DI page. Using these thresholds it is possible to calculate thresholds for the entire supported VMON VDD range, i.e., 1.62 V to 3.4 V. Using the values given in VMONCAL registers, one can calculate $T_{1.86}$, $T_{2.98}$, V_a and V_b.

$$T_{1.86} = (10 \times \text{VMONCALX_XVDD1V86THRESCOARSE}) + \text{VMONCALX_XVDD1V86THRESFINE},$$

$$T_{2.98} = (10 \times \text{VMONCALX_XVDD2V98THRESCOARSE}) + \text{VMONCALX_XVDD2V98THRESFINE},$$

$$V_a = (1.12) / (T_{2.98} - T_{1.86}),$$

$$V_b = 1.86 - (V_a \times T_{1.86}),$$

Figure 11.6. VMON Calibration Equations

Now if it is required to find the coarse and fine thresholds for a certain voltage Y, following equation can be used:

$$\text{Thres}_Y = (Y - V_b) / V_a,$$

$$Y_{calib} = (\text{Thres}_Y \times V_a) + V_b,$$

Figure 11.7. VMON Threshold Equations

Thres_Y should be rounded to the nearest integer. The least significant digit of the rounded Thres_Y gives the fine threshold and remaining digits give the coarse threshold for Y. These can now be programmed in the relevant EMU_VMONXVDDCTRL register as the coarse and fine thresholds. It may not be possible to set threshold exactly for Y. In that case the closest possible voltage is used. Y_{calib} gives the value of this closest possible voltage.

Consider the example where it is required to set the AVDD rise threshold to 2.2 V (so Y=2.2 V). This means that the EMU_VMONAVDDCTRL_RISETHRESCOARSE and EMU_VMONAVDDCTRL_RISETHRESFINE need to be programmed. Here are the steps that should be followed:

- Check VMONCAL0 register. It has the VMON AVDD channel calibrated thresholds for 1.86 V and 2.98 V. Lets assume that the following values are present in the associated bitfields:
  - AVDD1V86THRESCOARSE = 3
  - AVDD1V86THRESFINE = 5
  - AVDD2V98THRESCOARSE = 8
  - AVDD2V98THRESFINE = 7

- Using the above numbers and the VMON calibration equations:
  - $T_{1.86}$ = 35
  - $T_{2.98}$ = 87
  - V_a = 21.53 mV
  - V_b = 1.106 V
- Using the VMON threshold equations (with Y=2.2 V), $Thres_Y$ = 51 (rounded from 50.8) and Y_{calib} = 2.204 V

EMU_VMONAVDDCTRL_RISETHRESCOARSE should be programmed to 5 and EMU_VMONAVDDCTRL_RISETHRESFINE should be programmed to 1 (since $Thres_Y$ = 51). With these programmed values, VMON AVDD rise threshold is set for Y_{calib} = 2.204 V, which is the closest programmable threshold.

11.3.10 Powering Off SRAM Blocks

SRAM blocks may be powered off using the EMU_RAMxCTRL RAMPOWERDOWN and RAMHPOWERDOWN fields. Selected blocks are powered down in order from the highest to lowest address in each bank. The lowest SRAM block in RAM0 cannot be powered off and will always remain powered on for proper system functionality. The stack must be located in retained memory. Refer to the EMU_RAMxCTRL register descriptions for power configuration options and the associated address ranges.

11.3.11 Temperature Sensor

EMU provides low energy periodic temperature measurement. A temperature measurement is taken every 250 ms, with the 8-bit result stored in EMU->TEMP register.

Note: The EMU temperature sensor is always running (except in EM4 Shutoff) and is independent from the ADC temperature sensor.

The EMU provides the following features around temperature changes

- Wake-Up from EM4 Hibernate on Temperature Change
- Interrupt from High Level Trip
- Interrupt from Low Level Trip

During production test, the EMU temperature sensor for each device is calibrated at room temperature, with the corresponding calibration temperature and reading stored off in the DI page as follows:

- DEVINFO->CAL.TEMP : This bitfield contains the temperature in degrees C at calibration
- DEVINFO->EMUTEMP : This register contains the EMU->TEMP reading at the calibration temperature stored in DEVINFO->CAL.TEMP

The current calibrated EMU temperature sensor result from EMU->TEMP may be converted to degrees C using the following equation:

$$T_{J_EMU}\,[°C] = (\text{DEVINFO->CAL.TEMP}) + (TEMPCO_{EMxx}) * [(\text{DEVINFO->EMUTEMP}) - (\text{EMU->TEMP})]$$

Figure 11.8. Temperature Calculation

$TEMPCO_{EMxx}$ is a temperature coefficient that varies based on the energy mode at the time of the EMU temperature sensor reading:

- $TEMPCO_{EM01}$ = 0.278 + (DEVINFO->EMUTEMP) / 100
- $TEMPCO_{EM234}$ = 0.268 + (DEVINFO->EMUTEMP) / 100

For maximum accuracy when using the high/low level temperature interrupts, firmware should ensure that $TEMPCO_{EM234}$ is used to set the temperature thresholds in EMU->TEMPLIMITS before entering EM2/3/4. Similarly, when exiting EM2/3/4, the temperature thresholds should be updated using $TEMPCO_{EM01}$.

Note that an increasing reading in EMU->TEMP corresponds to a decreasing temperature, and vice-versa. If enabled, the TEMPHIGH High Level Limit in EMU-> TEMPLIMITS causes an interrupt flag on a increasing EMU->TEMP reading (i.e., decreasing temperature). Similarly, the TEMPLOW Low Level Limit causes a interrupt flag on a decreasing EMU->TEMP reading (i.e., increasing temperature).

The EMU temperature sensor accuracy is approximately ±10°C over most of the useable temperature range, but may be +15°C at higher temperatures. Accordingly, any use of the EMU temperature sensor should include margin to account for that accuracy.

11.3.12 Registers latched in EM4

The following registers will be latched when entering EM4. After wake-up from EM4, these registers will be reset and require reprogramming prior to writing the EMU_CMD_EM4UNLATCH command.

- CMU_LFRCOCTRL
- CMU_LFXOCTRL
- CMU_ULFRCOCTRL
- CMU_LFECLKSEL
- CMU_LFECLKEN0
- CMU_LFEPRESC0

11.3.13 Register Resets

Each EMU register requires retaining state in various energy modes and power transitions and will consequently need to be reset with a different condition. The following reset conditions will apply to the appropriate set of registers as marked in the Register Description table.

- Reset with POR or Hard Pin Reset
- Reset with POR, Hard Pin Reset, or any BOD reset
- Reset with SYSEXTENDEDRESETn
- Reset with FULLRESETn (default)

If a register field is not marked with a specific reset condition then it is assumed to be reset with FULLRESETn.

11.4 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_STATUS	R	Status Register
0x008	EMU_LOCK	RWH	Configuration Lock Register
0x00C	EMU_RAM0CTRL	RW	Memory Control Register
0x010	EMU_CMD	W1	Command Register
0x018	EMU_EM4CTRL	RW	EM4 Control Register
0x01C	EMU_TEMPLIMITS	RW	Temperature Limits for Interrupt Generation
0x020	EMU_TEMP	R	Value of Last Temperature Measurement
0x024	EMU_IF	R	Interrupt Flag Register
0x028	EMU_IFS	W1	Interrupt Flag Set Register
0x02C	EMU_IFC	(R)W1	Interrupt Flag Clear Register
0x030	EMU_IEN	RW	Interrupt Enable Register
0x034	EMU_PWRLOCK	RW	Regulator and Supply Lock Register
0x038	EMU_PWRCFG	RW	Power Configuration Register
0x03C	EMU_PWRCTRL	RW	Power Control Register
0x040	EMU_DCDCCTRL	RW	DCDC Control
0x04C	EMU_DCDCMISCCTRL	RW	DCDC Miscellaneous Control Register
0x050	EMU_DCDCZDETCTRL	RW	DCDC Power Train NFET Zero Current Detector Control Register
0x054	EMU_DCDCCLIMCTRL	RW	DCDC Power Train PFET Current Limiter Control Register
0x058	EMU_DCDCLNCOMPCTRL	RW	DCDC Low Noise Compensator Control Register
0x05C	EMU_DCDCLNVCTRL	RWH	DCDC Low Noise Voltage Register
0x060	EMU_DCDCTIMING	RW	DCDC Controller Timing Value Register
0x064	EMU_DCDCLPVCTRL	RW	DCDC Low Power Voltage Register
0x06C	EMU_DCDCLPCTRL	RW	DCDC Low Power Control Register
0x070	EMU_DCDCLNFREQCTRL	RW	DCDC Low Noise Controller Frequency Control
0x078	EMU_DCDCSYNC	R	DCDC Read Status Register
0x090	EMU_VMONAVDDCTRL	RW	VMON AVDD Channel Control
0x094	EMU_VMONALTAVDDCTRL	RW	Alternate VMON AVDD Channel Control
0x098	EMU_VMONDVDDCTRL	RW	VMON DVDD Channel Control
0x09C	EMU_VMONIO0CTRL	RW	VMON IOVDD0 Channel Control
0x0A8	EMU_VMONPAVDDCTRL	RW	VMON PAVDD Channel Control
0x164	EMU_BIASCONF	RW	Configurations Related to the Bias
0x190	EMU_TESTLOCK	RW	Test Lock Register
0x19C	EMU_BIASTESTCTRL	RW	Test Control Register for Regulator and BIAS

11.5 Register Description

11.5.1 EMU_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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																															EM2BLOCK	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	EM2BLOCK	0	RW	**Energy Mode 2 Block** This bit is used to prevent the MCU from entering Energy Mode 2 or 3.
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.2 EMU_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	1	0
Reset							0					0												0	0			0	0	0	0	0
Access							R					R												R	R			R	R	R	R	R
Name							RACACTIVE					EM4IORET												VMONFVDD	VMONPAVDD			VMONIO0	VMONDVDD	VMONALTAVDD	VMONAVDD	VMONRDY

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	RACACTIVE	0	R	**Radio Controller Active**

This bit indicates the status of the RAC state machine. System can not enter EM2 or lower if set.

Value	Description
0	RAC is in OFF state
1	RAC is not in OFF state

24:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	EM4IORET	0	R	**IO Retention Status**

The status of IO retention. Will be set upon EM4 entry based on EM4IORETMODE in EMU_EM4CTRL. Cleared by setting EM4UNLATCH in EMU_CMD, and can also be cleared in EM4H by the VMON.

Value	Mode	Description
0	DISABLED	IO retention is disabled.
1	ENABLED	IO retention is enbled.

19:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	VMONFVDD	0	R	**VMON VDDFLASH Channel**

Indicates the status of the VDDFLASH channel of the VMON.

7	VMONPAVDD	0	R	**VMON PAVDD Channel**

Indicates the status of the PAVDD channel of the VMON.

6:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	VMONIO0	0	R	**VMON IOVDD0 Channel**

Indicates the status of the IOVDD0 channel of the VMON.

3	VMONDVDD	0	R	**VMON DVDD Channel**

Indicates the status of the DVDD channel of the VMON.

Bit	Name	Reset	Access	Description
2	VMONALTAVDD	0	R	**Alternate VMON AVDD Channel**
	Indicates the status of the Alternate AVDD channel of the VMON.			
1	VMONAVDD	0	R	**VMON AVDD Channel**
	Indicates the status of the AVDD channel of the VMON.			
0	VMONRDY	0	R	**VMON Ready**
	VMON status. When high, this bit indicates that all the enabled channels are ready. When low, it indicates that one or more of the enabled channels are not ready.			

11.5.3 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																	RWH															
Name																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock Key**
	Write any other value than the unlock code to lock all EMU registers, except the interrupt registers and regulator control 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

11.5.4 EMU_RAM0CTRL - Memory Control 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					0x0			
Access																								RW					RW			
Name																								RAMHPOWERDOWN					RAMPOWERDOWN			

Bit	Name	Reset	Access	Description
31:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	RAMHPOWERDOWN	0	RW	**RAMH Power-down**

RAMH power-down. When it is powered down, it cannot be powered up again. The block will be powered up after the reset.

Value	Mode	Description
0	NONE	RAMH not powered down
1	RAMHBLK	Power down RAMH (address range 0x20007C00-0x20007FFF)

Bit	Name	Reset	Access	Description
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	RAMPOWERDOWN	0x0	RW	**RAM0 Blockset Power-down**

RAM blockset power-down in EM23 with full access in EM01. Block 0 may never be powered down.

Mode	Value	Description
NONE	0x00	None of the RAM blocks powered down
BLK4	0x8	Power down RAM blocks 4 and above (address range 0x20006000-0x20007BFF)
BLK3TO4	0xC	Power down RAM blocks 3 and above (address range 0x20004000-0x20007BFF)
BLK2TO4	0xE	Power down RAM blocks 2 and above (address range 0x20002000-0x20007BFF)
BLK1TO4	0xF	Power down RAM blocks 1 and above (address range 0x20001000-0x20007BFF)

11.5.5 EMU_CMD - Command 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																																0
Access																																W1
Name																																EM4UNLATCH

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EM4UNLATCH	0	W1	**EM4 Unlatch** When entering EM4, several registers will be latched in order to maintain constant functionality throughout EM4. Upon wakeup, these registers will be reset and can have contradictory values to the latched values. To ensure a seamless transition from EM4 to EM0, the unlatch command should be given after properly reconfiguring these latched registers. The unlatch command can be executed after any reset condition but is only needed after EM4 wakeup.

11.5.6 EMU_EM4CTRL - EM4 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
Reset															0x0												0x0		0	0	0	0
Access															W1												RW		RW	RW	RW	RW
Name															EM4ENTRY												EM4IORETMODE		RETAINULFRCO	RETAINLFXO	RETAINLFRCO	EM4STATE

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	EM4ENTRY	0x0	W1	**Energy Mode 4 Entry**
	This register is used to enter the Energy Mode 4 sequence. Writing the sequence 2,3,2,3,2,3,2,3,2 will enter the part into Energy Mode 4.			
15:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	EM4IORETMODE	0x0	RW	**EM4 IO Retention Disable**
	Determine when IO retention will be applied and removed.			

Value	Mode	Description
0	DISABLE	No Retention: Pads enter reset state when entering EM4
1	EM4EXIT	Retention through EM4: Pads enter reset state when exiting EM4
2	SWUNLATCH	Retention through EM4 and Wakeup: software writes UNLATCH register to remove retention

3	RETAINULFRCO	0	RW	**ULFRCO Retain During EM4S**
	Retain the ULFRCO upon EM4S entry. If set to 1, an already running ULFRCO will be retained in its running state in EM4. ULFRCO will always be retained if EM4STATE is in EM4H.			
2	RETAINLFXO	0	RW	**LFXO Retain During EM4**
	Retain the LFXO upon EM4(SH/H) entry. If set to 1, an already running LFXO will be retained in its running state in EM4.			
1	RETAINLFRCO	0	RW	**LFRCO Retain During EM4**
	Retain the LFRCO upon EM4(S/H) entry. If set to 1, an already running LFRCO will be retained in its running state in EM4.			
0	EM4STATE	0	RW	**Energy Mode 4 State**
	When set, the system will enter Hibernate state (EM4H) when entering EM4. In EM4H, the regulator will be on in reduced mode allowing for RTCC. Otherwise, when entering in EM4, the regulator will be disabled allowing for lowest power mode, Shutoff state (EM4S). Only reset with POR or Hard Pin Reset			

Value	Mode	Description
0	EM4S	EM4S Shutoff state
1	EM4H	EM4H Hibernate state

11.5.7 EMU_TEMPLIMITS - Temperature Limits for Interrupt Generation

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																0	0xFF								0x00							
Access																RW	RW								RW							
Name																EM4WUEN	TEMPHIGH								TEMPLOW							

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	EM4WUEN	0	RW	**Enable EM4 Wakeup Due to Low/high Temperature**
	Enable EM4 wakeup from low or high temperature from EM4H			
15:8	TEMPHIGH	0xFF	RW	**Temperature High Limit**
	The TEMPHIGH interrupt flag is set when a periodic temperature measurement is equal to or higher than this value. If the high limit is changed during a temperature measurement (TEMPACTIVE=1), the limit update will be delayed until the end of the temperature measurement.			
7:0	TEMPLOW	0x00	RW	**Temperature Low Limit**
	The TEMPLOW interrupt flag is set when a periodic temperature measurement is equal to or lower than this value. If the low limit is changed during a temperature measurement (TEMPACTIVE=1), the limit update will be delayed until the end of the temperature measurement.			

11.5.8 EMU_TEMP - Value of Last Temperature Measurement

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																									0xXX							
Access																									R							
Name																									TEMP							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TEMP	0xXX	R	**Temperature Measurement**
	Value of last periodic temperature measurement. Value is asynchronously updated. Value is stable for 250 ms after a temperature-based interrupt (TEMPHIGH, TEMPLOW, or TEMP) and can be read with a single read operation. If register is read not in response to a temperature-based interrupt, multiple readings should be taken until two consecutive values are the same.			

11.5.9 EMU_IF - Interrupt Flag 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	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	R	R	R	R	R	R	R					R	R	R	R	R	R	R	R
Name	TEMPHIGH	TEMPLOW	TEMP					EM23WAKEUP				DCDCINBYPASS	DCDCLNRUNNING	DCDCLPRUNNING	NFETOVERCURRENTLIMIT	PFETOVERCURRENTLIMIT	VMONFVDDRISE	VMONFVDDFALL	VMONPAVDDRISE	VMONPAVDDFALL					VMONIO0RISE	VMONIO0FALL	VMONDVDDRISE	VMONDVDDFALL	VMONALTAVDDRISE	VMONALTAVDDFALL	VMONAVDDRISE	VMONAVDDFALL

Bit	Name	Reset	Access	Description
31	TEMPHIGH	0	R	**Temperature High Limit Reached**
	Set when the value of a periodic temperature measurement is higher or equal than TEMPHIGH in EMU_TEMPLIMITS			
30	TEMPLOW	0	R	**Temperature Low Limit Reached**
	Set when the value of a periodic temperature measurement is lower or equal than TEMPHIGH in EMU_TEMPLIMITS			
29	TEMP	0	R	**New Temperature Measurement Valid**
	Set when a new periodic temperature measurement is available			
28:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	EM23WAKEUP	0	R	**Wakeup IRQ From EM2 and EM3**
	Will be set when the system wakes up from EM2 and EM3. This interrupt can be used to run initialization code need to reconfigure the system when returning from EM2 and EM3.			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	DCDCINBYPASS	0	R	**DCDC is in Bypass**
	DCDC is in bypass			
19	DCDCLNRUNNING	0	R	**LN Mode is Running**
	This flag is set once the DCDC regulator has started to run in LN mode			
18	DCDCLPRUNNING	0	R	**LP Mode is Running**
	This flag is set once the DCDC regulator has started to run in LP mode			
17	NFETOVERCUR-RENTLIMIT	0	R	**NFET Current Limit Hit**
	Reserved for internal use.			
16	PFETOVERCUR-RENTLIMIT	0	R	**PFET Current Limit Hit**
	Reserved for internal use.			
15	VMONFVDDRISE	0	R	**VMON VDDFLASH Channel Rise**
	A rising edge on VMON VDDFLASH channel has been detected.			

Bit	Name	Reset	Access	Description
14	VMONFVDDFALL	0	R	**VMON VDDFLASH Channel Fall**
	A falling edge on VMON VDDFLASH channel has been detected.			
13	VMONPAVDDRISE	0	R	**VMON PAVDD Channel Rise**
	A rising edge on VMON PAVDD channel has been detected.			
12	VMONPAVDDFALL	0	R	**VMON PAVDD Channel Fall**
	A falling edge on VMON PAVDD channel has been detected.			
11:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	VMONIO0RISE	0	R	**VMON IOVDD0 Channel Rise**
	A rising edge on VMON IOVDD0 channel has been detected.			
6	VMONIO0FALL	0	R	**VMON IOVDD0 Channel Fall**
	A falling edge on VMON IOVDD0 channel has been detected.			
5	VMONDVDDRISE	0	R	**VMON DVDD Channel Rise**
	A rising edge on VMON DVDD channel has been detected.			
4	VMONDVDDFALL	0	R	**VMON DVDD Channel Fall**
	A falling edge on VMON DVDD channel has been detected.			
3	VMONALTAVDD-RISE	0	R	**Alternate VMON AVDD Channel Rise**
	A rising edge on Alternate VMON AVDD channel has been detected.			
2	VMONALTAVDD-FALL	0	R	**Alternate VMON AVDD Channel Fall**
	A falling edge on Alternate VMON AVDD channel has been detected.			
1	VMONAVDDRISE	0	R	**VMON AVDD Channel Rise**
	A rising edge on VMON AVDD channel has been detected.			
0	VMONAVDDFALL	0	R	**VMON AVDD Channel Fall**
	A falling edge on VMON AVDD channel has been detected.			

11.5.10 EMU_IFS - Interrupt Flag 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	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
Access	W1	W1	W1					W1				W1	W1	W1	W1	W1	W1	W1	W1	W1					W1	W1	W1	W1	W1	W1	W1	W1
Name	TEMPHIGH	TEMPLOW	TEMP					EM23WAKEUP				DCDCINBYPASS	DCDCLNRUNNING	DCDCLPRUNNING	NFETOVERCURRENTLIMIT	PFETOVERCURRENTLIMIT	VMONFVDDRISE	VMONFVDDFALL	VMONPAVDDRISE	VMONPAVDDFALL					VMONIO0RISE	VMONIO0FALL	VMONDVDDRISE	VMONDVDDFALL	VMONALTAVDDRISE	VMONALTAVDDFALL	VMONAVDDRISE	VMONAVDDFALL

Bit	Name	Reset	Access	Description
31	TEMPHIGH	0	W1	**Set TEMPHIGH Interrupt Flag**
	Write 1 to set the TEMPHIGH interrupt flag			
30	TEMPLOW	0	W1	**Set TEMPLOW Interrupt Flag**
	Write 1 to set the TEMPLOW interrupt flag			
29	TEMP	0	W1	**Set TEMP Interrupt Flag**
	Write 1 to set the TEMP interrupt flag			
28:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	EM23WAKEUP	0	W1	**Set EM23WAKEUP Interrupt Flag**
	Write 1 to set the EM23WAKEUP interrupt flag			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	DCDCINBYPASS	0	W1	**Set DCDCINBYPASS Interrupt Flag**
	Write 1 to set the DCDCINBYPASS interrupt flag			
19	DCDCLNRUNNING	0	W1	**Set DCDCLNRUNNING Interrupt Flag**
	Write 1 to set the DCDCLNRUNNING interrupt flag			
18	DCDCLPRUNNING	0	W1	**Set DCDCLPRUNNING Interrupt Flag**
	Write 1 to set the DCDCLPRUNNING interrupt flag			
17	NFETOVERCUR-RENTLIMIT	0	W1	**Set NFETOVERCURRENTLIMIT Interrupt Flag**
	Write 1 to set the NFETOVERCURRENTLIMIT interrupt flag			
16	PFETOVERCUR-RENTLIMIT	0	W1	**Set PFETOVERCURRENTLIMIT Interrupt Flag**
	Write 1 to set the PFETOVERCURRENTLIMIT interrupt flag			
15	VMONFVDDRISE	0	W1	**Set VMONFVDDRISE Interrupt Flag**
	Write 1 to set the VMONFVDDRISE interrupt flag			

Bit	Name	Reset	Access	Description
14	VMONFVDDFALL	0	W1	**Set VMONFVDDFALL Interrupt Flag**
	Write 1 to set the VMONFVDDFALL interrupt flag			
13	VMONPAVDDRISE	0	W1	**Set VMONPAVDDRISE Interrupt Flag**
	Write 1 to set the VMONPAVDDRISE interrupt flag			
12	VMONPAVDDFALL	0	W1	**Set VMONPAVDDFALL Interrupt Flag**
	Write 1 to set the VMONPAVDDFALL interrupt flag			
11:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	VMONIO0RISE	0	W1	**Set VMONIO0RISE Interrupt Flag**
	Write 1 to set the VMONIO0RISE interrupt flag			
6	VMONIO0FALL	0	W1	**Set VMONIO0FALL Interrupt Flag**
	Write 1 to set the VMONIO0FALL interrupt flag			
5	VMONDVDDRISE	0	W1	**Set VMONDVDDRISE Interrupt Flag**
	Write 1 to set the VMONDVDDRISE interrupt flag			
4	VMONDVDDFALL	0	W1	**Set VMONDVDDFALL Interrupt Flag**
	Write 1 to set the VMONDVDDFALL interrupt flag			
3	VMONALTAVDD-RISE	0	W1	**Set VMONALTAVDDRISE Interrupt Flag**
	Write 1 to set the VMONALTAVDDRISE interrupt flag			
2	VMONALTAVDD-FALL	0	W1	**Set VMONALTAVDDFALL Interrupt Flag**
	Write 1 to set the VMONALTAVDDFALL interrupt flag			
1	VMONAVDDRISE	0	W1	**Set VMONAVDDRISE Interrupt Flag**
	Write 1 to set the VMONAVDDRISE interrupt flag			
0	VMONAVDDFALL	0	W1	**Set VMONAVDDFALL Interrupt Flag**
	Write 1 to set the VMONAVDDFALL interrupt flag			

11.5.11 EMU_IFC - Interrupt Flag 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	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
Access	(R)W1	(R)W1	(R)W1					(R)W1				(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1					(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name	TEMPHIGH	TEMPLOW	TEMP					EM23WAKEUP				DCDCINBYPASS	DCDCLNRUNNING	DCDCLPRUNNING	NFETOVERCURRENTLIMIT	PFETOVERCURRENTLIMIT	VMONFVDDRISE	VMONFVDDFALL	VMONPAVDDRISE	VMONPAVDDFALL					VMONIO0RISE	VMONIO0FALL	VMONDVDDRISE	VMONDVDDFALL	VMONALTAVDDRISE	VMONALTAVDDFALL	VMONAVDDRISE	VMONAVDDFALL

Bit	Name	Reset	Access	Description
31	TEMPHIGH	0	(R)W1	**Clear TEMPHIGH Interrupt Flag**
	Write 1 to clear the TEMPHIGH interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
30	TEMPLOW	0	(R)W1	**Clear TEMPLOW Interrupt Flag**
	Write 1 to clear the TEMPLOW interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
29	TEMP	0	(R)W1	**Clear TEMP Interrupt Flag**
	Write 1 to clear the TEMP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
28:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	EM23WAKEUP	0	(R)W1	**Clear EM23WAKEUP Interrupt Flag**
	Write 1 to clear the EM23WAKEUP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	DCDCINBYPASS	0	(R)W1	**Clear DCDCINBYPASS Interrupt Flag**
	Write 1 to clear the DCDCINBYPASS interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
19	DCDCLNRUNNING	0	(R)W1	**Clear DCDCLNRUNNING Interrupt Flag**
	Write 1 to clear the DCDCLNRUNNING interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
18	DCDCLPRUNNING	0	(R)W1	**Clear DCDCLPRUNNING Interrupt Flag**
	Write 1 to clear the DCDCLPRUNNING interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
17	NFETOVERCURRENTLIMIT	0	(R)W1	**Clear NFETOVERCURRENTLIMIT Interrupt Flag**
	Write 1 to clear the NFETOVERCURRENTLIMIT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

Bit	Name	Reset	Access	Description
16	PFETOVERCUR-RENTLIMIT	0	(R)W1	**Clear PFETOVERCURRENTLIMIT Interrupt Flag** Write 1 to clear the PFETOVERCURRENTLIMIT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
15	VMONFVDDRISE	0	(R)W1	**Clear VMONFVDDRISE Interrupt Flag** Write 1 to clear the VMONFVDDRISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
14	VMONFVDDFALL	0	(R)W1	**Clear VMONFVDDFALL Interrupt Flag** Write 1 to clear the VMONFVDDFALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
13	VMONPAVDDRISE	0	(R)W1	**Clear VMONPAVDDRISE Interrupt Flag** Write 1 to clear the VMONPAVDDRISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
12	VMONPAVDDFALL	0	(R)W1	**Clear VMONPAVDDFALL Interrupt Flag** Write 1 to clear the VMONPAVDDFALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
11:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	VMONIO0RISE	0	(R)W1	**Clear VMONIO0RISE Interrupt Flag** Write 1 to clear the VMONIO0RISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
6	VMONIO0FALL	0	(R)W1	**Clear VMONIO0FALL Interrupt Flag** Write 1 to clear the VMONIO0FALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
5	VMONDVDDRISE	0	(R)W1	**Clear VMONDVDDRISE Interrupt Flag** Write 1 to clear the VMONDVDDRISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
4	VMONDVDDFALL	0	(R)W1	**Clear VMONDVDDFALL Interrupt Flag** Write 1 to clear the VMONDVDDFALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
3	VMONALTAVDD-RISE	0	(R)W1	**Clear VMONALTAVDDRISE Interrupt Flag** Write 1 to clear the VMONALTAVDDRISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
2	VMONALTAVDD-FALL	0	(R)W1	**Clear VMONALTAVDDFALL Interrupt Flag** Write 1 to clear the VMONALTAVDDFALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
1	VMONAVDDRISE	0	(R)W1	**Clear VMONAVDDRISE Interrupt Flag** Write 1 to clear the VMONAVDDRISE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
0	VMONAVDDFALL	0	(R)W1	**Clear VMONAVDDFALL Interrupt Flag** Write 1 to clear the VMONAVDDFALL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).

11.5.12 EMU_IEN - Interrupt Enable 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
Access	RW	RW	RW					RW				RW	RW	RW	RW	RW	RW	RW	RW	RW					RW	RW	RW	RW	RW	RW	RW	RW
Name	TEMPHIGH	TEMPLOW	TEMP					EM23WAKEUP				DCDCINBYPASS	DCDCLNRUNNING	DCDCLPRUNNING	NFETOVERCURRENTLIMIT	PFETOVERCURRENTLIMIT	VMONFVDDRISE	VMONFVDDFALL	VMONPAVDDRISE	VMONPAVDDFALL					VMONIO0RISE	VMONIO0FALL	VMONDVDDRISE	VMONDVDDFALL	VMONALTAVDDRISE	VMONALTAVDDFALL	VMONAVDDRISE	VMONAVDDFALL

Bit	Name	Reset	Access	Description
31	TEMPHIGH	0	RW	**TEMPHIGH Interrupt Enable**
	Enable/disable the TEMPHIGH interrupt			
30	TEMPLOW	0	RW	**TEMPLOW Interrupt Enable**
	Enable/disable the TEMPLOW interrupt			
29	TEMP	0	RW	**TEMP Interrupt Enable**
	Enable/disable the TEMP interrupt			
28:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	EM23WAKEUP	0	RW	**EM23WAKEUP Interrupt Enable**
	Enable/disable the EM23WAKEUP interrupt			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	DCDCINBYPASS	0	RW	**DCDCINBYPASS Interrupt Enable**
	Enable/disable the DCDCINBYPASS interrupt			
19	DCDCLNRUNNING	0	RW	**DCDCLNRUNNING Interrupt Enable**
	Enable/disable the DCDCLNRUNNING interrupt			
18	DCDCLPRUNNING	0	RW	**DCDCLPRUNNING Interrupt Enable**
	Enable/disable the DCDCLPRUNNING interrupt			
17	NFETOVERCUR-RENTLIMIT	0	RW	**NFETOVERCURRENTLIMIT Interrupt Enable**
	Enable/disable the NFETOVERCURRENTLIMIT interrupt			
16	PFETOVERCUR-RENTLIMIT	0	RW	**PFETOVERCURRENTLIMIT Interrupt Enable**
	Enable/disable the PFETOVERCURRENTLIMIT interrupt			
15	VMONFVDDRISE	0	RW	**VMONFVDDRISE Interrupt Enable**
	Enable/disable the VMONFVDDRISE interrupt			

Bit	Name	Reset	Access	Description
14	VMONFVDDFALL	0	RW	**VMONFVDDFALL Interrupt Enable**
	Enable/disable the VMONFVDDFALL interrupt			
13	VMONPAVDDRISE	0	RW	**VMONPAVDDRISE Interrupt Enable**
	Enable/disable the VMONPAVDDRISE interrupt			
12	VMONPAVDDFALL	0	RW	**VMONPAVDDFALL Interrupt Enable**
	Enable/disable the VMONPAVDDFALL interrupt			
11:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	VMONIO0RISE	0	RW	**VMONIO0RISE Interrupt Enable**
	Enable/disable the VMONIO0RISE interrupt			
6	VMONIO0FALL	0	RW	**VMONIO0FALL Interrupt Enable**
	Enable/disable the VMONIO0FALL interrupt			
5	VMONDVDDRISE	0	RW	**VMONDVDDRISE Interrupt Enable**
	Enable/disable the VMONDVDDRISE interrupt			
4	VMONDVDDFALL	0	RW	**VMONDVDDFALL Interrupt Enable**
	Enable/disable the VMONDVDDFALL interrupt			
3	VMONALTAVDD-RISE	0	RW	**VMONALTAVDDRISE Interrupt Enable**
	Enable/disable the VMONALTAVDDRISE interrupt			
2	VMONALTAVDD-FALL	0	RW	**VMONALTAVDDFALL Interrupt Enable**
	Enable/disable the VMONALTAVDDFALL interrupt			
1	VMONAVDDRISE	0	RW	**VMONAVDDRISE Interrupt Enable**
	Enable/disable the VMONAVDDRISE interrupt			
0	VMONAVDDFALL	0	RW	**VMONAVDDFALL Interrupt Enable**
	Enable/disable the VMONAVDDFALL interrupt			

11.5.13 EMU_PWRLOCK - Regulator and Supply Lock 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																	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 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RW	**Regulator and Supply Configuration Lock Key**

Write any other value than the unlock code to lock all regulator control registers, from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled. Registers that are locked: PWRCFG, PWRCTRL and DCDC* registers.

Mode	Value	Description
Read Operation		
UNLOCKED	0	EMU Regulator registers are unlocked
LOCKED	1	EMU Regulator registers are locked
Write Operation		
LOCK	0	Lock EMU Regulator registers
UNLOCK	0xADE8	Unlock EMU Regulator registers

11.5.14 EMU_PWRCFG - Power 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	6	5	4	3	2	1	0
Reset																													0x0		
Access																													RW		
Name																													PWRCFG		

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	PWRCFG	0x0	RW	**Power Configuration**

Update this to match the external power configuration. This field can only be written once from its default value. The PWRCTRL register is locked until PWRCFG is configured.

Value	Mode	Description
0	STARTUP	Power up configuration. Works with any external configuration.
2	DCDCTODVDD	Configured: DCDC control logic is enabled.

11.5.15 EMU_PWRCTRL - Power Control 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																											0					
Access																											RW					
Name																											ANASW					

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	ANASW	0	RW	**Analog Switch Selection**

Determines the power supply routed to the analog supply (VDDX_ANA) used by the analog peripherals (e.g., ULFRCO, LFRCO, LFXO, HFRCO, AUXHFRCO, VMON, IDAC, and ADC). Field can only be modified when PWRCFG == DCDCTODVDD. Reset with POR, Hard Pin Reset, or BOD Reset.

Value	Mode	Description
0	AVDD	Select AVDD as the analog power supply
1	DVDD	Select DVDD as the analog power supply

4:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.16 EMU_DCDCCTRL - DCDC Control

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																											1	1			0x0	
Access																											RW	RW			RW	
Name																											DCDCMODEEM4	DCDCMODEEM23			DCDCMODE	

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	DCDCMODEEM4	1	RW	**DCDC Mode EM4H**

Determines the DCDC mode in EM4H. This bit is ignored if DCDCMODE=Bypass. When the DCDCMODE field is set to OFF, this bit must be cleared so that the DCDC remains off. Reset with POR, Hard Pin Reset, or BOD Reset.

Value	Mode	Description
0	EM4SW	DCDC mode is according to DCDCMODE field.
1	EM4LOWPOWER	DCDC mode is low power.

Bit	Name	Reset	Access	Description
4	DCDCMODEEM23	1	RW	**DCDC Mode EM23**

Determines the DCDC mode in EM2 and EM3. This bit is ignored if DCDCMODE=Bypass. When the DCDCMODE field is set to OFF, this bit must be cleared so that the DCDC remains off. Reset with POR, Hard Pin Reset, or BOD Reset.

Value	Mode	Description
0	EM23SW	DCDC mode is according to DCDCMODE field.
1	EM23LOWPOWER	DCDC mode is low power.

Bit	Name	Reset	Access	Description
3:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	DCDCMODE	0x0	RW	**Regulator Mode**

Determines the operating mode of the DCDC regulator. When the DCDCMODE is set to OFF, DCDCMODEEM23 and DCDCMODEEM4 must be cleared. Reset with POR, Hard Pin Reset, or BOD Reset.

Value	Mode	Description
0	BYPASS	DCDC regulator is operating in bypass mode. Prior to configuring DCDCMODE=BYPASS, software must set EMU_DCDCCLIMCTRL.BYPLIMEN=1 to prevent excessive current between VREGVDD and DVDD supplies.
1	LOWNOISE	DCDC regulator is operating in low noise mode.
2	LOWPOWER	DCDC regulator is operating in low power mode.
3	OFF	DCDC regulator is off and the bypass switch is off. Note: DVDD must be supplied externally

11.5.17 EMU_DCDCMISCCTRL - DCDC Miscellaneous Control 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			0x3			0x3				0x3			0x0				0x7				0x7											0
Access			RW			RW				RW			RW				RW				RW											RW
Name			LPCMPBIAS			LNCLIMILIMSEL				LPCLIMILIMSEL			BYPLIMSEL				NFETCNT				PFETCNT											LNFORCECCM

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:28	LPCMPBIAS	0x3	RW	**LP Mode Comparator Bias Selection**
	LP mode comparator bias selection. Reset with POR, Hard Pin Reset, or BOD Reset.			

Value	Mode	Description
0	BIAS0	Maximum load current less than 75uA.
1	BIAS1	Maximum load current less than 500uA.
2	BIAS2	Maximum load current less than 2.5mA.
3	BIAS3	Maximum load current less than 10mA.

27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	LNCLIMILIMSEL	0x3	RW	**Current Limit Level Selection for Current Limiter in LN Mode**
	High-side current limiter's current limit level selection in low noise mode. The recommended setting is calculated by LNCLIMILIMSEL=(I_MAX+40mA)*1.5/(5mA*(PFETCNT+1))-1, where I_MAX is the maximum average current allowed to the load, and 40mA represents the current ripple with some margin, and the factor of 1.5 accounts for detecting error and other variations. For strong (i.e., low internal impedance) battery, it is recommended to have I_MAX=200mA. I_MAX should never be set higher than 200mA to avoid reliability issues. Reset with POR, Hard Pin Reset, or BOD reset.			
23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	LPCLIMILIMSEL	0x3	RW	**Current Limit Level Selection for Current Limiter in LP Mode**
	Sets high-side current limit in low power mode, with maxixum current equal to 40 mA*(1+LPCLIMILIMSEL). Recommend setting LPCLIMILIMSEL=1, corresponding to a maximum current of 80 mA for optimal efficiency and to support up to 10 mA loads when LPCMPBIASEM234H=0x3. Reset with POR, Hard Pin Reset, or BOD reset.			
19:16	BYPLIMSEL	0x0	RW	**Current Limit in Bypass Mode**
	Set current limit in bypass mode when BYPLIMEN equals one. The limit is from 20mA to 320mA, with 20mA/step. Reset with POR, Hard Pin Reset, or BOD Reset.			
15:12	NFETCNT	0x7	RW	**NFET Switch Number Selection**
	NFET power switch count number. The selected number of switches are NFETCNT+1. This value applies to both LN and LP mode. Because of this, when transitioning from LN to LP mode, software may need to update the NFETCNT setting desired for LP mode while still in LN mode. This may cause a very momentary efficiency hit. Reset with POR, Hard Pin Reset, or BOD Reset.			

Bit	Name	Reset	Access	Description
11:8	PFETCNT	0x7	RW	**PFET Switch Number Selection** PFET power switch count number. The selected number of switches are PFETCNT+1. This value applies to both LN and LP mode. Because of this, when transitioning from LN to LP mode, software may need to update the PFETCNT setting desired for LP mode while still in LN mode. This may cause a very momentary efficiency hit. Reset with POR, Hard Pin Reset, or BOD Reset.
7:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	LNFORCECCM	0	RW	**Force DCDC Into CCM Mode in Low Noise Operation** When this bit is set to 0 in low noise mode, the zero detector is configured as zero-crossing detector and the DCDC will be in forced CCM mode. The threshold set by ZDETILIMSEL will be ignored. When this bit is set to 1 in low noise mode, the zero detector is configured as reverse-current limiter and the DCDC will be in DCM mode. The reverse current limit level is set by ZDETILIMSEL. In low power mode, the zero detector is always configured as zero-crossing detector. Reset with POR, Hard Pin Reset, or BOD reset.

11.5.18 EMU_DCDCZDETCTRL - DCDC Power Train NFET Zero Current Detector Control 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset																							0x1			0x3						
Access																							RW			RW						
Name																							ZDETBLANKDLY			ZDETILIMSEL						

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	ZDETBLANKDLY	0x1	RW	**Reserved for internal use. Do not change.** Reserved for internal use. Do not change.
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	ZDETILIMSEL	0x3	RW	**Reverse Current Limit Level Selection for Zero Detector** Zero detector is reconfigured as low-side reverse current limiter when LNFORCECCM=1 in LN mode. The configuration of this register is calculated by the allowed average reverse current I_RMAX through the equation: ZDETILIMSEL=(I_RMAX +40mA)*1.5/(2.5mA*(NFETCNT+1)), where 40mA represents the current ripple with some margin, and the factor of 1.5 accounts for detecting error and other variations. When the battery can tolerate large reverse current, it is recommended to have I_RMAX=160mA to maximize ZDETILIMSEL to 7 with NFETCNT=15. Note that when LNFORCECCM=1 but ZDETILIMSEL=0, the DCDC's behavior will be very similar to when LNFORCECCM=0 - that is, the DCDC will be in DCM mode. When LNFORCECCM=0, the zero detector will only detect zero-crossings (reverse-current limit=0 mA) and this register is ignored. Reset with POR, Hard Pin Reset, or BOD reset.
3:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.19 EMU_DCDCCLIMCTRL - DCDC Power Train PFET Current Limiter Control 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																			1				0x1									
Access																			RW				RW									
Name																			BYPLIMEN				CLIMBLANKDLY									

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13	BYPLIMEN	1	RW	**Bypass Current Limit Enable**
	Bypass current limit enable. Setting this bit limits maximum current drawn from DCDC input supply while DCDC is in BYPASS mode. Note that the device will see an additional ~10 µA of current draw when BYPLIMEN=1 and Bypass Mode is enabled. To prevent this excess current, applications should disable the Bypass Current Limit (BYPLIMEN=0) once the DVDD voltage has reached the main supply voltage in Bypass Mode. Reset with POR, Hard Pin Reset, or BOD Reset.			
12:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	CLIMBLANKDLY	0x1	RW	**Reserved for internal use. Do not change.**
	Reserved for internal use. Do not change.			
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.20 EMU_DCDCLNCOMPCTRL - DCDC Low Noise Compensator Control 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	0x5					0x7					0x2						0x4							0x07						0x7		
Access	RW					RW					RW						RW							RW						RW		
Name	COMPENC3					COMPENC2					COMPENC1						COMPENR3							COMPENR2						COMPENR1		

Bit	Name	Reset	Access	Description
31:28	COMPENC3	0x5	RW	**Low Noise Mode Compensator C3 Trim Value**
	LN mode compensator C3 trim, 0.5pF-8pF in 0.5pF steps. Reset with POR, Hard Pin Reset, or BOD Reset.			
27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	COMPENC2	0x7	RW	**Low Noise Mode Compensator C2 Trim Value**
	LN mode compensator C2 trim, 1pF-8pF in 1pF steps. Reset with POR, Hard Pin Reset, or BOD Reset.			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	COMPENC1	0x2	RW	**Low Noise Mode Compensator C1 Trim Value**
	LN mode compensator C1 trim, 0.15pF-0.60pF in 0.15pF step. Reset with POR, Hard Pin Reset, or BOD Reset.			
19:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	COMPENR3	0x4	RW	**Low Noise Mode Compensator R3 Trim Value**
	LN mode compensator r3 trim, 5-80KOhm in 5Khom steps. Reset with POR, Hard Pin Reset, or BOD Reset.			
11:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:4	COMPENR2	0x07	RW	**Low Noise Mode Compensator R2 Trim Value**
	LN mode compensator r2 trim, 50-1600KOhm, in 50KOhm steps. Reset with POR, Hard Pin Reset, or BOD Reset.			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	COMPENR1	0x7	RW	**Low Noise Mode Compensator R1 Trim Value**
	LN mode compensator r1 trim, 500-1200kOhm, in 100KOhm steps. Reset with POR, Hard Pin Reset, or BOD Reset.			

11.5.21 EMU_DCDCLNVCTRL - DCDC Low Noise Voltage 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																					0x71										0	
Access																					RWH										RW	
Name																					LNVREF										LNATT	

Bit	Name	Reset	Access	Description
31:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:8	LNVREF	0x71	RWH	**Low Noise Mode VREF Trim**
	Low noise mode Vref trim. LNATT and LNVREF set the output of the DCDC to 3*(1+LNATT)*(235.48+3.226*LNVREF). Customers should use the emlib functions for configuring this field. Reset with POR, Hard Pin Reset, or BOD Reset.			
7:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	LNATT	0	RW	**Low Noise Mode Feedback Attenuation**
	Low noise mode feedback attenuation. Customers should use the emlib functions for configuring this field. Reset with POR, Hard Pin Reset, or BOD Reset.			

Value	Mode	Description
0	DIV3	Feedback Ratio is 1/3
1	DIV6	Feedback Ratio is 1/6

0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.22 EMU_DCDCTIMING - DCDC Controller Timing Value 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		0x0			0xFF											0x1F					1				0xFF							
Access		RW			RW											RW					RW				RW							
Name		DUTYSCALE			BYPWAIT											LNWAIT					COMPENPRCHGEN				LPINITWAIT							

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30:29	DUTYSCALE	0x0	RW	**Select Bias Duty Cycle Clock** Select between undivided, divided by 2, divided by 4 or divided by 8 versions of control signals from the bias block(typically 4KHz but changes with temp).
28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:20	BYPWAIT	0xFF	RW	**Bypass Mode Transition From Low Power or Low Noise Modes Wait Wait** Bypass initialization wait. Add 1 to the value. Should be programmed to 119 to ensure at least 10us. Wait time = (BYPWAIT +1)*(100ns +/- 20%) ns. Reset with POR, Hard Pin Reset, or BOD Reset.
19:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16:12	LNWAIT	0x1F	RW	**Low Noise Controller Initialization Wait Time** Low noise controller Initialization wait time. Add 1 to the value. Should be programmed to 11 to ensure a minimum of 1us. Wait time = (LNWAIT+1)*(100ns +/- 20%) ns. Reset with POR, Hard Pin Reset, or BOD Reset
11	COMPENPRCHGEN	1	RW	**LN Mode Precharge Enable** Reserved for internal use. Do not change.
10:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	LPINITWAIT	0xFF	RW	**Low Power Initialization Wait Time** Low power initialization wait time. Add 1 to the value. Should be programmed to 119 to ensure at least 10us. Wait time = (LPINITWAIT+1)*(100ns +/- 20%) ns. Reset with POR, Hard Pin Reset, or BOD Reset

11.5.23 EMU_DCDCLPVCTRL - DCDC Low Power Voltage 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																											0xB4				0
Access																											RW				RW
Name																											LPVREF				LPATT

Bit	Name	Reset	Access	Description
31:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:1	LPVREF	0xB4	RW	**LP Mode Reference Selection for EM23 and EM4H**
		Select Vref level. Maximum available code is 8'b11100111. LPATT and LPVREFSEL set the output of the DCDC to 4*(1+LPATT)*(30+LPVREF)*2.2mV. Customers should use the emlib functions for configuring this field. Reset with POR, Hard Pin Reset, or BOD Reset.		
0	LPATT	0	RW	**Low Power Feedback Attenuation**
		Low power feedback attenuation select. Customers should use the emlib functions for configuring this field. Reset with POR, Hard Pin Reset, or BOD Reset.		

Value	Mode	Description
0	DIV4	Feedback Ratio is 1/4
1	DIV8	Feedback Ratio is 1/8

11.5.24 EMU_DCDCLPCTRL - DCDC Low Power Control 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						0x0		0									0x7															
Access						RW		RW									RW															
Name						LPBLANK		LPVREFDUTYEN									LPCMPHYSSEL															

Bit	Name	Reset	Access	Description
31:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:25	LPBLANK	0x0	RW	**Reserved for internal use. Do not change.**
	Reserved for internal use. Do not change.			
24	LPVREFDUTYEN	0	RW	**LP Mode Duty Cycling Enable**
	Allow duty cycling of the bias. This is to minimize DC bias. Reset with POR, Hard Pin Reset, or BOD Reset.			
23:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	LPCMPHYSSEL	0x7	RW	**LP Mode Hysteresis Selection**
	User-programmable hysteresis level for the low power comparator. Hysteresis voltage at the output is 4*(1+LPATT)*LPCMPHYSSEL*3.13mv. Customers should use the emlib functions for configuring this field. Reset with POR, Hard Pin Reset, or BOD Reset.			
11:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.25 EMU_DCDCLNFREQCTRL - DCDC Low Noise Controller Frequency Control

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				0x10																											0x0	
Access				RW																											RW	
Name				RCOTRIM																											RCOBAND	

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28:24	RCOTRIM	0x10	RW	**Reserved for internal use. Do not change.**
	Reserved for internal use. Do not change.			
23:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	RCOBAND	0x0	RW	**LN Mode RCO Frequency Band Selection**
	Low noise mode RCO frequency selection. 0~7: 3~8.95MHz, approximately 0.85MHz/step when the radio is disabled. 3~10MHz, 1MHz/step when the radio is enabled to match the clock frequency from the radio. Reset with POR, Hard Pin Reset, or BOD Reset.			

11.5.26 EMU_DCDCSYNC - DCDC Read Status 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																																0
Access																																R
Name																																DCDCCTRLBUSY

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	DCDCCTRLBUSY	0	R	**DCDC CTRL Register Transfer Busy**
	Indicates the status of the DCDCCTRL transfer to the EMU OSC clock domain. Software cannot re-write the DCDCCTRL register until this signal goes low.			

11.5.27 EMU_VMONAVDDCTRL - VMON AVDD Channel Control

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									0x0				0x0				0x0				0x0								0	0		0
Access									RW				RW				RW				RW								RW	RW		RW
Name									RISETHRESCOARSE				RISETHRESFINE				FALLTHRESCOARSE				FALLTHRESFINE								FALLWU	RISEWU		EN

Bit	Name	Reset	Access	Description
31:24	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
23:20	RISETHRES-COARSE	0x0	RW	**Rising Threshold Coarse Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
19:16	RISETHRESFINE	0x0	RW	**Rising Threshold Fine Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
15:12	FALLTHRES-COARSE	0x0	RW	**Falling Threshold Coarse Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
11:8	FALLTHRESFINE	0x0	RW	**Falling Threshold Fine Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	FALLWU	0	RW	**Fall Wakeup**
	When set, a wakeup from EM4H will take place upon a falling edge. Reset with SYSEXTENDEDRESETn.			
2	RISEWU	0	RW	**Rise Wakeup**
	When set, a wakeup from EM4H will take place upon a rising edge. Reset with SYSEXTENDEDRESETn.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Enable**
	Set this bit to enable the AVDD VMON. Reset with SYSEXTENDEDRESETn.			

11.5.28 EMU_VMONALTAVDDCTRL - Alternate VMON AVDD Channel Control

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																	0x0				0x0								0	0		0
Access																	RW				RW								RW	RW		RW
Name																	THRESCOARSE				THRESFINE								FALLWU	RISEWU		EN

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	THRESCOARSE	0x0	RW	**Threshold Coarse Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
11:8	THRESFINE	0x0	RW	**Threshold Fine Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	FALLWU	0	RW	**Fall Wakeup**
	When set, a wakeup from EM4H will take place upon a falling edge. Reset with SYSEXTENDEDRESETn.			
2	RISEWU	0	RW	**Rise Wakeup**
	When set, a wakeup from EM4H will take place upon a rising edge. Reset with SYSEXTENDEDRESETn.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Enable**
	Set this bit to enable the ALTAVDD VMON. Reset with SYSEXTENDEDRESETn.			

11.5.29 EMU_VMONDVDDCTRL - VMON DVDD Channel Control

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	5	4	3	2	1	0
Reset																	0x0				0x0								0	0		0
Access																	RW				RW								RW	RW		RW
Name																	THRESCOARSE				THRESFINE								FALLWU	RISEWU		EN

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	THRESCOARSE	0x0	RW	**Threshold Coarse Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
11:8	THRESFINE	0x0	RW	**Threshold Fine Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	FALLWU	0	RW	**Fall Wakeup**
	When set, a wakeup from EM4H will take place upon a falling edge. Reset with SYSEXTENDEDRESETn.			
2	RISEWU	0	RW	**Rise Wakeup**
	When set, a wakeup from EM4H will take place upon a rising edge. Reset with SYSEXTENDEDRESETn.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Enable**
	Set this bit to enable the DVDD VMON. Reset with SYSEXTENDEDRESETn.			

11.5.30 EMU_VMONIO0CTRL - VMON IOVDD0 Channel Control

Offset	Bit Position																													
0x09C	31	30	29	28	27	26	25	24	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							0	0	0		0
Access																	RW				RW							RW	RW	RW		RW
Name																	THRESCOARSE				THRESFINE							RETDIS	FALLWU	RISEWU		EN

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	THRESCOARSE	0x0	RW	**Threshold Coarse Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
11:8	THRESFINE	0x0	RW	**Threshold Fine Adjust**
	Check VMON section for programming the threshold value. Reset with SYSEXTENDEDRESETn.			
7:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	RETDIS	0	RW	**EM4 IO0 Retention Disable**
	When set, the IO0 Retention will be disabled when this IO0 voltage drops below the threshold set. Reset with SYSEXTENDEDRESETn.			
3	FALLWU	0	RW	**Fall Wakeup**
	When set, a wakeup from EM4H will take place upon a falling edge. Reset with SYSEXTENDEDRESETn.			
2	RISEWU	0	RW	**Rise Wakeup**
	When set, a wakeup from EM4H will take place upon a rising edge. Reset with SYSEXTENDEDRESETn.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Enable**
	Set this bit to enable the IO0 VMON. Reset with SYSEXTENDEDRESETn.			

11.5.31 EMU_VMONPAVDDCTRL - VMON PAVDD Channel Control

Offset	Bit Position																													
0x0A8	31	30	29	28	27	26	25	24	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								0	0		0
Access																	RW				RW								RW	RW		RW
Name																	THRESCOARSE				THRESFINE								FALLWU	RISEWU		EN

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	THRESCOARSE	0x0	RW	**Threshold Coarse Adjust**
	Check VMON section for programming the threshold value.			
11:8	THRESFINE	0x0	RW	**Threshold Fine Adjust**
	Check VMON section for programming the threshold value.			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	FALLWU	0	RW	**Fall Wakeup**
	When set, a wakeup from EM4H will take place upon a falling edge.			
2	RISEWU	0	RW	**Rise Wakeup**
	When set, a wakeup from EM4H will take place upon a rising edge.			
1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Enable**
	Set this bit to enable the PAVDD VMON.			

11.5.32 EMU_BIASCONF - Configurations Related to the Bias

Offset	Bit Position																													
0x164	31	30	29	28	27	26	25	24	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	1	1	1	1	0		
Access																									RW	RW	RW	RW	RW	RW		
Name																									LPEM23	NADUTYEM23	UADUTYEM23	GMCEM23	LPEM01	NADUTYEM01		

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	LPEM23	1	RW	**LP in EM234**
	BGR when enabled is in low power mode			
6	NADUTYEM23	1	RW	**NA DUTY in EM234**
	NA currents are in duty cycled mode			
5	UADUTYEM23	1	RW	**UADUTY in EM234**
	UA currents are in duty cycled mode			
4	GMCEM23	1	RW	**GMC in EM234**
	Determines source for bias in EM234			
3	LPEM01	1	RW	**LP in EM01**
	BGR when enabled is in low power mode			
2	NADUTYEM01	0	RW	**NA DUTY in EM01**
	NA currents are in duty cycled mode			
1:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

11.5.33 EMU_TESTLOCK - Test Lock Register

Offset	Bit Position																													
0x190	31	30	29	28	27	26	25	24	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 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RW	**Configuration Lock Key**

Write any other value than the unlock code to lock all TEST (SCANCTRL, TESTCTRL) registers from editing. Write the unlock code to unlock. When reading the register, bit 0 is set when the lock is enabled. Reset value is unlocked. Feature Write should lock it

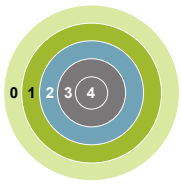
Mode	Value	Description
Read Operation		
UNLOCKED	0	Test registers are unlocked
LOCKED	1	Test registers are locked
Write Operation		
LOCK	0	Lock Test registers
UNLOCK	0xADE8	Unlock Test registers

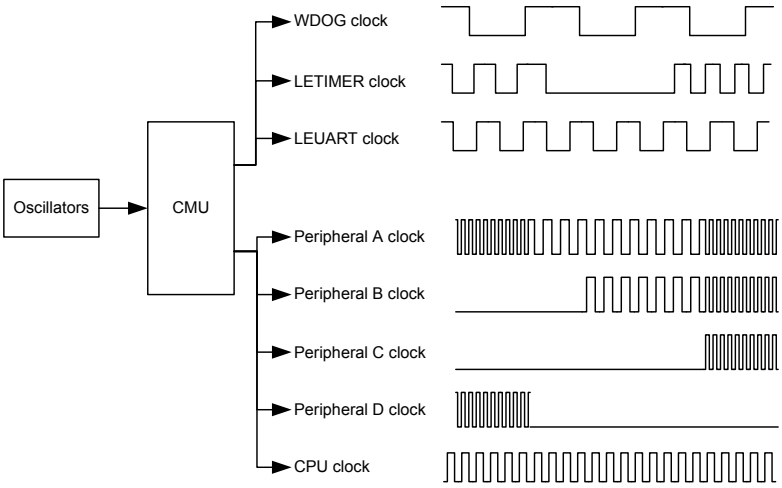
11.5.34 EMU_BIASTESTCTRL - Test Control Register for Regulator and BIAS

Offset	Bit Position																															
0x19C	31	30	29	28	27	26	25	24	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																													BIAS_RIP_RESET			

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	BIAS_RIP_RESET	0	RW	**Reset Bias Ripple Counter** Use to get control of bias calibration periods. While reset, neither refresh or calib is performed. Use with care. If only a reset of the ripple counter is desired, set high, then set low.
2:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12. CMU - Clock Management Unit





Quick Facts

What?

The CMU controls oscillators and clocks. EFR32xG1 Wireless Gecko supports 6 different oscillators with minimized power consumption and short start-up time. The CMU has HW support for calibration of RC oscillators.

Why?

Oscillators and clocks contribute significantly to the power consumption of an MCU. Low power oscillators combined with a flexible clock control scheme make it 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 DeepSleep, EM3 Stop, and EM4 Hibernate/Shutoff) very efficient. The calibration feature ensures high accuracy RC oscillators. Several interrupts are available to avoid CPU polling of flags.

12.1 Introduction

The Clock Management Unit (CMU) is responsible for controlling the oscillators and clocks in the EFR32xG1 Wireless Gecko. 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 do not need to be active.

12.2 Features

- Multiple clock sources available:
  - 38 MHz - 40 MHz High Frequency Crystal Oscillator (HFXO)
  - 1 MHz - 38 MHz High Frequency RC Oscillator (HFRCO)
  - 1 MHz - 38 MHz Auxiliary High Frequency RC Oscillator (AUXHFRCO)
  - 32768 Hz Low Frequency Crystal Oscillator (LFXO)
  - 32768 Hz Low Frequency RC Oscillator (LFRCO)
  - 1000 Hz Ultra Low Frequency RC Oscillator (ULFRCO)
- All oscillator sources are low power.
- Fast start-up times.
- Separate prescalers for High Frequency Core Clocks (HFCORECLK), Radio Clocks (HFRADIOCLK), and Peripheral Clocks (HFPERCLK).
- Individual clock prescaler selection for each Low Energy Peripheral.
- Clock gating on an individual basis to core modules and all peripherals.
- Selectable clock output to external pins and/or PRS.
- Wakeup interrupt for LFRCO or LFXO ready allows entry into EM2 DeepSleep while waiting for low-frequency oscillator startup. This avoids the need for software polling and saves power during oscillator startup.
- Auxiliary 1 MHz - 38 MHz RC oscillator (AUXHFRCO), which is asynchronous to the HFSRCCLK system clock, can be selected for ADC operation and debug trace.

12.3 Functional Description

An overview of the high frequency portion of the CMU is shown in Figure 12.1 CMU Overview - High Frequency Portion on page 265. An overview of the low frequency portion is shown in Figure 12.2 CMU Overview - Low Frequency Portion on page 266. These figures show the CMU for the largest device in the EFR32 family. Refer to the Configuration Summary in the device data sheet to see which core, radio, and peripheral modules, and therefore clock connections, are present in a specific device.

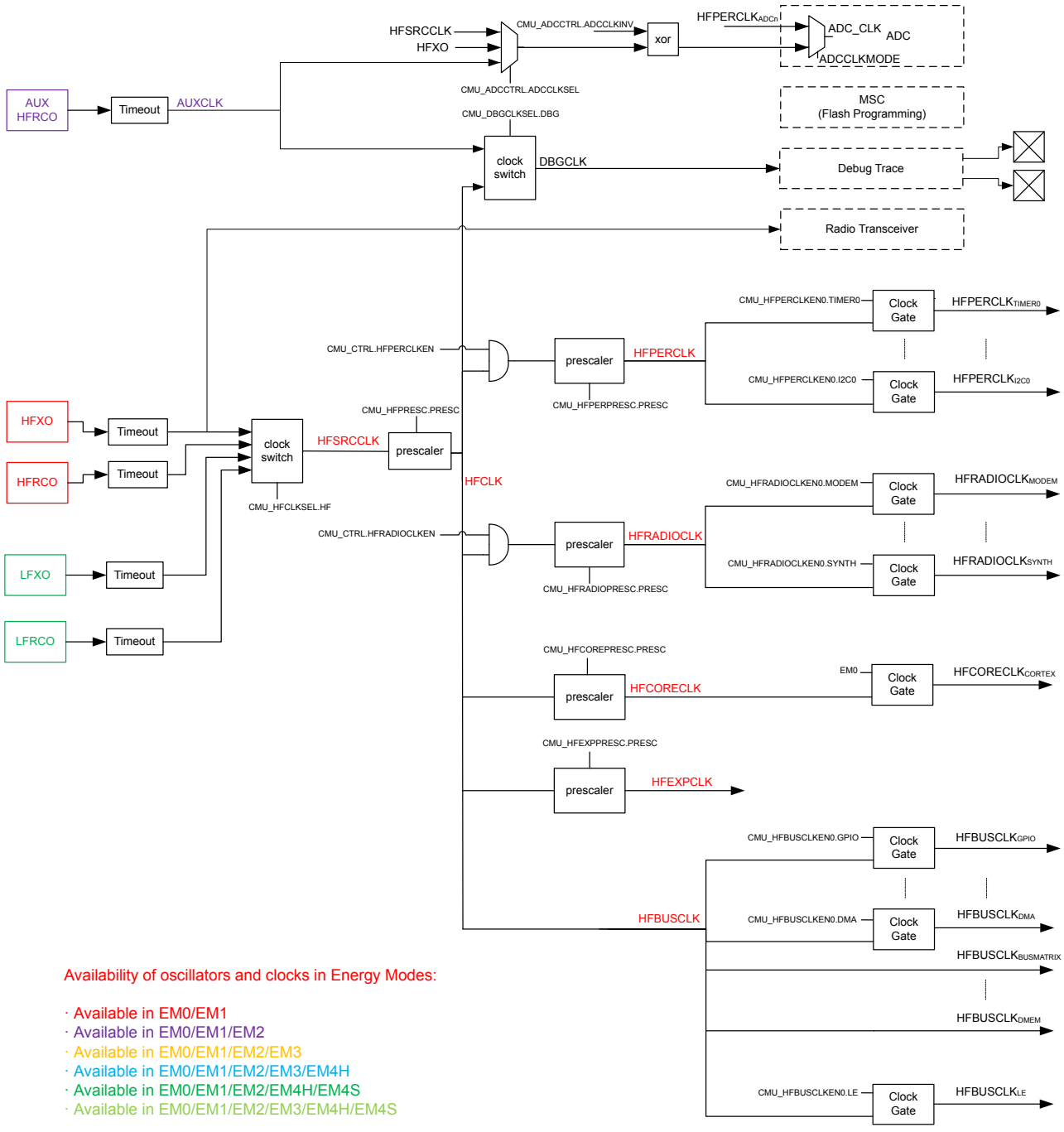


Figure 12.1. CMU Overview - High Frequency Portion

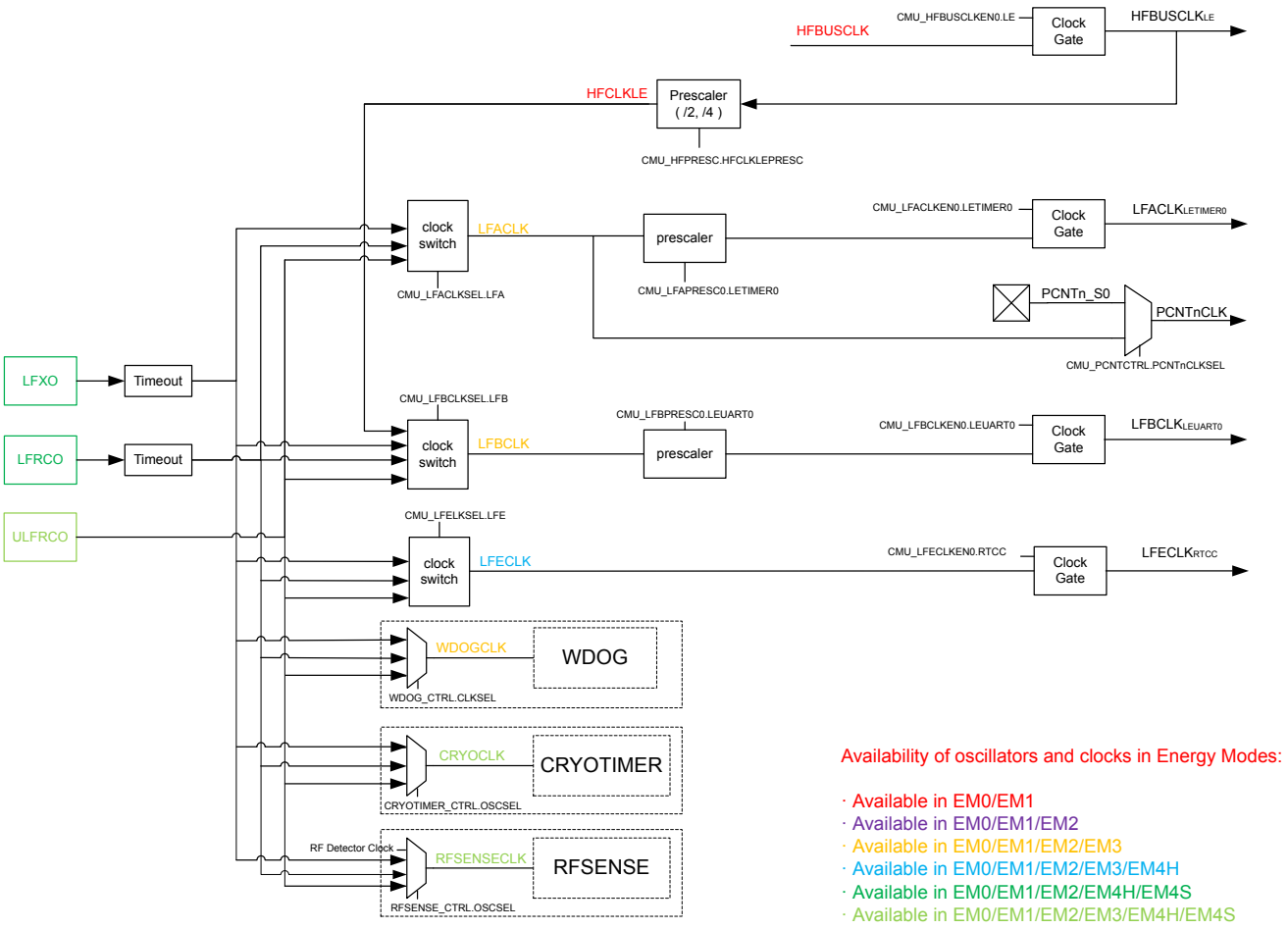


Figure 12.2. CMU Overview - Low Frequency Portion

12.3.1 System Clocks

Available system clock sources are detailed in the following sections.

12.3.1.1 HFCLK - High Frequency Clock

HFSRCCLK is the selected High Frequency Source Clock. HFCLK is an optionally prescaled version of HFSRCCLK. The HFSRCCLK, and therefore HFCLK, can be driven by a high-frequency oscillator, such as 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 clock source, write to the HF bitfield in CMU_HFCLKSEL. The high frequency clock source can also be changed automatically by hardware as explained in 12.3.2.4.1 Automatic HFXO Start. The currently selected source for HFSRCCLK and HFCLK can be read from CMU_HFCLKSTATUS. The HFSRCCLK is running in EM0 Active and EM1 Sleep and is automatically stopped in EM2 DeepSleep.

Note: If a low frequency clock (i.e. LFRCO or LFXO) is selected as source clock for HFSRCCLK via the HF bitfield in CMU_HFCLKSEL, then no register reads should be performed from Low Energy Peripherals for registers which can change value every clock cycle (e.g., a counter register). In addition to the peripherals on LFACLK, LFBCLK and LFECLK, this restriction applies in general to any low frequency peripheral, which is not directly or indirectly clocked from HFSRCCLK (e.g., WDOGn).

HFCLK can optionally be prescaled by setting PRESC in CMU_HFPRESC to a non-zero value. This prescales HFCLK to all high frequency components and is typically used to save energy in applications where the system is not required to run at the highest frequency. The prescaler setting can be changed dynamically and the new setting takes effect immediately. HFCLK is used by the CMU and drives the prescalers that generate HFCORECLK, HFRADIOCLK and HFPERCLK allowing for flexible clock prescaling. The HFBUSCLK, used in for example the bus and memory system, is equal to HFCLK.

The HFXO clock is fed directly to the Radio Transceiver. The clock received by the Radio Transceiver is therefore not affected by the selected clock source for HFSRCCLK nor by any clock prescaler.

12.3.1.2 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., the cache). The prescale factor for prescaling HFCLK into HFCORECLK is set using the CMU_HFCOREPRESC register. The setting can be changed dynamically and the new setting takes effect immediately.

Note: If HFPERCLK or HFRADIOCLK runs faster than HFCORECLK, the number of clock cycles for each bus-access to (radio) peripheral modules will increase with the ratio between the clocks. Refer to 4.2.5 Bus Matrix for more details.

12.3.1.3 HFBUSCLK - High Frequency Bus Clock

HFBUSCLK is equal to HFCLK. This clock drives the Bus and Memory System. HFBUSCLK is also used to drive the bus interface to the Low Energy Peripherals as described further in 12.3.1.7 LFACLK - Low Frequency a Clock, 12.3.1.8 LFBCLK - Low Frequency B Clock and 12.3.1.9 LFECLK - Low Frequency E Clock. 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_HFBUSCLKEN0. The frequency of HFBUSCLK is equal to the frequency of HFCLK and can therefore only be prescaled by using the PRESC bitfield in CMU_HFPRESC.

12.3.1.4 HFPERCLK - High Frequency Peripheral Clock

Like HFCORECLK, HFPERCLK is 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 individually when not in use. This is done by clearing the clock enable bit for the specific peripheral in CMU_HFPERCLKEN0. All high frequency peripheral clocks can be universally and simultaneously gated by clearing the HFPERCLKEN bit in the CMU_CTRL register. The prescale factor for prescaling HFCLK into HFPERCLK is set using the CMU_HFPERPRESC register. The setting can be changed dynamically and the new setting takes effect immediately.

Note: 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. For example, if a bus-access normally takes three cycles, it will take 9 cycles of HFCORECLK if HFPERCLK runs three times as fast as HFCORECLK.

12.3.1.5 HFRADIOCLK - High Frequency Radio Clock

HFRADIOCLK is a prescaled version of HFCLK which drives the High-Frequency Radio Peripherals. All the radio 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_HFRADIOCLKEN0. The radio peripherals can also be gated simultaneously by clearing the HFRADIOCLKEN bit in the CMU_CTRL register. The prescale factor for prescaling HFCLK into HFRADIOCLK is set using the CMU_HFRADIOPRESC register. The setting can be changed dynamically and the new setting takes effect immediately.

Note: If HFRADIOCLK runs faster than HFCORECLK, the number of clock cycles for each bus-access to radio 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 HFRADIOCLK runs three times as fast as the HFCORECLK.

12.3.1.6 ADCnCLK - ADC Core Clock

ADCnCLK is a selectable core clock for ADCn. There are three selectable sources for ADCnCLK: HFSRCCLK, HFXO and AUXHFRCO. In addition, the ADCnCLK can be disabled, which is the default setting. The selection is configured using the ADCnCLKSEL field in CMU_ADCCTRL. The ADCnCLKINV bit in CMU_ADCCTRL can be used to invert ADCnCLK. The ADCnCLKDIV bitfield in CMU_ADCCTRL can be used to prescale ADCnCLK. The bus interface of ADCn is clocked with HFBUSCLK.

12.3.1.7 LFACLK - Low Frequency a Clock

LFACLK is the selected clock for the Low Energy A Peripherals. There are several selectable sources for LFACLK: LFRCO, LFXO and ULFRCO. In addition, the LFACLK can be disabled, which is the default setting. The selection is configured using the LFA field in CMU_LFACLKSEL.

The bus interface to the Low Energy A Peripherals is clocked by $HFBUSCLK_{LE}$ and this clock therefore needs to be enabled when programming a Low Energy (LE) peripheral.

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.

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.

12.3.1.8 LFBCLK - Low Frequency B Clock

LFBCLK is the selected clock for the Low Energy B Peripherals. There are several selectable sources for LFBCLK: LFRCO, LFXO, HFCLKLE and ULFRCO. In addition, the LFBCLK can be disabled, which is the default setting. The selection is configured using the LFB field in CMU_LFBCLKSEL. The HFCLKLE setting allows the Low Energy B Peripherals to be used as high-frequency peripherals.

The bus interface to the Low Energy B Peripherals is clocked by $HFBUSCLK_{LE}$ and this clock therefore needs to be enabled when programming a LE peripheral.

Note: If HFCLKLE is selected as LFBCLK, the clock will stop in EM2 DeepSleep and EM3 Stop.

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.

12.3.1.9 LFECLK - Low Frequency E Clock

LFECLK is the selected clock for the Low Energy E Peripherals. There are several selectable sources for LFECLK: LFRCO, LFXO and ULFRCO. In addition, the LFECLK can be disabled, which is the default setting. The selection is configured using the LFE field in CMU_LFECLKSEL.

The bus interface to the Low Energy E Peripherals is clocked by $HFBUSCLK_{LE}$ and this clock therefore needs to be enabled when programming a LE peripheral.

Note: LFECLK is in a different power domain than LFACLK and LFBCLK, which makes it available all the way down to EM4 Hibernate.

Each Low Energy Peripheral that is clocked by LFECLK has its own prescaler setting and enable bit. The prescaler settings are configured using CMU_LFEPRESC0 and the clock enable bits can be found in CMU_LFECLKEN0.

12.3.1.10 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.

12.3.1.11 WDOGnCLK - Watchdog Timer Clock

The Watchdog Timer (WDOGn) can be configured to use one of many different clock sources. Refer to CLKSEL field in WDOGn_CTRL for a complete list.

12.3.1.12 CRYOCLK - CRYOTIMER Clock

The CRYOTIMER clock can be configured to use one of many different clock sources. Refer to OSCSEL field in CRYOTIMER_CTRL for a complete list. The CRYOTIMER can also run in EM4 Hibernate/Shutoff provided that its selected clock is kept enabled as configured in EMU_EM4CTRL.

12.3.1.13 RFSENSECLK - RFSENSE Clock

The RFSENSE clock can be configured to use one of four different clock sources: LFRCO, LFXO, ULFRCO or the RF Detector Clock. The RFSENSE module can also run in EM4 Hibernate/Shutoff provided that its selected clock is kept enabled as configured in EMU_EM4CTRL.

12.3.1.14 AUXCLK - Auxiliary Clock

AUXCLK is a 1 MHz - 38 MHz clock driven by a separate RC oscillator, the AUXHFRCO. This clock can be used for ADC operation. When the AUXHFRCO is selected as the ADCn clock via the ADCnCLKSEL bitfield in the CMU_ADCCTRL register this clock will become active automatically when needed. Even if the AUXHFRCO has not been enabled explicitly by software, the ADC can automatically start and stop it. The AUXHFRCO is explicitly enabled by writing a 1 to AUXHFRCOEN in CMU_OSCENCMD. This explicit enabling is required when selecting the AUXCLK for SWO operation.

12.3.1.15 Debug Trace Clock

The CMU selects the clock used for debug trace via the DBGCLKSEL register. The user can useAUXHFRCO or the HFCLK. The selected debug trace clock will be used to run the Cortex-M4 trace logic.

Note: When using AUXHFRCO as the debug trace clock, it must be stopped before entering EM2 or EM3.

12.3.2 Oscillators

Control of the various oscillators available in the device is detailed in the following sections.

12.3.2.1 Enabling and Disabling

The different oscillators can typically be enabled and disabled via both hardware and software mechanisms. Enabling via software is done by setting the corresponding enable bit in the CMU_OSCENCMD register. Disabling via software is done by setting the corresponding disable bit in CMU_OSCENCMD. Enabling via hardware can be performed by various peripherals and varies per oscillator. Disabling via hardware is typically performed on entry of low energy modes. The enable and disable mechanisms for each of the oscillators are summarized in Table 12.1 Software Based and Hardware Based Enabling and Disabling of Oscillators on page 270 and described in more detail below.

Table 12.1. Software Based and Hardware Based Enabling and Disabling of Oscillators

Oscillator	SW Enable	SW Disable	HW Enable	HW Disable
ULFRCO	-	-	Enabled when in EM0/EM1/EM2/EM3/ EM4H.	EM4S entry depending on configuration in EMU_EM4CTRL.
LFRCO	Via LFRCOEN in CMU_OSCENCMD.	Via LFRCODIS in CMU_OSCENCMD.	Via WDOGn if it is configured to use LFRCO as its clock source via the CLKSEL bitfield in WDOGn_CTRL while SWOSCBLOCK is set.	EM3 entry. EM4 entry depending on configuration in EMU_EM4CTRL.
LFXO	Via LFXOEN in CMU_OSCENCMD.	Via LFXODIS in CMU_OSCENCMD.	Via WDOGn if it is configured to use LFXO as its clock source via the CLKSEL bitfield in WDOGn_CTRL while SWOSCBLOCK is set.	EM3 entry. EM4 entry depending on configuration in EMU_EM4CTRL.
HFRCO	Via HFRCOEN in CMU_OSCENCMD.	Via HFRCODIS in CMU_OSCENCMD.	Reset exit. EM2/EM3 exit. Automatic control by LEUART RX/TX DMA wake-up as configured in LEUARTn_CTRL.	EM2/EM3/EM4 entry. Automatic control by LEUART RX/TX DMA wake-up as configured in LEUARTn_CTRL. Automatic start and selection of HFXO causes HFRCO disable.
AUXHFRCO	Via AUXHFRCOEN in CMU_OSCENCMD.	Via AUXHFRCODIS in CMU_OSCENCMD.	Automatic control by ADC.	EM2/EM3/EM4 entry. Automatic control by ADC even in EM2/EM3.
HFXO	Via HFXOEN in CMU_OSCENCMD.	Via HFXODIS in CMU_OSCENCMD.	Automatic start by Radio Controller (RAC) or EM0/EM1 entry as configured in CMU_HFXOCTRL.	EM2/EM3/EM4 entry.

12.3.2.1.1 LFRCO and LFXO

The LFXO and LFRCO can be enabled and disabled by software via the CMU_OSCENCMD register. WDOGn can be configured to force the LFXO or LFRCO to become (and remain) enabled when such an oscillator is selected as its clock source via the CLKSEL bitfield in the WDOGn_CTRL register while SWOSCBLOCK is set. In that case LFXODIS and LFRCODIS commands are blocked. They are automatically disabled when entering EM3. Upon EM4 entry they are default turned off, but they can optionally be retained depending on the EMU_EM4CTRL configuration. Retaining of the LFXO or LFRCO in EM4 is needed if such an oscillator is required by a specific peripheral in EM4. Retaining can also be used to guarantee quick oscillator availability after EM4 exit.

The oscillators should never be retained in case they are off before entering EM4. The following are the valid ways of using the LFXO/LFRCO retention mechanism:

- Turn on LFXO/LFRCO always (even in EM4):
  1. POR
  2. Enable LFXO/LFRCO
  3. Enable RETAINLFXO/RETAINLFRCO
  4. EM4 entry
  5. LFXO/LFRCO are retained and remain running in EM4
  6. EM4 wakeup
  7. Enable LFXO/LFRCO
  8. Set EM4UNLATCH in EMU_CMD
- Turn off LFXO/LFRCO in EM4:
  1. POR
  2. Disable RETAINLFXO/RETAINLFRCO (default)
  3. Enable LFXO/LFRCO
  4. EM4 entry
  5. LFXO/LFRCO are off in EM4
  6. EM4 wakeup
  7. Enable LFXO/LFRCO
  8. Set EM4UNLATCH in EMU_CMD
- Turn on LFXO/LFRCO after EM4 exit:
  1. POR
  2. Disable RETAINLFXO/RETAINLFRCO (default)
  3. Enable LFXO/LFRCO
  4. EM4 entry
  5. LFXO/LFRCO are off in EM4
  6. EM4 wakeup
  7. Enable LFXO/LFRCO
  8. Set EM4UNLATCH in EMU_CMD
  9. Enable RETAINLFXO/RETAINLFRCO

In summary RETAINLFXO/RETAINLFRCO should either be changed once after POR and kept static, or they can be changed on-the-fly only after asserting EM4UNLATCH.

Note:

- In order to support usage of LFRCO and LFXO in EM4, their settings are automatically latched upon EM4 entry. These settings remain latched upon wake-up from EM4 to EM0 although the related registers (CMU_LFRCOCTRL, CMU_LFXOCTRL, CMU_LFECLKSEL, CMU_LFECLKEN0 and CMU_LEEPRESC0) will have been reset. The registers can be rewritten by software, but they will only affect the LFRCO and LFXO after unlatching their settings by setting EM4UNLATCH in the EMU_CMD register.
- Turning off the LFRCO and LFXO upon EM4 Hibernate/Shutoff entry is most easily done by using the RETAINLFRCO and RETAINLFXO bitfields from the EMU_EM4CTRL register, which are default such that the LFRCO and LFXO are turned off automatically upon EM4 Hibernate/Shutoff entry. Alternatively the LFRCO and LFXO can be disabled via the CMU_OSCENCMD register, in which case software should wait for the oscillators to be properly disabled before executing the EM4 Hibernate/Shutoff entry routine.

After enabling the LFRCO (or LFXO), it should not be disabled before it has been signaled to be ready. Similarly, after disabling the LFRCO (or LFXO), it should not be re-enabled before it has been signaled to be non-ready. Before entering EM4, software should check that the LFRCO (or LFXO) is signaled to be ready before allowing or initiating the EM4 entry if that oscillator is required in EM4. Also, to guarantee latching the latest settings, no control write should be ongoing upon EM4 entry as can be checked via the CMU_SYNCBUSY register. Typical enable and disable sequences are as follows:

```
CMU->OSCENCMD = CMU_OSCENCMD_LFRCOEN;
while ((CMU->STATUS & CMU_STATUS_LFRCORDY) != CMU_STATUS_LFRCORDY);

CMU->OSCENCMD = CMU_OSCENCMD_LFRCODIS;
while ((CMU->STATUS & CMU_STATUS_LFRCORDY) == CMU_STATUS_LFRCORDY);
```

When the LFXO is disabled, the interface to the LFXTAL_N and LFXTAL_P pins are set in a high-Z state. The XTAL oscillations will not stop immediately when LFXO is disabled, but typically die out gradually over some 100 ms. If the LFXO is enabled before XTAL oscillations have had time to reach zero amplitude, startup time can be significantly shorter.

Note: The LFRCORDY and LFXORDY interrupts can be used to wake up the system from EM2 DeepSleep. In this way busy waiting for the LFRCO or LFXO to become ready can be avoided by going into EM2 after enabling these oscillators and sleeping until the interrupt causes a wakeup.

12.3.2.1.2 ULFRCO

The ULFRCO is automatically enabled in EM0, EM1, EM2, EM3, and EM4H and cannot be controlled via CMU_OSCENCMD. It is automatically disabled upon entering EM4S unless prevented by the configuration in EMU_EM4CTRL.

12.3.2.1.3 HFRCO

The HFRCO can be enabled and disabled by software via the CMU_OSCENCMD register. The HFRCO is disabled automatically when entering EM2, EM3, or EM4. Further hardware based enabling and disabling can be performed by the LEUART when using automatic RX/TX DMA wakeup as controlled by the RXDMAWU and TXDMAWU bits in the LEUARTn_CTRL register. An automatic start and selection of the HFXO will lead to an automatic HFRCO disabling.

The supported HFRCO frequency range is from 1 MHz to 38 MHz. The default HFRCO frequency is 19 MHz

12.3.2.1.4 HFXO

The HFXO can be enabled and disabled by software via the CMU_OSCENCMD register. The HFXO is disabled automatically when entering EM2, EM3, or EM4. Hardware based HFXO enabling can be initiated by various peripherals as configured via the AUTOSTARTRDYSELRAC, AUTOSTARTEM0EM1, and AUTOSTARTSELEM0EM1 bits in the CMU_HFXOCTRL register. The interaction between hardware based and software based control of the HFXO is further explained in 12.3.2.4.1 Automatic HFXO Start.

The supported HFXO frequency range is from 38 MHz to 40 MHz.

After enabling the HFXO, it should not be disabled before it has been signaled to be enabled. Similarly, after disabling the HFXO it should not be re-enabled before it has been signaled to be non-enabled. Typical enable and disable sequences are as follows:

```
CMU->OSCENCMD = CMU_OSCENCMD_HFXOEN;
while ((CMU->STATUS & CMU_STATUS_HFXOENS) != CMU_STATUS_HFXOENS);

CMU->OSCENCMD = CMU_OSCENCMD_HFXODIS;
while ((CMU->STATUS & CMU_STATUS_HFXOENS) == CMU_STATUS_HFXOENS);
```

12.3.2.1.5 AUXHFRCO

The AUXHFRCO can be enabled and disabled by software via the CMU_OSCENCMD register. The AUXHFRCO is disabled automatically when entering EM2, EM3, or EM4. Hardware based AUXHFRCO enabling and disabling is however performed by the ADC module when AUXCLK is selected for its operation making it available even when being in EM2/EM3.

The supported AUXHFRCO frequency range is from 1 MHz to 38 MHz. The default AUXHFRCO frequency is 19 MHz

After enabling the AUXHFRCO, it should not be disabled before it has been signaled to be enabled. Similarly, after disabling the AUXHFRCO, it should not be re-enabled before it has been signaled to be non-enabled. Typical enable and disable sequences are as follows:

```
CMU->OSCENCMD = CMU_OSCENCMD_AUXHFRCOEN;
while ((CMU->STATUS & CMU_STATUS_AUXHFRCOENS) != CMU_STATUS_AUXHFRCOENS);

CMU->OSCENCMD = CMU_OSCENCMD_AUXHFRCODIS;
while ((CMU->STATUS & CMU_STATUS_AUXHFRCOENS) == CMU_STATUS_AUXHFRCOENS);
```

Note: When using AUXHFRCO as the debug trace clock (as selected in CMU_DBGCLKSEL), it must be stopped before entering EM2 or EM3.

12.3.2.2 Oscillator Start-up Time and Time-out

The start-up time differs per oscillator and the usage of an oscillator clock can further be delayed by a time-out. The LFRCO, LFXO and the HFXO have a configurable time-out which is set by software in the (various) TIMEOUT bitfields of the CMU_LFRCOCTRL, CMU_LFXOCTRL and CMU_HFXOTIMEOUTCTRL registers respectively. The time-out delays the assertion of the READY signal for LFRCO, LFXO and HFXO and should allow for enough time for the oscillator to stabilize. The time-out can be optimized for the chosen crystal (for LFXO and HFXO) used in the application. In case LFRCO and/or LFXO has been retained throughout EM4 Hibernate/Shut-off, such retained oscillators can be quickly restarted for use as LFACLK, LFBCLK or LFECLK by using the minimum TIMEOUT settings for them. For the other RC oscillators (HFRCO, AUXHFRCO, and ULFRCO), the start-up time is known and a fixed time-out is used.

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

- ENABLED - Indicates that the oscillator is enabled
- READY - Start-up time including time-out is exceeded

These status bits are located in the CMU_STATUS register.

Additionaly, the HFXO has a second time-out counter which can be used to achieve deterministic start-up time based on timing from the LFXO, ULFRCO, or LFRCO. This second counter runs off LFECLK and can be programmed via the LFTIMEOUT bitfield in the CMU_HFXOCTRL register. It can be used when waking up from EM2 when either ULFRCO, LFRCO or LFXO is already running and stable. In this case the HFXO ready assertion can be delayed with the number of LFECLK cycles as programmed in LFTIMEOUT. The HFXO ready signal is asserted when both the TIMEOUT counter (configured via the CMU_HFXOTIMEOUTCTRL register) and the LFTIMEOUT counter (configured via CMU_HFXOCTRL register) have timed out as shown in Figure 12.3 CMU Deterministic HFXO startup using LFTIMEOUT on page 274. The TIMEOUT should cover the actual crystal startup time. Typically the time base used for the TIMEOUT counter is not as accurate as the time base accuracy that can be achieved for the LFTIMEOUT counter, specifically if that one is based on the LFXO timing. If LFTIMEOUT is triggered before TIMEOUT is triggered, then the LFTIMEOUTERR bitfield in CMU_IF will be set to 1. Note that use of LFTIMEOUT requires that the peripheral causing the wake-up is on the LFECLK domain. The intended use scenario is for example to wake up from EM2 by the RTCC triggering RAC wake-up via the PRS, which in turn can wake up the entire system. The RAC wake-up causes an automatic start of the HFXO in case the AUTOSTARTRDYSELRAC bit in CMU_HFXOCTRL is set to 1. Assertion of the HFXO ready signal, and therefore the radio start timing, can then be made deterministic by using LFTIMEOUT.

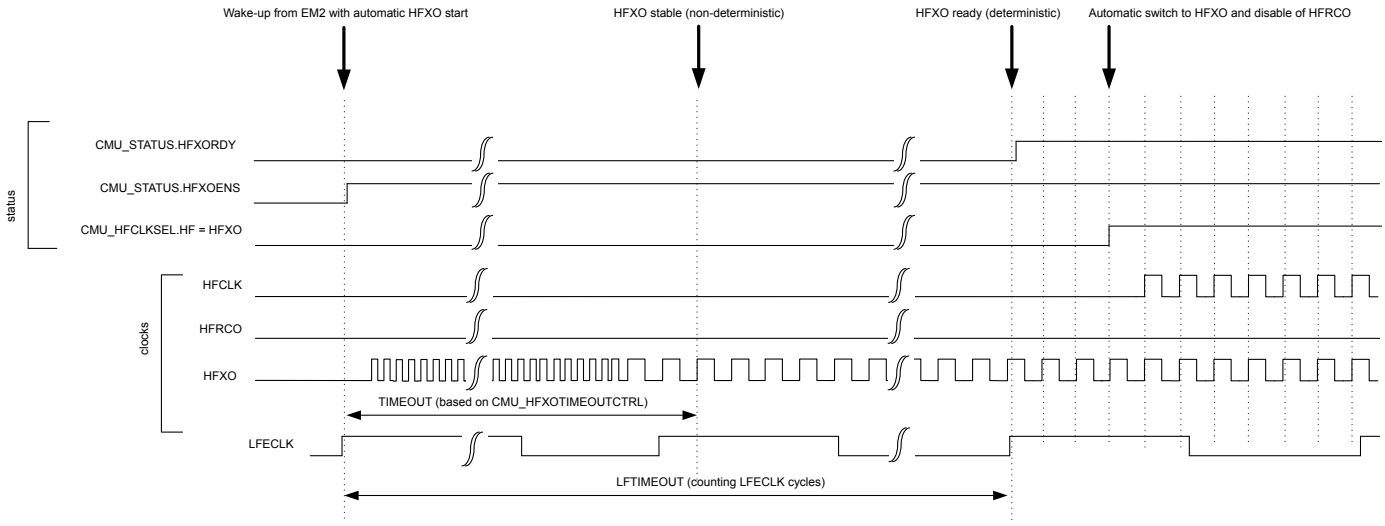


Figure 12.3. CMU Deterministic HFXO startup using LFTIMEOUT

The startup behavior of the HFXO also depends on how and how long the HFXO is disabled. This can be controlled by configuring the XTI2GND, and XTO2GND bitfields in the CMU_HFXOCTRL register.

12.3.2.3 Switching Clock Source

The HFRCO oscillator is a low energy oscillator with extremely short start-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 DeepSleep and EM3 Stop). After reset, the HFRCO frequency is 19 MHz.

Software can switch between the different clock sources at run-time. For example, when the HFRCO is the clock source, software can switch to HFXO by writing the field HF in the CMU_HFCLKSEL command register. See Figure 12.4 CMU Switching from HFRCO to HFXO before HFXO is ready on page 275 for a description of the sequence of events for this specific operation.

Note: Before switching the HFCLKSRC to HFXO via the HF bitfield in CMU_HFCLKSEL it is important to first enable the HFXO. Switching to a disabled oscillator will effectively stop HFSRCCLK and only a reset can recover the system.

When selecting an oscillator which has been enabled, but which is not ready yet, the HFSRCCLK will stop for the duration of the oscillator start-up time 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 target oscillator (e.g., HFXO) and then waiting for that oscillator to become ready before switching the clock source. This way, the system continues to run on the HFRCO until the target oscillator (e.g., HFXO) has timed out and provides a reliable clock. This sequence of events is shown in Figure 12.5 CMU Switching from HFRCO to HFXO after HFXO is ready on page 276.

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

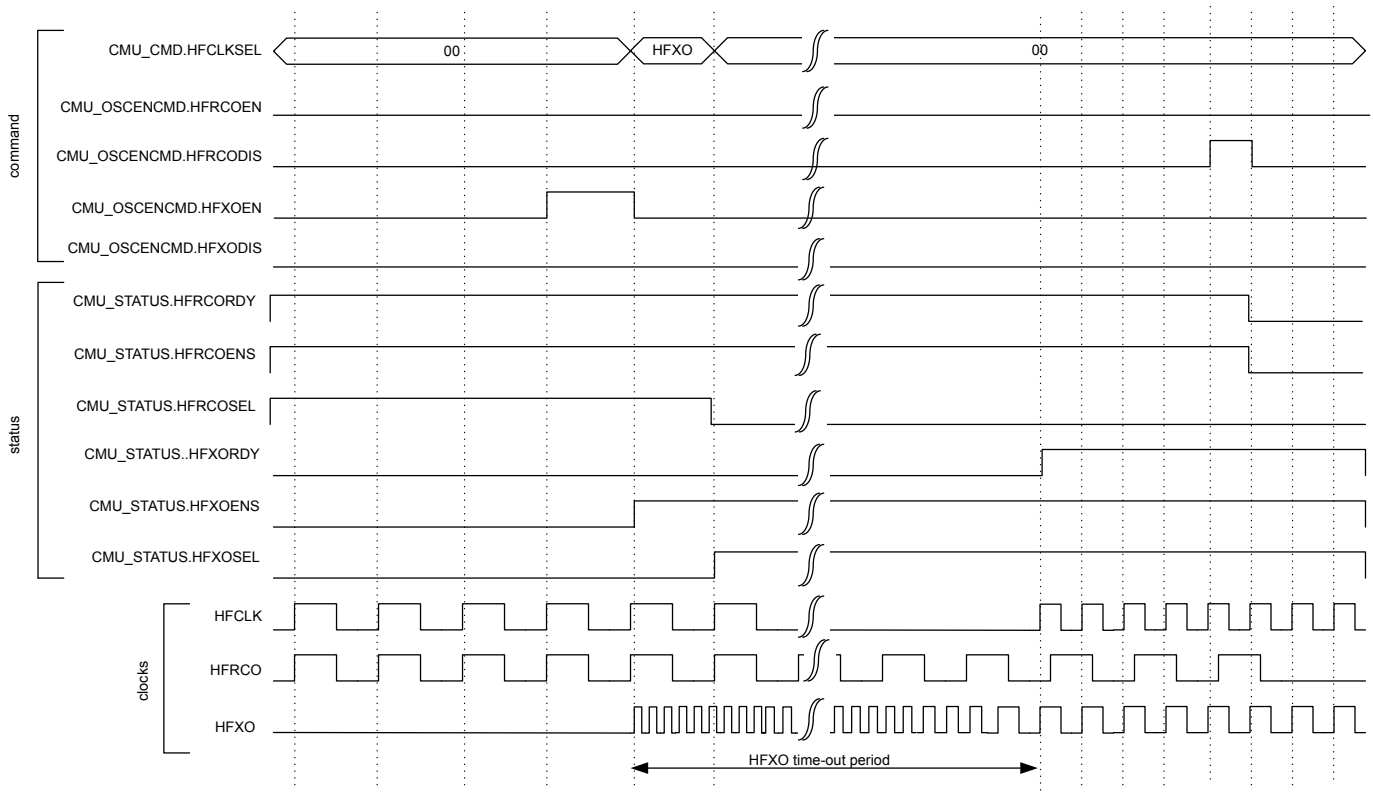


Figure 12.4. CMU Switching from HFRCO to HFXO before HFXO is ready

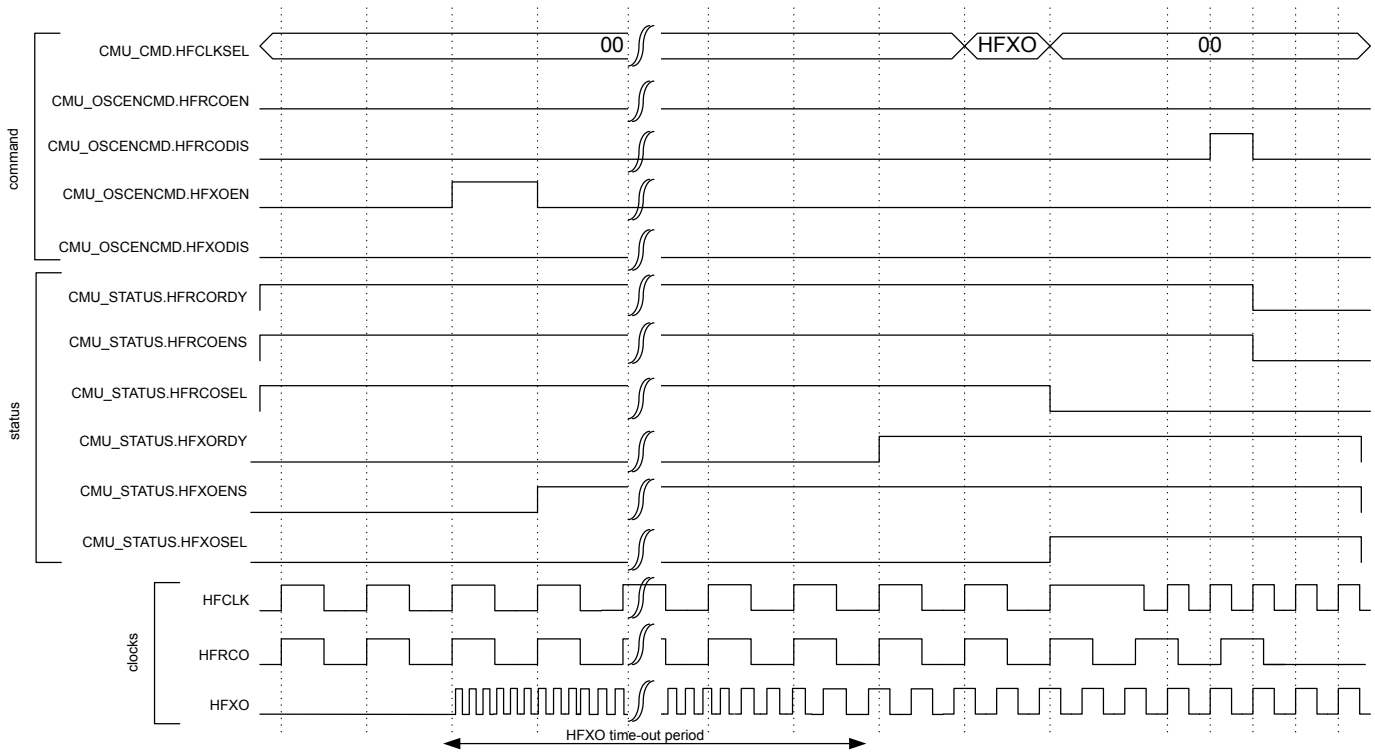


Figure 12.5. CMU Switching from HFRCO to HFXO after HFXO is ready

Switching clock source for LFACLK, LFBCLK, and LFECLK is done by setting the LFA, LFB and LFE bitfields in CMU_LFACLKSEL, CMU_LFBCLKSEL and CMU_LFECLKSEL respectively. 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.

12.3.2.4 HFXO Configuration

The High Frequency Crystal Oscillator needs to be configured to ensure safe startup for the given crystal. Refer to the device data sheet and application notes for guidelines in selecting correct components and crystals as well as for configuration trade-offs.

The HFXO crystal is connected to the HFXTAL_N/HFXTAL_P pins as shown in Figure 12.6 HFXO Pin Connection on page 277

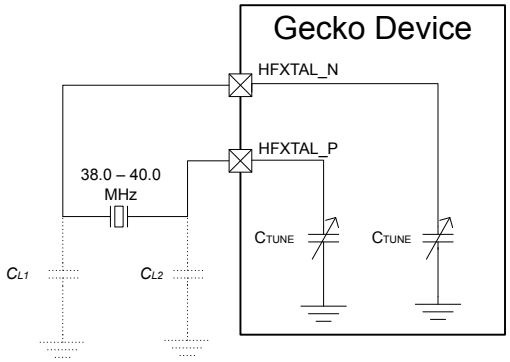


Figure 12.6. HFXO Pin Connection

By default the HFXO is started in crystal mode, but it is possible to connect an active external sine wave or square wave clock source to the HFXTAL_N pin of the HFXO. By configuring the MODE field in CMU_HFXOCTRL to EXTCLK, the HFXO can be bypassed and the source clock can be provided through the HFXTAL_N pin.

Upon enabling the HFXO, a hardware state machine sequentially applies the configurable startup state and steady state control settings from the CMU_HFXOSTARTUPCTRL and CMU_HFXOSTEADYSTATECTRL registers. Configuration is required for both the startup state and the steady state of the HFXO. After reaching the steady operation state of the HFXO, further optimization can optionally be performed to optimize the HFXO for noise and current consumption. Optimization for noise can be performed by an automatic Peak Detection Algorithm (PDA). Optimization for current can be performed by an automatic Shunt Current Optimization algorithm (SCO). HFXO operation is possible without PDA and SCO at the cost of higher noise and current consumption than required.

Upon fully disabling the HFXO, the HFXTAL_N and HFXTAL_P pins can optionally be automatically pulled to ground as configured via the XTI2GND and XTO2GND bits respectively from the CMU_HFXOCTRL register. Do not set XTI2GND to 1 when the HFXO is in EXTCLK mode and an external wave is connected.

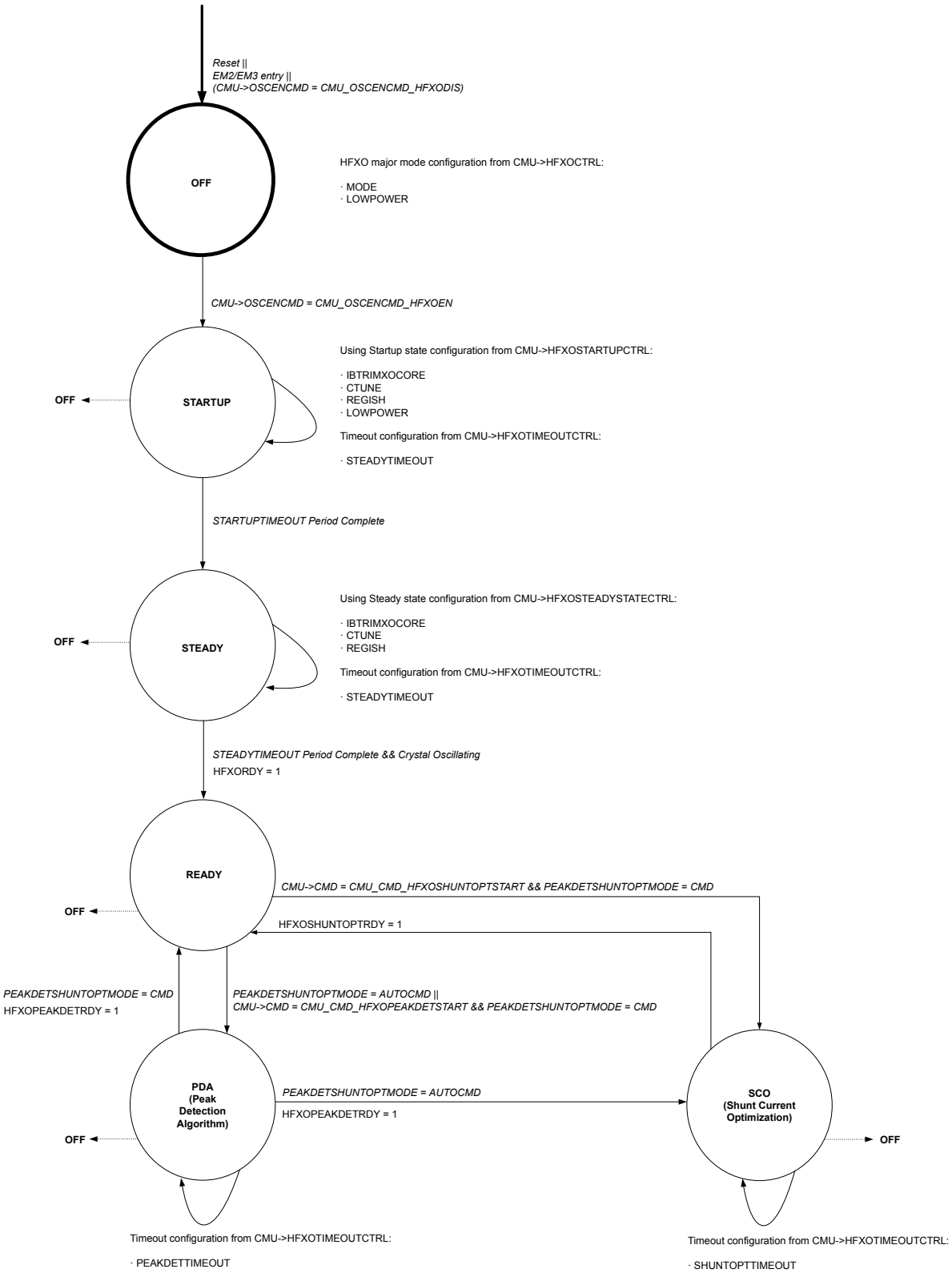


Figure 12.7. CMU HFXO control state machine

Refer to the device data sheet to find the configuration values for a given crystal. The startup state configuration needs to be written into the IBTRIMXOCORE and CTUNE bitfields of the CMU_HFXOSTARTUPCTRL register. The duration of the startup phase is configured in the STARTUPTIMEOUT bitfield of the CMU_HFXOTIMEOUTCTRL register. Similarly, the device data sheet provides the steady

state configuration depending on the crystal's CL, RESR and oscillation frequency. This configuration is programmed into the IBTRIMXOCORE, REGISH and CTUNE bitfields of the CMU_HFXOSTEADYSTATECTRL register. The minimum duration of the steady phase is configured in the STEADYTIMEOUT bitfield of the CMU_HFXOTIMEOUTCTRL register.

All HFXO configuration needs to be performed prior to enabling the HFXO via HFXOEN in CMU_OSCENCMD unless noted otherwise. The HFXOENS flag in CMU_STATUS indicates if the HFXO has been successfully enabled. Once the HFXO startup time (STARTUPTIMEOUT plus STEADYTIMEOUT) has exceeded and oscillations begin, the HFXO is ready for use as indicated by the HFXORDY flag in CMU_STATUS. If PDA and SCO are enabled, the HFXOPEAKDETRDY and HFXOSHUNTOPTRDY flags in the CMU_STATUS register indicate when these algorithms are ready and it is advised to also wait for these flags before using the HFXO.

The HFXO crystal bias current may be optimized and set to a value which decreases output phase noise without sacrificing PSR. This is done by programming the recommended IBTRIMXOCORE value into the CMU_HFXOSTEADYSTATECTRL register. The built-in Peak Detector Algorithm (PDA) performs further optimization to accommodate for process variations. Once PDA is ready as indicated by the HFXOPEAKDETRDY flag, the found optimal bias current setting is available in the IBTRIMXOCORE bitfield of the CMU_HFXOTRIMSTATUS register. This IBTRIMXOCORE setting should be saved and can be applied directly during a future HFXO startup as a low noise setting by programming it into the corresponding bitfield in CMU_HFXOSTEADYSTATECTRL while the HFXO is off.

If low noise is not required, the same PDA algorithm can be configured to optimize the HFXO for low current consumption by enabling LOWPOWER in the CMU_HFXOCTRL register before starting up the HFXO. The found IBTRIMXOCORE setting can be saved as a future low current setting.

Default PDA is started automatically once the HFXO has become ready. Repeated PDA can be triggered by writing HFXOPEAKDETSTART to 1 in the CMU_CMD register. PDA can also be triggered only by the command register by configuring PEAKDETSHUNTOPTMODE to CMD in the CMU_HFXOCTRL register before starting the HFXO. For PDA to work correctly, the REGISHUPPER bitfield of CMU_HFXOSTEADYSTATECTRL should be programmed to the value of the steady state REGISH + 3. The PEAKDETTIMEOUT bitfield in the CMU_HFXOTIMEOUTCTRL register is used to time the PDA steps and needs to be configured according to the device data sheet for the given crystal. The PEAKDETEN bitfield of the CMU_HFXOSTEADYSTATECTRL register is only used during manual (i.e. fully software controlled) peak detection and is ignored during automatic or command based triggering of the PDA. Note that the manual PDA mode is not recommended for general usage and therefore it is not further described. PDA should not be used when using an external wave as clock source.

Current consumption can be (further) reduced by running Shunt Current Optimization (SCO) after PDA. Once SCO is ready as indicated by the HFXOSHUNTOPTRDY flag, the found optimal regulator output current setting is available in the REGISH bitfield of the CMU_HFXOTRIMSTATUS register. This REGISH setting should be saved and can be applied directly during a future HFXO startup as a low current setting by programming it into the corresponding bitfield in CMU_HFXOSTEADYSTATECTRL while the HFXO is off. Normally SCO is run only for initial HFXO start up. The amplitude of the oscillator is not strongly dependent on temperature, but further optimization may be done each time that the temperature changes significantly. In that case, run SCO again by writing HFXOSHUNTOPTSTART to 1 in the CMU_CMD register. SCO depends on the LOWPOWER setting in the CMU_HFXOCTRL and needs to be rerun if that value has been changed. SCO should not be run when the HFXO is in use by the Radio Transceiver.

Default SCO is started automatically once the HFXO has become ready and PDA has finished. Repeated SCO can be triggered by writing HFXOSHUNTOPTSTART to 1 in the CMU_CMD register. SCO can also be triggered only by the command register by configuring PEAKDETSHUNTOPTMODE to CMD in the CMU_HFXOCTRL register before starting the HFXO. For SCO to work correctly, the REGISHUPPER bitfield of CMU_HFXOSTEADYSTATECTRL should be programmed to the value of the steady state REGISH + 3. The SHUNTOPTTIMEOUT bitfield in the CMU_HFXOTIMEOUTCTRL register is used to time the SCO steps and needs to be configured according to the device data sheet for the given crystal. The REGSELILOW bitfield of the CMU_HFXOSTEADYSTATECTRL register is only used during manual (i.e. fully software controlled) shunt current optimization and is ignored during automatic or command based triggering of the SCO. Note that the manual SCO mode is not recommended for general usage and therefore it is not further described.

12.3.2.4.1 Automatic HFXO Start

The enabling of the HFXO and its selection as HFSRCCLK source can be performed automatically by hardware. Automatic HFXO enable and select can for example be used upon wake-up of the Radio Controller (RAC). Automatic control of the HFXO is controlled via the AUTOSTARTRDYSELRAC, AUTOSTARTSELEM0EM1 and AUTOSTARTEM0EM1 bits in the CMU_HFXOCTRL register. It further depends on the energy mode of the EFR32 and on the status of the RAC .

The HFXO autostart functionality is typically used when the RAC is used. The RAC module always requires the HFXO for its operation. The hardware requirement from RAC for an HFXO based HFSRCCLK is indicated in the HFXOREQ bitfield of the CMU_STATUS register. This requirement in itself does not lead to an automatic enable or select of the HFXO.

An automatic HFXO enable is performed only if any of the following conditions are met:

- EFR32 is in EM0/EM1 and AUTOSTARTEM0EM1 or AUTOSTARTSELEM0EM1 are set to 1.
- RAC is awake and AUTOSTARTRDYSELRAC is set to 1.

An automatic HFXO select is performed only if any of the following conditions is met:

- EFR32 is in EM0/EM1 and AUTOSTARTSELEM0EM1 is set to 1.
- RAC is awake, HFXO is ready, and AUTOSTARTRDYSELRAC is set to 1.

Whenever any of the conditions for automatic HFXO enable is met, software is not allowed to disable the HFXO. An attempt to do so (e.g., by writing 1 to the HFXODIS bit) is ignored and causes the HFXODISERR bit in the CMU_IF register to be set to 1. Similarly, whenever any of the conditions for automatic HFXO selection is met, software is not allowed to deselect the HFXO as clock source for HFSRCCLK. An attempt to do so (e.g., by selecting another clock source via CMU_HFCLKSEL) is ignored and causes the HFXODISERR bit in the CMU_IF register to be set to 1. Note that CMUERR is not implied by HFXODISERR. CMUERR will not get set to 1 for the above scenarios in which HFXODISERR gets set.

Software can only disable or deselect the HFXO after removing all of the HFXO automatic enable or select reasons. Note that if the autostart functionality is not used, software can always disable or deselect the HFXO even if hardware requires the HFXO as indicated via HFXOREQ bitfield in CMU_STATUS. The HFXODISERR flag will not get set in that case. The HFXO is only disabled by hardware upon EM2, EM3 or EM4 entry.

In case that AUTOSTARTSELEM0EM1 is set to 1 in EM0/EM1 (irrespective of the other autostart bits), the HFXO select will occur immediately, even if HFXO is not ready yet. Upon wake-up into EM0/EM1 this can therefore lead to a relatively long startup time as the system will not start operating from the HFRCO as it would otherwise do. In case of an automatic select triggered by the RAC (while AUTOSTARTSELEM0EM1 is set to 0), such a select will only occur upon the HFXO becoming ready and software can select and use another clock source in the mean time.

A typical use scenario of the AUTOSTARTRDYSELRAC bit is as follows. Set the AUTOSTARTRDYSELRAC bit in the CMU_HFXOCTRL register to 1 and set up the RTCC to periodically generate a compare match. Setup a PRS channel which uses this RTCC compare match as its source and allow the PRS channel to cause a wake-up into EM1. Setup the RAC to use the PRS channel as its source for TXEN or RXEN. Now, when the EFR32 is in EM2 and the RTCC generates a compare match, a wake-up into EM1 will occur and the HFXO will automatically start and become selected after which the RAC can perform its work and trigger a transition back into EM2 when done. The system started, used, and stopped the HFXO without ever being in EM0.

Note that the user should take care that the settings in the MSC_READCTRL and CMU_CTRL registers, as described in 12.3.3 Configuration for Operating Frequencies, are compatible with 40 MHz HFXO operation before enabling the HFXO automatic startup feature. A basic automatic HFXO start scenario is shown in Figure 12.8 CMU Automatic Startup and Selection of HFXO on page 281.

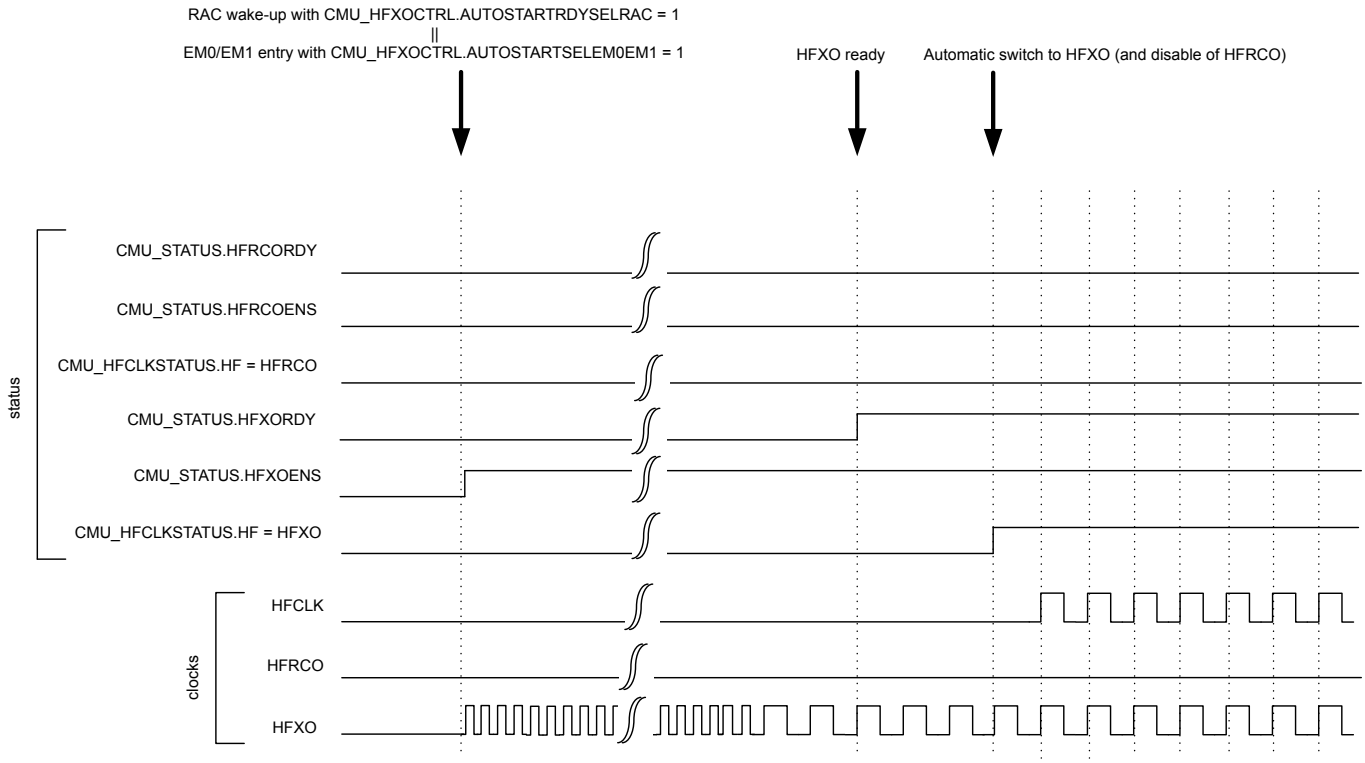


Figure 12.8. CMU Automatic Startup and Selection of HFXO

If an automatic selection of HFXO is performed, which switches the clock source used for HFSRCCLK, then the HFXOAUTOSW bit in CMU_IF is set to 1. After automatic enable and selection of the HFXO, the HFRCO is automatically disabled in case it is running. The disabling of a running HFRCO is signalled via the HFRCODIS bit in CMU_IF. This only applies to the HFRCO. If for example the LFXO was used as HFSRCCLK at the time of automatic selection of the HFXO, the LFXO remains unaffected.

The interaction between automatic HFXO startup and selection with startup and selection of HFRCO is shown in Figure 12.9 CMU HFRCO Startup/Selection While Awaiting Automatic HFXO Startup/Selection on page 281 and Figure 12.10 CMU Automatic HFXO startup/selection while HFRCO started/selected on page 282.

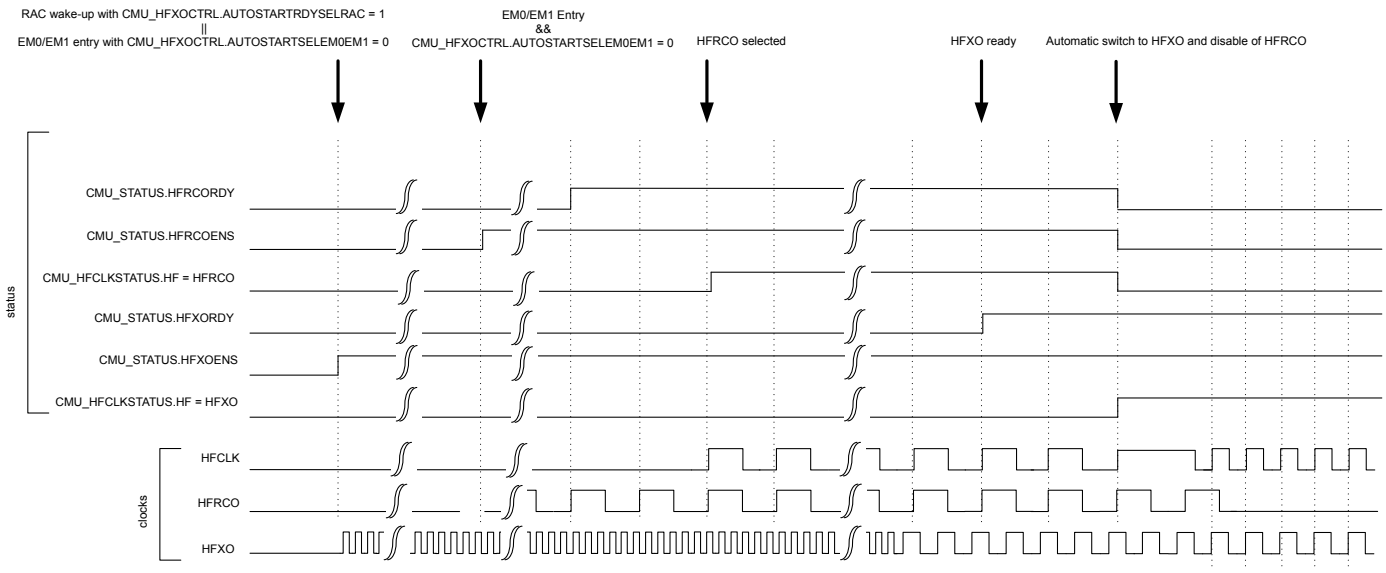


Figure 12.9. CMU HFRCO Startup/Selection While Awaiting Automatic HFXO Startup/Selection

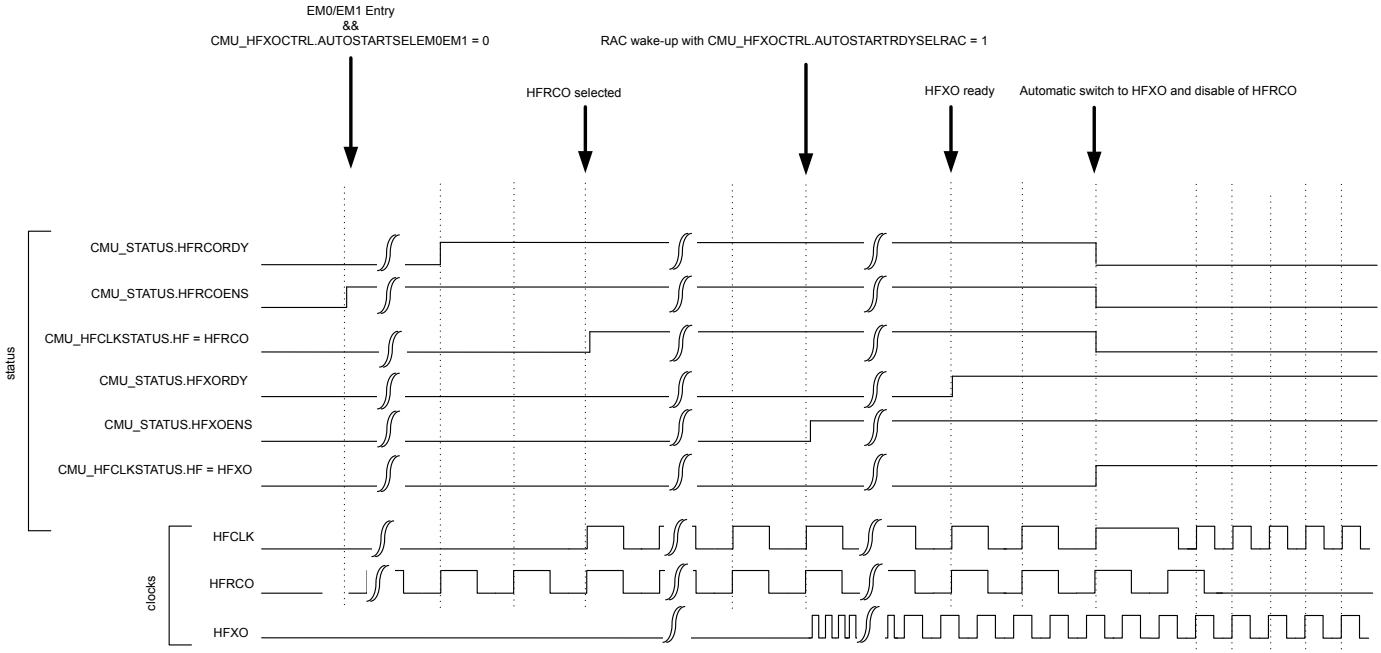


Figure 12.10. CMU Automatic HFXO startup/selection while HFRCO started/selected

12.3.2.5 LFXO Configuration

The Low Frequency Crystal Oscillator (LFXO) is default configured to ensure safe startup for all crystals. In order to optimize startup time and power consumption for a given crystal, it is possible to adjust the startup gain in the oscillator by programming the GAIN field in CMU_LFXOCTRL. Recommendations for the GAIN setting are as follows:

1. C0 must be < 2 pF
2. For 12.5 pF < CL < 18 pF, GAIN = 3
3. For 8 pF < CL < 12.5 pF, GAIN = 2
4. For 6 pF < CL < 8 pF, GAIN = 1
5. For CL = 6 pF, GAIN = 0

Refer to the device data sheet and application notes for guidelines in selecting correct components and crystals as well as for configuration trade-offs.

The LFXO can be retained on in EM4 Hibernate/Shutoff. In that case its required configuration is latched/retained throughout EM4 even though the CMU_LFXOCTRL register itself will be reset. Upon EM4 exit, the CMU_LFXOCTRL register therefore needs to be reconfigured to its original settings and the LFXO needs to be restarted via CMU_OSCENCMD, before optionally unlatching the retained LFXO configuration by writing 1 to EM4UNLATCH in the EMU_CMD register. The LFXO startup time is configured via the TIMEOUT bitfield of the CMU_LFXOCTRL register. If the LFXO has been retained throughout EM4 Hibernate/Shutoff, it can be quickly restarted for use as LFACLK, LFBCLK or LFECLK by using its minimum TIMEOUT setting. While retained, the LFXO can be used down to EM4 Hibernate as source for LFECLK and down to EM4 Shutoff as source for RFSENSECLK and CRYOCLK.

The LFXO crystal is connected to the LFXTAL_N/LFXTAL_P pins as shown in Figure 12.11 LFXO Pin Connection on page 283.

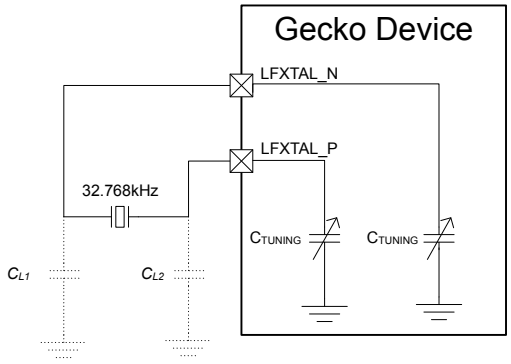


Figure 12.11. LFXO Pin Connection

By configuring the MODE field in CMU_LFXOCTRL, the LFXO can be bypassed, and an external clock source can be connected to the LFXTAL_N pin of the LFXO oscillator. If MODE is set to BUFEXTCLK, an external active sine source can be used as clock source. If MODE is set to DIGEXTCLK, an external active CMOS source can be used as clock source.

The LFXO includes on-chip tunable capacitance, which can replace external load capacitors. The TUNING bitfield of the CMU_LFXOCTRL register is used to tune the internal load capacitance connected between LFXTAL_P and ground and LFXTAL_N and ground symmetrically. The capacitance range and step size information is available in the device data sheets. Use the formula below to calculate the TUNING bitfield:

$$TUNING = ((desiredTotalLoadCap * 2 - Min(C_{LFXO_T})) / C_{LFXO_TS})$$

Figure 12.12. CMU LFXO Tuning Capacitance Equation

These tunable capacitors can also be used to compensate for temperature drift of the XTAL in software. Crystals normally have a temperature dependency which is given by a parabolic function. The crystal has highest frequency at its turnover temperature, normally 25C. The frequency is reduced following a parabola for higher and lower temperatures. The LFXO offers a mechanism to internally add capacitance on the LFXTAL_N and LFXTAL_P pins (in parallel to an optional external load capacitance). The variation in frequency as a function of temperature can therefore be compensated by adjusting the load capacitance. When the temperature compensation scheme is used, the maximum internal capacitance should be used to obtain good frequency matching at the turnover temperature. For higher and lower temperatures software then has the maximum range available to adjust the tuning. The external load capacitance

must then of course be reduced accordingly. Note that the ADC0 (24. ADC - Analog to Digital Converter) includes an embedded temperature sensor and that the EMU (11. EMU - Energy Management Unit) offers a temperature management interface, both of which can be used in combination with this LFXO temperature compensation scheme.

The XTAL oscillation amplitude can be controlled via the HIGHAMPL bitfield in CMU_LFXOCTRL. Setting HIGHAMPL to 1 will result in higher amplitude, which in turn provides safer operation, somewhat improved duty cycle, and lower sensitivity to noise at the cost of increased current consumption.

The AGC bit of the CMU_LFXOCTRL register is used to turn on or off the Automatic Gain Control module that adjusts the amplitude of the XTAL. When disabled, the LFXO will run at the startup current and the XTAL will oscillate rail to rail, again providing safer operation, improved duty cycle, and lower sensitivity to noise at the cost of increased current consumption.

12.3.2.6 HFRCO and AUXHFRCO Configuration

It is possible to calibrate the HFRCO and AUXHFRCO to achieve higher accuracy (see the device data sheets for details on accuracy). The frequency is adjusted by changing the TUNING and FINETUNING bitfields in CMU_HFRCOCTRL and CMU_AUXHFRCOCTRL. Changing to a higher value will result in a lower frequency. Refer to the data sheet for stepsize details.

The HFRCO can be set to one of several different frequency bands from 1 MHz to 38 MHz by setting the FREQRANGE field in CMU_HFRCOCTRL. Similarly the AUXHFRCO can be set to one of several different frequency bands from 1 MHz to 38 MHz by setting the FREQRANGE field in 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 separate tuning values for various frequency bands. During reset, HFRCO and AUXHFRCO tuning values are set to the production calibrated values for the 19 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 and other bitfields in the CMU_HFRCOCTRL and CMU_AUXHFRCOCTRL registers. Typically the entire register is written with a value obtained from the Device Information (DI) page. Refer to 4.6 DI Page Entry Map for information on which frequency band settings are stored in the DI page.

The frequency can be tuned more accurately via the FINETUNING bitfield if fine tuning has been enabled via the FINETUNINGEN bit. Note that there will be a slight increase in the oscillator current consumption when fine tuning is enabled. Note also that changing the value of FINETUNINGEN will result in a frequency shift, regardless of the FINETUNING field value. If the oscillator is to be used at different times with fine tuning enabled and disabled, it should be tuned separately for both settings. The HFRCO and AUXHFRCO contain a local prescaler, which can be used in combination with any FREQRANGE setting. These prescalers allow the output clocks to be divided by 1, 2, or 4 as configured in the CLKDIV bitfield.

When using 12.3.2.8 RC Oscillator Calibration to tune HFRCO and AUXHFRCO to the desired frequency, linear search must be used to avoid over clocking the calibration counters. Before changing the FREQRANGE field in CMU_HFRCOCTRL, TUNING and FINETUNING fields should initially be set to the highest value (slowest frequency). After changing the FREQRANGE, linearly step TUNING value until desired frequency is reached. Likewise, before changing the TUNING field, FINETUNING field should initially be set to the highest value (lowest frequency). After changing the TUNING field, linearly step FINETUNING until accuracy is reached.

12.3.2.7 LFRCO Configuration

It is possible to calibrate the LFRCO to achieve higher accuracy (see the device data sheets for details on accuracy). The frequency is adjusted by changing the TUNING bitfield in CMU_LFRCOCTRL. Changing to a higher value will result in a lower frequency. Refer to the data sheet for stepsize details.

The LFRCO can be retained on in EM4 Hibernate/Shutoff. In that case its required configuration is latched/retained throughout EM4 even though the CMU_LFRCOCTRL register itself will be reset. Upon EM4 exit the CMU_LFRCOCTRL register therefore needs to be reconfigured to its original settings and the LFRCO needs to be restarted via CMU_OSCENCMD, before optionally unlatching the retained LFRCO configuration by writing 1 to EM4UNLATCH in the EMU_CMD register. The LFRCO startup time is configured via the TIMEOUT bitfield of the CMU_LFRCOCTRL register. Default its 16 cycle startup should be used. However, in case the LFRCO has been retained throughout EM4 Hibernate/Shutoff, it can be quickly restarted for use as LFACLK or LFBCLK by using its minimum TIMEOUT setting. While retained, the LFRCO can be used down to EM4 Hibernate as source for LFECLK and down to EM4 Shutoff as source for RFSENSECLK and CRYOCLK.

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

The LFRCO can be put in duty cycle mode by setting the ENVREF bit in CMU_LFRCOCTRL to 1 before starting the LFRCO. This will reduce current consumption, but will result in slightly worse accuracy especially at high temperatures. Setting the ENCHOP and/or ENDEM bitfields to 1 in the CMU_LFRCOCTRL register will improve the average LFRCO frequency accuracy at the cost of a worse cycle-to-cycle accuracy.

12.3.2.8 RC Oscillator Calibration

The CMU has built-in HW support to efficiently calibrate the RC oscillators (LFRCO, HFRCO, AUXHFRCO, etc) at run-time. For a complete list of supported oscillators, refer to DOWNSEL and UPSEL fields in CMU_CALCTRL. See Figure 12.13 HW-support for RC Oscillator Calibration on page 285 for an illustration of this circuit. 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. The down-counter counts for CMU_CALCNT +1 cycles. 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 after finishing the ongoing calibration. 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. The up-counter has counted (the sampled value)+1 cycles. The ratio between the reference and the oscillator subject to the calibration can easily be found using top+1 and sample+1. Overflows of the up-counter will not occur. If the up-counter reaches its top value before the down-counter reaches 0, the up-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.

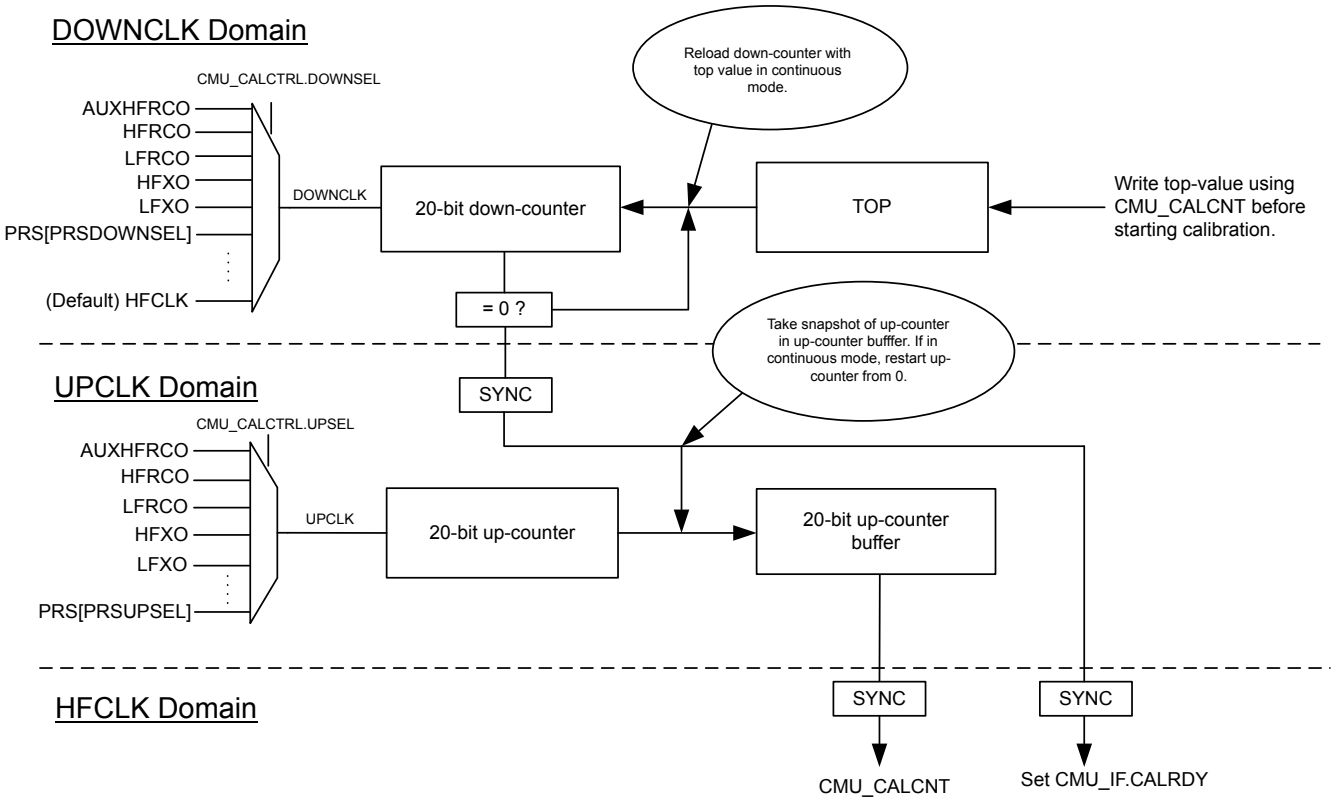


Figure 12.13. HW-support for RC Oscillator Calibration

The counter operation for single and continuous mode are shown in Figure 12.14 Single Calibration (CONT=0) on page 286 and Figure 12.15 Continuous Calibration (CONT=1) on page 286 respectively.

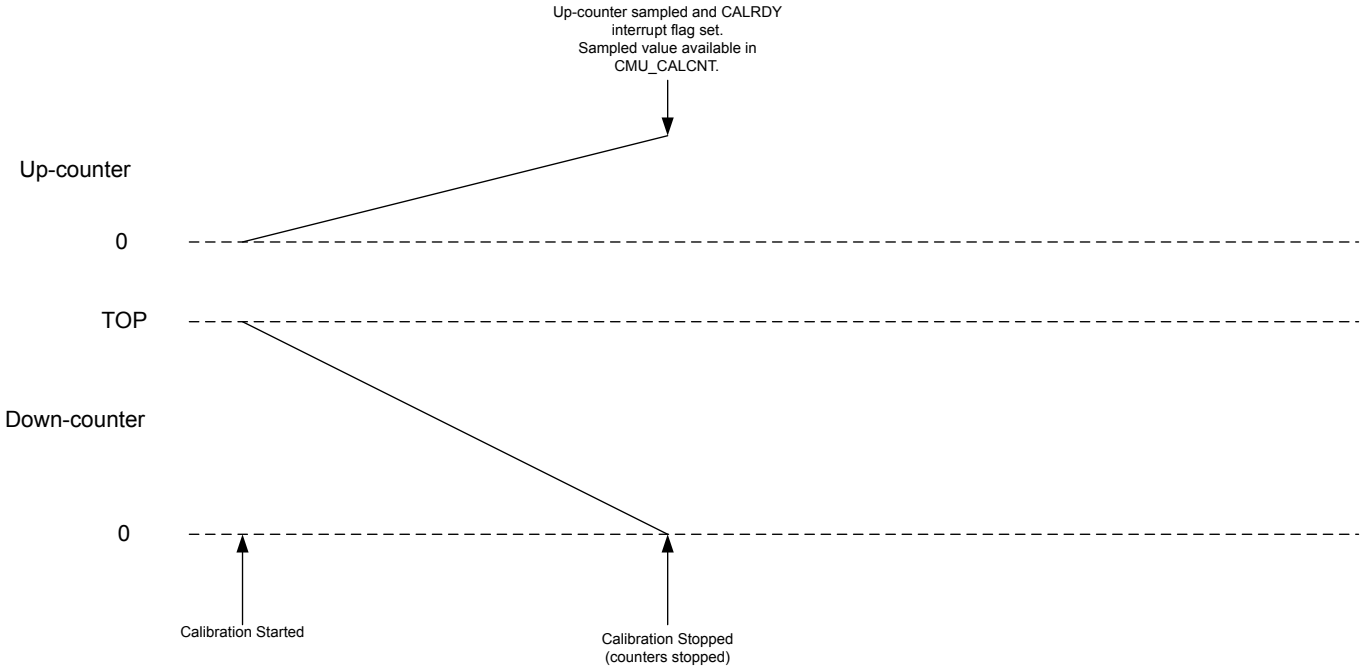


Figure 12.14. Single Calibration (CONT=0)

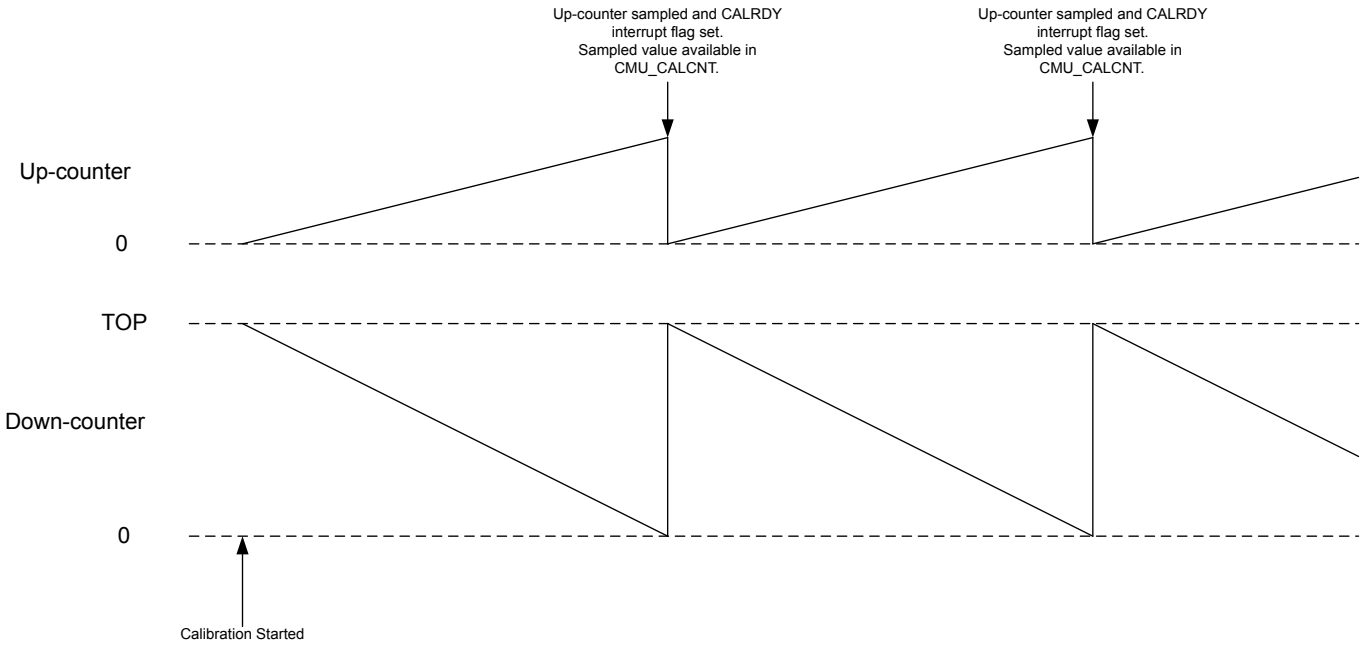


Figure 12.15. Continuous Calibration (CONT=1)

12.3.3 Configuration for Operating Frequencies

The HFXO is capable of frequencies up to 40 MHz, which allows the EFR32 to run at up to this frequency. However the Memory System Controller (MSC) and the Low Energy Peripheral Interface need to be configured correctly to allow operation at higher frequencies as explained below.

The MODE bitfield in MSC_READCTRL makes sure the flash is able to operate at the given HFCLK frequency by inserting wait states for flash accesses. The required settings for controlling flash wait states are shown in Table 12.2 MSC Configuration for Operating Frequencies: Flash Wait States on page 287. The WSHFLE bitfield in CMU_CTRL is used to ensure that the Low Energy Peripheral Interface is able to operate at the given $HFBUSCLK_{LE}$ frequency by inserting wait states when using this interface. The required settings are shown in Table 12.3 LE Configuration for Operating Frequencies: Low Energy Peripheral Interface on page 287.

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 12.2. MSC Configuration for Operating Frequencies: Flash Wait States

Condition	MODE in MSC_READCTRL
HFCLK <= 25 MHz	WS0 or above
25 MHz < HFCLK <= 40 MHz	WS1 or above

Table 12.3. LE Configuration for Operating Frequencies: Low Energy Peripheral Interface

Condition	WSHFLE in CMU_CTRL
$HFBUSCLK_{LE}$ <= 32 MHz	0 / 1
$HFBUSCLK_{LE}$ > 32 MHz	1

12.3.4 Energy Modes

The availability of oscillators and system clocks depends on the chosen energy mode. Default the high frequency oscillators (HFRCO, AUXHFRCO, and HFXO) and high frequency clocks (HFSRCLK, HFCLK, HFCORECLK, HFBUSCLK, HFPERCLK, HFRADIOCLK, HFCLKLE) are available downto EM1 Sleep. From EM2 DeepSleep onwards these oscillators and clocks are normally off, although special cases exist as summarized in Table 12.4 Oscillator and Clock Availability in Energy Modes on page 288 and Table 11.2 EMU Energy Mode Overview on page 210. The CMU overview figure in Figure 12.1 CMU Overview - High Frequency Portion on page 265 and Figure 12.2 CMU Overview - Low Frequency Portion on page 266 also indicate which oscillators and clocks can be used in what energy modes.

The low frequency oscillators (LFRCO and LFXO) are available in all energy modes except in EM3 Stop when they are off by definition. Default these oscillators are also off in EM4 Hibernate and EM4 Shutoff, but they can be retained on in these states as well if needed. The ultra low frequency oscillator (ULFRCO) is default on in all energy modes, except for EM4 Shutoff, but it can be retained on in that mode as well if needed. The low frequency clocks (LFACLK, LFBCLK, LFECLK, WDOGnCLK, RFSENSECLK, and CRYOCLK) are in various power domains and therefore their availability not only depends on the chosen clock source, but also on the chosen energy mode as indicated in Table 12.4 Oscillator and Clock Availability in Energy Modes on page 288.

Table 12.4. Oscillator and Clock Availability in Energy Modes

	EM0 Active/EM1 Sleep	EM2 DeepSleep	EM3 Stop	EM4 Hibernate	EM4 Shutoff
HFRCO	On[1]	Off	Off	Off	Off
HFXO	On[1]	Off	Off	Off	Off
AUXHFRCO	On[1]	On[2]	On[2]	Off	Off
LFRCO, LFXO	On[1]	On[1]	Off	Retained on[3]	Retained on[3]
ULFRCO	On	On	On	On	Retained on[3]
HFSRCLK, HFCLK, HFCORECLK, HFBUSCLK, HFPERCLK, HFRADIOCLK, HFCLKLE	On[1]	Off	Off	Off	Off
AUXCLK	On[1]	On[2]	On[2]	Off	Off
ADCnCLK	On[1]	On[4]	On[4]	Off	Off
LFACLK, LFBCLK	On[1]	On[1]	On[5]	Off	Off
LFECLK	On[1]	On[1]	On[5]	Retained on[3]	Off
WDOGnCLK	On[1]	On[1]	On[5]	Off	Off
CRYOCLK	On[1]	On[1]	On[5]	Retained on[3]	Retained on[3]

Note:

1. Under software control.
2. Default off, but kept active if used by the ADC.
3. Default off, but can be retained on.
4. Will be kept on if AUXHFRCO is selected as clock source.
5. On only if ULFRCO is used as clock source.

12.3.5 Clock Output on a Pin

It is possible to configure the CMU to output clocks on the CMU_CLK0, CMU_CLK1 and CMU_CLK2 pins. This clock selection is done using the CLKOUTSEL0, CLKOUTSEL1 and CLKOUTSEL2 bitfields respectively in CMU_CTRL. The required output pins must be enabled in the CMU_ROUTEPEN register and the pin locations can be configured in the CMU_ROUTELOC0 register. The following clocks can be output on a pin:

- HFSRCCLK and HFEXPCLK. The HFSRCCLK is the high frequency clock before any prescaling has been applied. The HFEXPCLK is a prescaled version of HFCLK as controlled by the HFEXPPRESC bitfield in the CMU_HFPRESC register.
- The unqualified clock output from any of the oscillators (ULFRCO, LFRCO, LFXO, HFXO). Note that these unqualified clocks can exhibit glitches or skewed duty-cycle during startup and therefore these clock outputs are normally not used before observing the related ready flag being set to 1 in CMU_STATUS.
- The qualified clock from any of the oscillators (ULFRCO, LFRCO, LFXO, HFXO, HFRCO, AUXHFRCO). A qualified clock will not have any glitches or skewed duty-cycle during startup. For LFRCO, LFXO and HFXO correct configuration of the TIMEOUT bitfield(s) in CMU_LFRCOCTRL, CMU_LFXOCTRL and CMU_HFXOTIMEOUTCTRL respectively is required to guarantee a properly qualified clock.

HFCLK will not have a 50-50 duty cycle when any other division factor than 1 is used in CMU_HFPRESC (i.e. if PRESC is not equal to 0). In such a case, the exported HFEXPCLK will therefore also not be 50-50 when its division factor is not set to an even number in CMU_HFEXPPRESC.

12.3.6 Clock Output on PRS

The CMU can be used as a PRS producer. It can output clocks onto PRS which can be selected by a consumer as CMUCLKOUT0, CMUCLKOUT1 and CMUCLKOUT2. The clocks which can be produced via CMUCLKOUT0, CMUCLKOUT1 and CMUCLKOUT2 are selected via the CLKOUTSEL0, CLKOUTSEL1 and CLKOUTSEL2 fields respectively in CMU_CTRL.

Note that the CLKOUTSEL0 and CLKOUTSEL1 fields are also used for selecting which clock is output onto a pin as described in 12.3.5 Clock Output on a Pin. In contrast with clock output on a pin however, output of a clock onto PRS does not depend on any configuration of the CMU_ROUTEPEN and CMU_ROUTELOC0 registers.

12.3.7 Error Handling

Certain restrictions apply to how and when the CMU registers can be configured as is described for the respective registers. Not adhering to these restrictions can lead to unpredictable and non-defined behaviour. Some of these software restrictions are checked in hardware and not adhering to them will cause the CMUERR interrupt flag in CMU_IF to be set to 1. The restrictions impacting CMUERR are as follows:

- CMU_HFRCOCTRL should not be written while HFRCOBSY in the CMU_SYNCBUSY register is set to 1.
- CMU_AUXHFRCOCTRL should not be written while AUXHFRCOBSY in the CMU_SYNCBUSY register is set to 1.
- CMU_HFXOSTARTUPCTRL, CMU_HFXOSTEADYSTATECTRL and CMU_HFXOTIMEOUTCTRL should not be written while HFXOBSY in the CMU_SYNCBUSY register is set to 1. Note that writes to CMU_HFXOCTRL do not impact CMUERR. Although most of its bitfields need to be configured before enabling the HFXO, it it allowed to change the AUTOSTART bits (i.e. AUTOSTARTRDYSELRAC, AUTOSTARTSELEM0EM1 and AUTOSTARTEM0EM1) at any time.
- HFXO should not be enabled before it has been properly disabled (so only enable HFXO when HFXOENS=0 or HFXOBSY=0). Likewise, HFXO should not be disabled before it has been properly enabled (so only disable HFXO when HFXOENS=1 or HFXOBSY=0).
- CMU_LFRCOCTRL should not be written while LFRCOBSY in the CMU_SYNCBUSY register is set to 1. The GMCCURTUNE bitfield should not be written with a differing value while the LFRCOVREFBSY flag is set to 1.
- CMU_LFXOCTRL should not be written while LFXOBSY in the CMU_SYNCBUSY register is set to 1.

12.3.8 Interrupts

The interrupts generated by the CMU module are combined into one interrupt vector. If CMU interrupts are enabled, an interrupt will be made if one or more of the interrupt flags in CMU_IF and their corresponding bits in CMU_IEN are set.

12.3.9 Wake-up

The CMU can be (partially) active all the way down to EM4 Shutoff. It can wake up the CPU from EM2 upon LFRCO or LFXO becoming ready as LFRCORDY and LFXORDY can be used as wake-up interrupt.

12.3.10 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.

12.4 Register Map

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

Offset	Name	Type	Description
0x000	CMU_CTRL	RW	CMU Control Register
0x010	CMU_HFRCOCTRL	RWH	HFRCO Control Register
0x018	CMU_AUXHFRCOCTRL	RW	AUXHFRCO Control Register
0x020	CMU_LFRCOCTRL	RW	LFRCO Control Register
0x024	CMU_HFXOCTRL	RW	HFXO Control Register
0x028	CMU_HFXOCTRL1	RW	HFXO Control 1
0x02C	CMU_HFXOSTARTUPCTRL	RW	HFXO Startup Control
0x030	CMU_HFXOSTEADYSTATECTRL	RW	HFXO Steady State Control
0x034	CMU_HFXOTIMEOUTCTRL	RW	HFXO Timeout Control
0x038	CMU_LFXOCTRL	RW	LFXO Control Register
0x03C	CMU_ULFRCOCTRL	RW	ULFRCO Control Register
0x050	CMU_CALCTRL	RW	Calibration Control Register
0x054	CMU_CALCNT	RWH	Calibration Counter Register
0x060	CMU_OSCENCMD	W1	Oscillator Enable/Disable Command Register
0x064	CMU_CMD	W1	Command Register
0x070	CMU_DBGCLKSEL	RW	Debug Trace Clock Select
0x074	CMU_HFCLKSEL	W1	High Frequency Clock Select Command Register
0x080	CMU_LFACLKSEL	RW	Low Frequency A Clock Select Register
0x084	CMU_LFBCLKSEL	RW	Low Frequency B Clock Select Register
0x088	CMU_LFECLKSEL	RW	Low Frequency E Clock Select Register
0x090	CMU_STATUS	R	Status Register
0x094	CMU_HFCLKSTATUS	R	HFCLK Status Register
0x09C	CMU_HFXOTRIMSTATUS	R	HFXO Trim Status
0x0A0	CMU_IF	R	Interrupt Flag Register
0x0A4	CMU_IFS	W1	Interrupt Flag Set Register
0x0A8	CMU_IFC	(R)W1	Interrupt Flag Clear Register
0x0AC	CMU_IEN	RW	Interrupt Enable Register
0x0B0	CMU_HFBUSCLKEN0	RW	High Frequency Bus Clock Enable Register 0
0x0C0	CMU_HFPERCLKEN0	RW	High Frequency Peripheral Clock Enable Register 0
0x0E0	CMU_LFACLKEN0	RW	Low Frequency a Clock Enable Register 0 (Async Reg)
0x0E8	CMU_LFBCLKEN0	RW	Low Frequency B Clock Enable Register 0 (Async Reg)
0x0F0	CMU_LFECLKEN0	RW	Low Frequency E Clock Enable Register 0 (Async Reg)
0x100	CMU_HFPRESC	RW	High Frequency Clock Prescaler Register
0x108	CMU_HFCOREPRESC	RW	High Frequency Core Clock Prescaler Register
0x10C	CMU_HFPERPRESC	RW	High Frequency Peripheral Clock Prescaler Register

Offset	Name	Type	Description
0x110	CMU_HFRADIOPRESC	RW	High Frequency Radio Peripheral Clock Prescaler Register
0x114	CMU_HFEXPPRESC	RW	High Frequency Export Clock Prescaler Register
0x120	CMU_LFAPRESC0	RW	Low Frequency a Prescaler Register 0 (Async Reg)
0x128	CMU_LFBPRESC0	RW	Low Frequency B Prescaler Register 0 (Async Reg)
0x130	CMU_LFEPRESC0	W	Low Frequency E Prescaler Register 0 (Async Reg)
0x140	CMU_SYNCBUSY	R	Synchronization Busy Register
0x144	CMU_FREEZE	RW	Freeze Register
0x150	CMU_PCNTCTRL	RWH	PCNT Control Register
0x15C	CMU_ADCCTRL	RWH	ADC Control Register
0x170	CMU_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x174	CMU_ROUTELOC0	RW	I/O Routing Location Register
0x180	CMU_LOCK	RWH	Configuration Lock Register

12.5 Register Description

12.5.1 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	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset											1	1				0								0x0					0x0			
Access											RW	RW				RW								RW					RW			
Name											HFRADIOCLKEN	HFPERCLKEN				WSHFLE								CLKOUTSEL1					CLKOUTSEL0			

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21	HFRADIOCLKEN	1	RW	**HFRADIOCLK Enable**
	Set to enable the HFRADIOCLK.			
20	HFPERCLKEN	1	RW	**HFPERCLK Enable**
	Set to enable the HFPERCLK.			
19:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	WSHFLE	0	RW	**Wait State for High-Frequency LE Interface**
	Set to allow access to LE peripherals when running $HFBUSCLK_{LE}$ at frequencies higher than 32 MHz			
15:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:5	CLKOUTSEL1	0x0	RW	**Clock Output Select 1**
	Controls the clock output 1 multiplexer. To actually output on the pin, set CLKOUT1PEN in CMU_ROUTE.			

Value	Mode	Description
0	DISABLED	Disabled
1	ULFRCO	ULFRCO (directly from oscillator)
2	LFRCO	LFRCO (directly from oscillator)
3	LFXO	LFXO (directly from oscillator)
6	HFXO	HFXO (directly from oscillator)
7	HFEXPCLK	HFEXPCLK
9	ULFRCOQ	ULFRCO (qualified)
10	LFRCOQ	LFRCO (qualified)
11	LFXOQ	LFXO (qualified)
12	HFRCOQ	HFRCO (qualified)
13	AUXHFRCOQ	AUXHFRCO (qualified)

Bit	Name	Reset	Access	Description
	14	HFXOQ		HFXO (qualified)
	15	HFSRCCLK		HFSRCCLK
4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	CLKOUTSEL0	0x0	RW	**Clock Output Select 0**

Controls the clock output multiplexer. To actually output on the pin, set CLKOUT0PEN in CMU_ROUTE.

Value	Mode	Description
0	DISABLED	Disabled
1	ULFRCO	ULFRCO (directly from oscillator)
2	LFRCO	LFRCO (directly from oscillator)
3	LFXO	LFXO (directly from oscillator)
6	HFXO	HFXO (directly from oscillator)
7	HFEXPCLK	HFEXPCLK
9	ULFRCOQ	ULFRCO (qualified)
10	LFRCOQ	LFRCO (qualified)
11	LFXOQ	LFXO (qualified)
12	HFRCOQ	HFRCO (qualified)
13	AUXHFRCOQ	AUXHFRCO (qualified)
14	HFXOQ	HFXO (qualified)
15	HFSRCCLK	HFSRCCLK

12.5.2 CMU_HFRCOCTRL - HFRCO Control Register

Write this register to set the frequency band in which the HFRCO is to operate. Always update all fields in this register at once by writing the value for the desired band, which has been obtained from the Device Information page entry for that band. The TUNING, FINETUNING, FINETUNINGEN and CLKDIV bitfields can be used to tune a specific band (FREQRANGE) of the oscillator to a non-preconfigured frequency. 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. Only write CMU_HFRCOCTRL when it is ready for an update as indicated by HFRCOBSY=0 in CMU_SYNCBUSY.

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	0xB				0	0x0		1	0x2			0x08							0x1F							0x3C					
Access	RWH				RWH	RWH		RWH	RWH			RWH							RWH							RWH					
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING					

Bit	Name	Reset	Access	Description
31:28	VREFTC	0xB	RWH	**HFRCO Temperature Coefficient Trim on Comparator Reference**
	Writing this field adjusts the temperature coefficient trim on comparator reference.			
27	FINETUNINGEN	0	RWH	**Enable Reference for Fine Tuning**
	Settings this bit enables HFRCO fine tuning.			
26:25	CLKDIV	0x0	RWH	**Locally Divide HFRCO Clock Output**
	Writing this field configures the HFRCO clock output divider.			

Value	Mode	Description
0	DIV1	Divide by 1.
1	DIV2	Divide by 2.
2	DIV4	Divide by 4.

24	LDOHP	1	RWH	**HFRCO LDO High Power Mode**
	Settings this bit puts the HFRCO LDO in high power mode.			
23:21	CMPBIAS	0x2	RWH	**HFRCO Comparator Bias Current**
	Writing this field adjusts the HFRCO comparator bias current.			
20:16	FREQRANGE	0x08	RWH	**HFRCO Frequency Range**
	Writing this field adjusts the HFRCO frequency range.			
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	FINETUNING	0x1F	RWH	**HFRCO Fine Tuning Value**
	Writing this field adjusts the HFRCO fine tuning value. Higher value means lower frequency. Fine tuning is only enabled when FINETUNINGEN is set.			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:0	TUNING	0x3C	RWH	**HFRCO Tuning Value**
	Writing this field adjusts the HFRCO tuning value. Higher value means lower frequency.			

12.5.3 CMU_AUXHFRCOCTRL - AUXHFRCO Control Register

Write this register with the production calibrated values from the Device Info pages. The TUNING, FINETUNING, FINETUNINGEN and CLKDIV bitfields can be used to tune a specific band (FREQRANGE) of the oscillator to a non-preconfigured frequency. Only write CMU_AUXHFRCOCTRL when it is ready for an update as indicated by AUXHFRCOBSY=0 in CMU_SYNCBUSY.

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	0xB				0	0x0		1	0x2			0x08							0x1F							0x3C						
Access	RW				RW	RW		RW	RW			RW							RW							RW						
Name	VREFTC				FINETUNINGEN	CLKDIV		LDOHP	CMPBIAS			FREQRANGE							FINETUNING							TUNING						

Bit	Name	Reset	Access	Description
31:28	VREFTC	0xB	RW	**AUXHFRCO Temperature Coefficient Trim on Comparator Reference**
	Writing this field adjusts the temperature coefficient trim on comparator reference.			
27	FINETUNINGEN	0	RW	**Enable Reference for Fine Tuning**
	Settings this bit enables AUXHFRCO fine tuning.			
26:25	CLKDIV	0x0	RW	**Locally Divide AUXHFRCO Clock Output**
	Writing this field configures the AUXHFRCO clock output divider.			

Value	Mode	Description
0	DIV1	Divide by 1.
1	DIV2	Divide by 2.
2	DIV4	Divide by 4.

24	LDOHP	1	RW	**AUXHFRCO LDO High Power Mode**
	Settings this bit puts the AUXHFRCO LDO in high power mode.			
23:21	CMPBIAS	0x2	RW	**AUXHFRCO Comparator Bias Current**
	Writing this field adjusts the AUXHFRCO comparator bias current.			
20:16	FREQRANGE	0x08	RW	**AUXHFRCO Frequency Range**
	Writing this field adjusts the AUXHFRCO frequency range.			
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	FINETUNING	0x1F	RW	**AUXHFRCO Fine Tuning Value**
	Writing this field adjusts the AUXHFRCO fine tuning value. Higher value means lower frequency. Fine tuning is only enabled when FINETUNINGEN is set.			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:0	TUNING	0x3C	RW	**AUXHFRCO Tuning Value**
	Writing this field adjusts the AUXHFRCO tuning value. Higher value means lower frequency.			

12.5.4 CMU_LFRCOCTRL - LFRCO Control 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	0x8						0x1							1	1	0								0x100								
Access	RW						RW							RW	RW	RW								RW								
Name	GMCCURTUNE						TIMEOUT							ENDEM	ENCHOP	ENVREF								TUNING								

Bit	Name	Reset	Access	Description
31:28	GMCCURTUNE	0x8	RW	**Tuning of Gmc Current**
	Set to tune GMC current. This field is updated with the production calibrated value during reset, and the reset value might therefore vary between devices.			
27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	TIMEOUT	0x1	RW	**LFRCO Timeout**
	Configures the start-up delay for LFRCO. Do not change while LFRCO is enabled. When starting up the LFRCO after it has been completely turned off, use TIMEOUT=16cycles. If the LFRCO has been retained on in EM4, then the TIMEOUT=2cycles configuration is also allowed when re-enabling the LFRCO after EM4 exit (as it is still running).			

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	16CYCLES	Timeout period of 16 cycles
2	32CYCLES	Timeout period of 32 cycles

23:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	ENDEM	1	RW	**Enable Dynamic Element Matching**
	Set to enable dynamic element matching. This improves average frequency accuracy at the cost of increased jitter.			
17	ENCHOP	1	RW	**Enable Comparator Chopping**
	Set to enable comparator chopping. This improves average frequency accuracy at the cost of increased jitter.			
16	ENVREF	0	RW	**Enable Duty Cycling of Vref**
	Set to enable duty cycling of vref. Clear during calibration of LFRCO. Only change when LFRCO is off.			
15:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:0	TUNING	0x100	RW	**LFRCO Tuning Value**
	Writing this field adjusts the LFRCO frequency (the higher the value, the lower the frequency). This field is updated with the production calibrated value during reset, and the reset value might therefore vary between devices.			

12.5.5 CMU_HFXOCTRL - HFXO 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	7	6	5	4	3	2	1	0
Reset		0	0	0		0x0																0	0	0			0x0					0
Access		RW	RW	RW		RW																RW	RW	RW			RW					RW
Name		AUTOSTARTRDYSELRAC	AUTOSTARTSELEM0EM1	AUTOSTARTEM0EM1		LFTIMEOUT																XTO2GND	XTI2GND	LOWPOWER			PEAKDETSHUNTOPTMODE					MODE

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30	AUTOSTARTRDY-SELRAC	0	RW	**Automatically Start HFXO on RAC Wake-up and Select It Upon HFXO Ready**
	This bit enables automatic HFXO start-up and HFXO selection when ready on RAC wake-up. Allowed to change at any time.			
29	AUTOSTARTSE-LEM0EM1	0	RW	**Automatically Start and Select of HFXO Upon EM0/EM1 Entry From EM2/EM3**
	This bit enables automatic start-up and immediate selection of the HFXO when in EM0/EM1 (also after entry from EM2/EM3). Note that setting this bit to 1 will stall HFSRCCLK until HFXO becomes ready. Allowed to change at any time.			
28	AUTOSTAR-TEM0EM1	0	RW	**Automatically Start of HFXO Upon EM0/EM1 Entry From EM2/EM3**
	This bit enables automatic start-up of the HFXO when in EM0/EM1 (also after entry from EM2/EM3) without causing an automatic HFXO selection. Allowed to change at any time.			
27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	LFTIMEOUT	0x0	RW	**HFXO Low Frequency Timeout**
	Configures the start-up delay for HFXO measured in LFECLK cycles. Only change when both HFXO and LFECLK are off.			

Value	Mode	Description
0	0CYCLES	Timeout period of 0 cycles (disabled)
1	2CYCLES	Timeout period of 2 cycles
2	4CYCLES	Timeout period of 4 cycles
3	16CYCLES	Timeout period of 16 cycles
4	32CYCLES	Timeout period of 32 cycles
5	64CYCLES	Timeout period of 64 cycles
6	1KCYCLES	Timeout period of 1024 cycles
7	4KCYCLES	Timeout period of 4096 cycles

Bit	Name	Reset	Access	Description
23:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	XTO2GND	0	RW	**Clamp HFXTAL_P Pin to Ground When HFXO Oscillator is Off**
	Set to enable grounding of HFXTAL_P pin when HFXO oscillator is off			
9	XTI2GND	0	RW	**Clamp HFXTAL_N Pin to Ground When HFXO Oscillator is Off**
	Set to enable grounding of HFXTAL_N pin when HFXO oscillator is off. Do not enable if MODE=EXTCLK and an external source is supplied.			
8	LOWPOWER	0	RW	**Low Power Mode Control**
	Set LOWPOWER=0 for RF performance. Set LOWPOWER=1 for non RF performance (not compatible with Radio operation).			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	PEAKDETSHUNTOPTMODE	0x0	RW	**HFXO Automatic Peak Detection and Shunt Current Optimization Mode**

Set to AUTOCMD to allow automatic HFXO peak detection and shunt current optimization (MANUAL mode provides direct control of IBTRIMXOCORE, REGISH, PEAKDETEN, REGSELILOW).

Value	Mode	Description
0	AUTOCMD	Automatic control of HFXO peak detection and shunt optimization sequences. CMU_CMD HFXOPEAKDETSTART and HFXOSHUNTOPTSTART can also be used.
1	CMD	CMU_CMD HFXOPEAKDETSTART and HFXOSHUNTOPTSTART can be used to trigger peak detection and shunt optimization sequences.
2	MANUAL	CMU_HFXOSTEADYSTATECTRL IBTRIMXOCORE, REGISH, REGSELILOW, and PEAKDETEN are under full software control and are allowed to be changed once HFXO is ready.

3:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	MODE	0	RW	**HFXO Mode**

Set this to configure the external source for the HFXO. The oscillator setting takes effect when 1 is written to HFXOEN in CMU_OSCENCMD.

Value	Mode	Description
0	XTAL	38 MHz - 40 MHz crystal oscillator
1	EXTCLK	External clock can be supplied (square or wave) on HFXTAL_N pin.

12.5.6 CMU_HFXOCTRL1 - HFXO Control 1

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																							1			0x4				0x0		
Access																							RW			RW				RW		
Name																							XTIBIASEN			REGLVL				PEAKDETTHR		

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	XTIBIASEN	1	RW	**Reserved for internal use. Do not change.**
	Reserved for internal use. Do not change.			
8:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	REGLVL	0x4	RW	**Reserved for internal use. Do not change.**
	Reserved for internal use. Do not change.			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	PEAKDETTHR	0x0	RW	**Sets the Peak Detector amplitude detection threshold levels**

12.5.7 CMU_HFXOSTARTUPCTRL - HFXO Startup Control

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	0xA				0x09								0x0A0													0x60						
Access	RW				RW								RW													RW						
Name	RESERVED1				RESERVED0								CTUNE													IBTRIMXOCORE						

Bit	Name	Reset	Access	Description
31:28	RESERVED1	0xA	RW	**Sets the Regulator Output Current Level (shunt Regulator)**
	This REGISH value is applied during the keep warm phase of the HFXO. Ish=120uA+reg_ish X 120uA.			
27:21	RESERVED0	0x09	RW	**This Field is Reserved. It Should Be Set to 0x9**
	This field is reserved. It should be set to 0x9.			
20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:11	CTUNE	0x0A0	RW	**Sets Oscillator Tuning Capacitance**
	This CTUNE value is applied during the startup phase of the HFXO. Capacitance on HFXTAL_N and HFXTAL_P (pF) = Ctune = Cpar + CTUNE<8:0> X 40fF. Max Ctune 25pF (CLmax ~12.5pF). CL(DNLmax)=50fF ~ 0.6ppm (12.5ppm/pF).			
10:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:0	IBTRIMXOCORE	0x60	RW	**Sets the Startup Oscillator Core Bias Current**
	This IBTRIMXOCORE value is applied during the startup phase of the HFXO. Current (uA) = IBTRIMXOCORE X 40uA. Bits 6 and 5 may only me high in the crystal oscillator startup phase.			

12.5.8 CMU_HFXOSTEADYSTATECTRL - HFXO Steady State Control

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	0xA					0	0x3						0x155									0xA				0x09						
Access	RW					RW	RW						RW									RW				RW						
Name	REGISHUPPER					PEAKDETEN	REGSELILOW						CTUNE									REGISH				IBTRIMXOCORE						

Bit	Name	Reset	Access	Description
31:28	REGISHUPPER	0xA	RW	**Set Regulator Output Current Level (shunt Regulator). Ish = 120uA + REGISHUPPER X 120uA** Set to steady state value of REGISH + 3.
27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26	PEAKDETEN	0	RW	**Enables Oscillator Peak Detectors** Direct control allowed when PEAKDETSHUNTOPTMODE=MANUAL and HFXO is ready.
25:24	REGSELILOW	0x3	RW	**Controls Regulator Minimum Shunt Current Detection Relative to Nominal** Steady state used during HFXO FSM. Direct control allowed when PEAKDETSHUNTOPTMODE=MANUAL and HFXO is ready.
23:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:11	CTUNE	0x155	RW	**Sets Oscillator Tuning Capacitance** This CTUNE value is applied during the steady state phase of the HFXO (as well as during the peak detection and shunt current optimization algorithms). Capacitance on HFXTAL_N and HFXTAL_P (pF) = Ctune = Cpar + CTUNE<8:0> X 40fF. Max Ctune 25pF (CLmax ~12.5pF). CL(DNLmax)=50fF ~ 0.6ppm (12.5ppm/pF).
10:7	REGISH	0xA	RW	**Sets the Steady State Regulator Output Current Level (shunt Regulator)** This REGISH value is applied during the steady state phase of the HFXO. Direct control allowed when PEAKDETSHUNTOPTMODE=MANUAL and HFXO is ready. Ish = 120uA + REGISH X 120uA.
6:0	IBTRIMXOCORE	0x09	RW	**Sets the Steady State Oscillator Core Bias Current.** This IBTRIMXOCORE value is applied during the steady state phase of the HFXO. It is also used as the initial value during the peak detection algorithm. Direct control allowed when PEAKDETSHUNTOPTMODE=MANUAL and HFXO is ready. Current (uA) = IBTRIMXOCORE x 40uA. Bits 6 and 5 may only be high in the crystal oscillator startup phase..

12.5.9 CMU_HFXOTIMEOUTCTRL - HFXO Timeout Control

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													0x2				0x6				0x6				0x6				0x7			
Access													RW				RW				RW				RW				RW			
Name													SHUNTOPTTIMEOUT				PEAKDETTIMEOUT				RESERVED2				STEADYTIMEOUT				STARTUPTIMEOUT			

Bit	Name	Reset	Access	Description
31:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:16	SHUNTOPTTIMEOUT	0x2	RW	**Wait Duration in HFXO Shunt Current Optimization Wait State**

Wait duration depends on the chosen XTAL (expected value is around 1 us). Program the desired duration measured in cycles of (at least) 83 ns.

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	4CYCLES	Timeout period of 4 cycles
2	16CYCLES	Timeout period of 16 cycles
3	32CYCLES	Timeout period of 32 cycles
4	256CYCLES	Timeout period of 256 cycles
5	1KCYCLES	Timeout period of 1024 cycles
6	2KCYCLES	Timeout period of 2048 cycles
7	4KCYCLES	Timeout period of 4096 cycles
8	8KCYCLES	Timeout period of 8192 cycles
9	16KCYCLES	Timeout period of 16384 cycles
10	32KCYCLES	Timeout period of 32768 cycles

15:12	PEAKDETTIMEOUT	0x6	RW	**Wait Duration in HFXO Peak Detection Wait State**

Wait duration depends on the chosen XTAL (expected value is between 25 us and 200 us). Program the desired duration measured in cycles of (at least) 83 ns.

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	4CYCLES	Timeout period of 4 cycles
2	16CYCLES	Timeout period of 16 cycles
3	32CYCLES	Timeout period of 32 cycles
4	256CYCLES	Timeout period of 256 cycles

Bit	Name	Reset	Access	Description
	5	1KCYCLES		Timeout period of 1024 cycles
	6	2KCYCLES		Timeout period of 2048 cycles
	7	4KCYCLES		Timeout period of 4096 cycles
	8	8KCYCLES		Timeout period of 8192 cycles
	9	16KCYCLES		Timeout period of 16384 cycles
	10	32KCYCLES		Timeout period of 32768 cycles
11:8	RESERVED2	0x6	RW	**Wait Duration in HFXO Warm Startup Steady Wait State**
	Wait duration depends on the chosen XTAL (expected value is around 100 us). Program the desired duration measured in cycles of (at least) 83 ns.			
7:4	STEADYTIMEOUT	0x6	RW	**Wait Duration in HFXO Startup Steady Wait State**
	Wait duration depends on the chosen XTAL (expected value is around 100 us). Program the desired duration measured in cycles of (at least) 83 ns.			

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	4CYCLES	Timeout period of 4 cycles
2	16CYCLES	Timeout period of 16 cycles
3	32CYCLES	Timeout period of 32 cycles
4	256CYCLES	Timeout period of 256 cycles
5	1KCYCLES	Timeout period of 1024 cycles
6	2KCYCLES	Timeout period of 2048 cycles
7	4KCYCLES	Timeout period of 4096 cycles
8	8KCYCLES	Timeout period of 8192 cycles
9	16KCYCLES	Timeout period of 16384 cycles
10	32KCYCLES	Timeout period of 32768 cycles

3:0	STARTUPTIMEOUT	0x7	RW	**Wait Duration in HFXO Startup Enable Wait State**
	Wait duration depends on the chosen XTAL (expected value is between 100 us and 1600 us). Program the desired duration measured in cycles of (at least) 83 ns.			

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	4CYCLES	Timeout period of 4 cycles
2	16CYCLES	Timeout period of 16 cycles
3	32CYCLES	Timeout period of 32 cycles
4	256CYCLES	Timeout period of 256 cycles
5	1KCYCLES	Timeout period of 1024 cycles
6	2KCYCLES	Timeout period of 2048 cycles
7	4KCYCLES	Timeout period of 4096 cycles
8	8KCYCLES	Timeout period of 8192 cycles

Bit	Name	Reset	Access	Description
	9	16KCYCLES		Timeout period of 16384 cycles
	10	32KCYCLES		Timeout period of 32768 cycles

12.5.10 CMU_LFXOCTRL - LFXO Control 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						0x7						0			0x0		1	0		0x2			0x0			0x00					
Access						RW						RW			RW		RW	RW		RW			RW			RW					
Name						TIMEOUT						BUFCUR			CUR		AGC	HIGHAMPL		GAIN			MODE			TUNING					

Bit	Name	Reset	Access	Description
31:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	TIMEOUT	0x7	RW	**LFXO Timeout**

Configures the start-up delay for LFXO. Do not change while LFXO is enabled. When starting up the LFXO after it has been completely turned off, use the TIMEOUT setting required by the XTAL. If the LFXO has been retained on in EM4, then the TIMEOUT=2cycles configuration is also allowed when re-enabling the LFXO after EM4 exit (as it is still running).

Value	Mode	Description
0	2CYCLES	Timeout period of 2 cycles
1	256CYCLES	Timeout period of 256 cycles
2	1KCYCLES	Timeout period of 1024 cycles
3	2KCYCLES	Timeout period of 2048 cycles
4	4KCYCLES	Timeout period of 4096 cycles
5	8KCYCLES	Timeout period of 8192 cycles
6	16KCYCLES	Timeout period of 16384 cycles
7	32KCYCLES	Timeout period of 32768 cycles

23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	BUFCUR	0	RW	**LFXO Buffer Bias Current**

The default value is intended to cover all use cases and reprogramming is not recommended. Do not change while LFXO is enabled.

19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	CUR	0x0	RW	**LFXO Current Trim**

The default value is intended to cover all use cases and reprogramming is not recommended. Do not change while LFXO is enabled.

15	AGC	1	RW	**LFXO AGC Enable**

Set this bit to enable automatic gain control which limits XTAL oscillation amplitude. Do not change while LFXO is enabled.

14	HIGHAMPL	0	RW	**LFXO High XTAL Oscillation Amplitude Enable**

Set this bit to enable high XTAL oscillation amplitude. Do not change while LFXO is enabled.

13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
12:11	GAIN	0x2	RW	**LFXO Startup Gain**
	The optimal value for maximum startup margin depends on the chosen XTAL. Refer to the device data sheet or Simplicity Studio for more information.			
10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	MODE	0x0	RW	**LFXO Mode**

Set this to configure the external source for the LFXO. Do not change while LFXO is enabled. 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	32768 Hz crystal oscillator
1	BUFEXTCLK	An AC coupled buffer is coupled in series with LFXTAL_N pin, suitable for external sinus wave (32768 Hz).
2	DIGEXTCLK	Digital external clock on LFXTAL_N pin. Oscillator is effectively bypassed.

7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:0	TUNING	0x00	RW	**LFXO Internal Capacitor Array Tuning Value**

Writing this field adjusts the internal load capacitance connected between LFXTAL_P and ground and LFXTAL_N and ground symmetrically (the higher the value, the higher the capacitance, the lower the frequency). Only increment or decrement by 1 LSB at a time.

12.5.11 CMU_ULFRCOCTRL - ULFRCO Control 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															0x2						0x0						0x20					
Access															RW						RW						RW					
Name															RESTRIM						MODE						TUNING					

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	RESTRIM	0x2	RW	**ULFRCO Resistor Trim Value (for Resistor in Bias Circuit; NOT for USE as FREQUENCY CALIBRATION)**
	Adjust resistor for excessive variation due to narrow width (200 nm). Only write when also writing ULFRCOEN=1. This field is updated with the production calibrated value during reset, and the reset value might therefore vary between devices.			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:10	MODE	0x0	RW	**ULFRCO Mode**
	Writing this field adjusts the ULFRCO mode. Only write when also writing ULFRCOEN=1. This field is updated with the production value during reset, and the reset value might therefore differ.			

Value	Mode	Description
0	1KHZ	ULFRCO = 1 kHz
1	2KHZ	ULFRCO = 2 kHz
2	4KHZ	ULFRCO = 4 kHz
3	32KHZ	ULFRCO = 32 kHz

9:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	TUNING	0x20	RW	**ULFRCO TUNING Value**
	Writing this field adjusts the ULFRCO frequency (the higher the value, the higher frequency). Only write when also writing ULFRCOEN=1. This field is updated with the production calibrated value during reset, and the reset value might therefore vary between devices.			

12.5.12 CMU_CALCTRL - Calibration Control 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset					0x0								0x0											0		0x0				0x0		
Access					RW								RW											RW		RW				RW		
Name					PRSDOWNSEL								PRSUPSEL											CONT		DOWNSEL				UPSEL		

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:24	PRSDOWNSEL	0x0	RW	**PRS Select for PRS Input When Selected in DOWNSEL**

Select PRS input for PRS based calibration. Only change when calibration circuit is off.

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

23:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:16	PRSUPSEL	0x0	RW	**PRS Select for PRS Input When Selected in UPSEL**

Select PRS input for PRS based calibration. Only change when calibration circuit is off.

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

Bit	Name	Reset	Access	Description
	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
15:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	CONT	0	RW	**Continuous Calibration**
	Set this bit to enable continuous calibration			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	DOWNSEL	0x0	RW	**Calibration Down-counter Select**
	Selects clock source for the calibration down-counter. Only change when calibration circuit is off.			
	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
	6	PRS		Select PRS input selected by PRSDOWNSEL as down-counter
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	UPSEL	0x0	RW	**Calibration Up-counter Select**
	Selects clock source for the calibration up-counter. Only change when calibration circuit is off.			
	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
	5	PRS		Select PRS input selected by PRSUPSEL as up-counter

12.5.13 CMU_CALCNT - Calibration Counter 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													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 1.2 Conventions*		
19:0	CALCNT	0x00000	RWH	**Calibration Counter** Write top value before calibration. Read calibration result from this register when Calibration Ready flag has been set.

12.5.14 CMU_OSCENCMD - Oscillator Enable/Disable Command 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																							0	0	0	0	0	0	0	0	0	0
Access																							W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name																							LFXODIS	LFXOEN	LFRCODIS	LFRCOEN	AUXHFRCODIS	AUXHFRCOEN	HFXODIS	HFXOEN	HFRCODIS	HFRCOEN

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	LFXODIS	0	W1	**LFXO Disable**
	Disables the LFXO. LFXOEN has higher priority if written simultaneously. WARNING: Do not disable the LFXO if this oscillator is selected as the source for HFCLK. When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect			
8	LFXOEN	0	W1	**LFXO Enable**
	Enables the LFXO. When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect			
7	LFRCODIS	0	W1	**LFRCO Disable**
	Disables the LFRCO. LFRCOEN has higher priority if written simultaneously. WARNING: Do not disable the LFRCO if this oscillator is selected as the source for HFCLK. When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect			
6	LFRCOEN	0	W1	**LFRCO Enable**
	Enables the LFRCO. When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect			
5	AUXHFRCODIS	0	W1	**AUXHFRCO Disable**
	Disables the AUXHFRCO. AUXHFRCOEN has higher priority if written simultaneously.			
4	AUXHFRCOEN	0	W1	**AUXHFRCO Enable**
	Enables the AUXHFRCO.			
3	HFXODIS	0	W1	**HFXO Disable**
	Disables the HFXO. HFXOEN has higher priority if written simultaneously. WARNING: Do not disable the HFXO if this oscillator is selected as the source for HFCLK.			
2	HFXOEN	0	W1	**HFXO Enable**
	Enables the HFXO.			
1	HFRCODIS	0	W1	**HFRCO Disable**
	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	**HFRCO Enable**
	Enables the HFRCO.			

12.5.15 CMU_CMD - Command 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																											0	0			0	0
Access																											W1	W1			W1	W1
Name																											HFXOSHUNTOPTSTART	HFXOPEAKDETSTART			CALSTOP	CALSTART

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	HFXOSHUNTOPT-START	0	W1	**HFXO Shunt Current Optimization Start**
	Starts the HFXO Shunt Current Optimization and runs it one time.			
4	HFXOPEAKDET-START	0	W1	**HFXO Peak Detection Start**
	Starts the HFXO peak detection and runs it one time.			
3:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	CALSTOP	0	W1	**Calibration Stop**
	Stops the calibration counters.			
0	CALSTART	0	W1	**Calibration Start**
	Starts the calibration, effectively loading the CMU_CALCNT into the down-counter and start decrementing.			

12.5.16 CMU_DBGCLKSEL - Debug Trace Clock Select

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																																0x0
Access																																RW
Name																																DBG

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0:0	DBG	0x0	RW	**Debug Trace Clock**

Select clock used for debug trace.

Value	Mode	Description
0	AUXHFRCO	AUXHFRCO is the debug trace clock
1	HFCLK	HFCLK is the debug trace clock

12.5.17 CMU_HFCLKSEL - High Frequency Clock Select Command 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																															0x0	
Access																															W1	
Name																															HF	

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	HF	0x0	W1	**HFCLK Select**

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. If the system can deal with a temporarily stopped system clock, then it is okay to switch to an oscillator as soon as the status register indicates that the oscillator has been enabled successfully.

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

12.5.18 CMU_LFACLKSEL - Low Frequency A Clock Select 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																														0x0		
Access																														RW		
Name																														LFA		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	LFA	0x0	RW	**Clock Select for LFA**

Selects the clock source for LFACLK.

Value	Mode	Description
0	DISABLED	LFACLK is disabled
1	LFRCO	LFRCO selected as LFACLK
2	LFXO	LFXO selected as LFACLK
4	ULFRCO	ULFRCO selected as LFACLK

12.5.19 CMU_LFBCLKSEL - Low Frequency B Clock Select 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	3	2	1	0
Reset																														0x0		
Access																														RW		
Name																														LFB		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	LFB	0x0	RW	**Clock Select for LFB**

Selects the clock source for LFBCLK.

Value	Mode	Description
0	DISABLED	LFBCLK is disabled
1	LFRCO	LFRCO selected as LFBCLK
2	LFXO	LFXO selected as LFBCLK
3	HFCLKLE	HFCLK divided by two/four is selected as LFBCLK
4	ULFRCO	ULFRCO selected as LFBCLK

12.5.20 CMU_LFECLKSEL - Low Frequency E Clock Select 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																														0x0		
Access																														RW		
Name																														LFE		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	LFE	0x0	RW	**Clock Select for LFE**

Selects the clock source for LFECLK. When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect

Value	Mode	Description
0	DISABLED	LFECLK is disabled
1	LFRCO	LFRCO selected as LFECLK
2	LFXO	LFXO selected as LFECLK
4	ULFRCO	ULFRCO selected as LFECLK

12.5.21 CMU_STATUS - Status 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						0	0	0	0	0	0					1							0	0	0	0	0	0	0	0	1	1
Access						R	R	R	R	R	R					R							R	R	R	R	R	R	R	R	R	R
Name						HFXOREGILOW	HFXOAMPLOW	HFXOAMPHIGH	HFXOSHUNTOPTRDY	HFXOPEAKDETRDY	HFXOREQ					CALRDY							LFXORDY	LFXOENS	LFRCORDY	LFRCOENS	AUXHFRCORDY	AUXHFRCOENS	HFXORDY	HFXOENS	HFRCORDY	HFRCOENS

Bit	Name	Reset	Access	Description
31:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26	HFXOREGILOW	0	R	**HFXO Regulator Shunt Current Too Low**
	HFXO regulator shunt current too low. When using PEAKDETSHUNTOPTMODE=MANUAL, the REGISH value in CMU_HFXOSTEADYSTATECTRL should be tuned up by 1 LSB.			
25	HFXOAMPLOW	0	R	**HFXO Amplitude Tuning Value Too Low**
	HFXO oscillation amplitude is too low. When using PEAKDETSHUNTOPTMODE=MANUAL, the IBTRIMXOCORE value in CMU_HFXOSTEADYSTATECTRL should be tuned up by 1 LSB.			
24	HFXOAMPHIGH	0	R	**HFXO Oscillation Amplitude is Too High**
	HFXO oscillation amplitude is too high. When using PEAKDETSHUNTOPTMODE=MANUAL, the IBTRIMXOCORE value in CMU_HFXOSTEADYSTATECTRL should be tuned down by 1 LSB.			
23	HFXOSHUNTOPTRDY	0	R	**HFXO Shunt Current Optimization Ready**
	HFXO shunt current optimization is ready.			
22	HFXOPEAKDETRDY	0	R	**HFXO Peak Detection Ready**
	HFXO peak detection is ready.			
21	HFXOREQ	0	R	**HFXO is Required By Hardware**
	HFXO is required by another hardware block and HFXO should typically not be disabled or deselected. Whether disabling or deselecting of the HFXO can be performed and whether this leads to setting of HFXODISERR depends on whether the HFXO enable/select conditions are met.			
20:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	CALRDY	1	R	**Calibration Ready**
	Calibration is Ready (0 when calibration is ongoing).			
15:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	LFXORDY	0	R	**LFXO Ready**
	LFXO is enabled and start-up time has exceeded.			
8	LFXOENS	0	R	**LFXO Enable Status**
	LFXO is enabled (shows disabled status if EM4 repaint is required).			

Bit	Name	Reset	Access	Description
7	LFRCORDY	0	R	**LFRCO Ready**
	LFRCO is enabled and start-up time has exceeded.			
6	LFRCOENS	0	R	**LFRCO Enable Status**
	LFRCO is enabled (shows disabled status if EM4 repaint is required).			
5	AUXHFRCORDY	0	R	**AUXHFRCO Ready**
	AUXHFRCO is enabled and start-up time has exceeded.			
4	AUXHFRCOENS	0	R	**AUXHFRCO Enable Status**
	AUXHFRCO is enabled.			
3	HFXORDY	0	R	**HFXO Ready**
	HFXO is enabled and start-up time has exceeded.			
2	HFXOENS	0	R	**HFXO Enable Status**
	HFXO is enabled.			
1	HFRCORDY	1	R	**HFRCO Ready**
	HFRCO is enabled and start-up time has exceeded.			
0	HFRCOENS	1	R	**HFRCO Enable Status**
	HFRCO is enabled.			

12.5.22 CMU_HFCLKSTATUS - HFCLK Status 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																														0x1		
Access																														R		
Name																														SELECTED		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	SELECTED	0x1	R	**HFCLK Selected**
	Clock selected as HFCLK clock source.			

Value	Mode	Description
1	HFRCO	HFRCO is selected as HFCLK clock source
2	HFXO	HFXO is selected as HFCLK clock source
3	LFRCO	LFRCO is selected as HFCLK clock source
4	LFXO	LFXO is selected as HFCLK clock source

12.5.23 CMU_HFXOTRIMSTATUS - HFXO Trim Status

Offset	Bit Position																															
0x09C	31	30	29	28	27	26	25	24	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																							0xA						0x00			
Access																							R						R			
Name																							REGISH						IBTRIMXOCORE			

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10:7	REGISH	0xA	R	**Value of REGISH Found By Automatic HFXO Shunt Current Optimization Algorithm** Can be used as initial value for REGISH value in the CMU_HFXOSTEADYSTATECTRL register if HFXO is to be started again.
6:0	IBTRIMXOCORE	0x00	R	**Value of IBTRIMXOCORE Found By Automatic HFXO Peak Detection Algorithm** Can be used as initial value for IBTRIMXOCORE in the CMU_HFXOSTEADYSTATECTRL register if HFXO is to be started again.

12.5.24 CMU_IF - Interrupt Flag Register

Offset	Bit Position																													
0x0A0	31	30	29	28	27	26	25	24	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	1
Access	R																	R	R	R	R	R	R	R		R	R	R	R	R	R	R
Name	CMUERR																	LFTIMEOUTERR	HFRCODIS	HFXOSHUNTOPTRDY	HFXOPEAKDETRDY	HFXOPEAKDETERR	HFXOAUTOSW	HFXODISERR		CALOF	CALRDY	AUXHFRCORDY	LFXORDY	LFRCORDY	HFXORDY	HFRCORDY

Bit	Name	Reset	Access	Description
31	CMUERR	0	R	**CMU Error Interrupt Flag**
	Set upon illegal CMU write attempt (e.g. writing CMU_LFRCOCTRL while LFRCOBSY is set).			
30:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	LFTIMEOUTERR	0	R	**Low Frequency Timeout Error Interrupt Flag**
	Set when LFTIMEOUT of CMU_HFXOCTRL triggers before the combined STARTUPTIMEOUT plus STEADYTIMEOUT of the CMU_HFXOTIMEOUTCTRL register triggers.			
13	HFRCODIS	0	R	**HFRCO Disable Interrupt Flag**
	Set when a running HFRCO is disabled because of automatic HFXO start and selection.			
12	HFXOSHUNTOPTRDY	0	R	**HFXO Automatic Shunt Current Optimization Ready Interrupt Flag**
	Set when automatic HFXO shunt current optimization is ready.			
11	HFXOPEAKDETRDY	0	R	**HFXO Automatic Peak Detection Ready Interrupt Flag**
	Set when automatic HFXO peak detection is ready.			
10	HFXOPEAKDETERR	0	R	**HFXO Automatic Peak Detection Error Interrupt Flag**
	Set when automatic HFXO peak detection failed.			
9	HFXOAUTOSW	0	R	**HFXO Automatic Switch Interrupt Flag**
	Set when automatic selection of HFXO causes a switch of the source clock used for HFCLKSRC.			
8	HFXODISERR	0	R	**HFXO Disable Error Interrupt Flag**
	Set when software tries to disable/deselect the HFXO in case the automatic enable/select reason is met. The HFXO was not disabled/deselected.			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	CALOF	0	R	**Calibration Overflow Interrupt Flag**
	Set when calibration overflow has occurred (i.e. if a new calibration completes before CMU_CALCNT has been read).			
5	CALRDY	0	R	**Calibration Ready Interrupt Flag**
	Set when calibration is completed.			

Bit	Name	Reset	Access	Description
4	AUXHFRCORDY	0	R	**AUXHFRCO Ready Interrupt Flag**
	Set when AUXHFRCO is ready (start-up time exceeded).			
3	LFXORDY	0	R	**LFXO Ready Interrupt Flag**
	Set when LFXO is ready (start-up time exceeded). LFXORDY can be used as wake-up interrupt.			
2	LFRCORDY	0	R	**LFRCO Ready Interrupt Flag**
	Set when LFRCO is ready (start-up time exceeded). LFRCORDY can be used as wake-up interrupt.			
1	HFXORDY	0	R	**HFXO Ready Interrupt Flag**
	Set when HFXO is ready (start-up time exceeded).			
0	HFRCORDY	1	R	**HFRCO Ready Interrupt Flag**
	Set when HFRCO is ready (start-up time exceeded).			

12.5.25 CMU_IFS - Interrupt Flag Set Register

Offset	Bit Position																													
0x0A4	31	30	29	28	27	26	25	24	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
Access	W1																	W1	W1	W1	W1	W1	W1	W1		W1	W1	W1	W1	W1	W1	W1
Name	CMUERR																	LFTIMEOUTERR	HFRCODIS	HFXOSHUNTOPTRDY	HFXOPEAKDETRDY	HFXOPEAKDETERR	HFXOAUTOSW	HFXODISERR		CALOF	CALRDY	AUXHFRCORDY	LFXORDY	LFRCORDY	HFXORDY	HFRCORDY

Bit	Name	Reset	Access	Description
31	CMUERR	0	W1	**Set CMUERR Interrupt Flag**
	Write 1 to set the CMUERR interrupt flag			
30:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	LFTIMEOUTERR	0	W1	**Set LFTIMEOUTERR Interrupt Flag**
	Write 1 to set the LFTIMEOUTERR interrupt flag			
13	HFRCODIS	0	W1	**Set HFRCODIS Interrupt Flag**
	Write 1 to set the HFRCODIS interrupt flag			
12	HFXOSHUNTOPTRDY	0	W1	**Set HFXOSHUNTOPTRDY Interrupt Flag**
	Write 1 to set the HFXOSHUNTOPTRDY interrupt flag			
11	HFXOPEAKDETRDY	0	W1	**Set HFXOPEAKDETRDY Interrupt Flag**
	Write 1 to set the HFXOPEAKDETRDY interrupt flag			
10	HFXOPEAKDETERR	0	W1	**Set HFXOPEAKDETERR Interrupt Flag**
	Write 1 to set the HFXOPEAKDETERR interrupt flag			
9	HFXOAUTOSW	0	W1	**Set HFXOAUTOSW Interrupt Flag**
	Write 1 to set the HFXOAUTOSW interrupt flag			
8	HFXODISERR	0	W1	**Set HFXODISERR Interrupt Flag**
	Write 1 to set the HFXODISERR interrupt flag			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	CALOF	0	W1	**Set CALOF Interrupt Flag**
	Write 1 to set the CALOF interrupt flag			
5	CALRDY	0	W1	**Set CALRDY Interrupt Flag**
	Write 1 to set the CALRDY interrupt flag			
4	AUXHFRCORDY	0	W1	**Set AUXHFRCORDY Interrupt Flag**
	Write 1 to set the AUXHFRCORDY interrupt flag			

Bit	Name	Reset	Access	Description
3	LFXORDY	0	W1	**Set LFXORDY Interrupt Flag**
	Write 1 to set the LFXORDY interrupt flag			
2	LFRCORDY	0	W1	**Set LFRCORDY Interrupt Flag**
	Write 1 to set the LFRCORDY interrupt flag			
1	HFXORDY	0	W1	**Set HFXORDY Interrupt Flag**
	Write 1 to set the HFXORDY interrupt flag			
0	HFRCORDY	0	W1	**Set HFRCORDY Interrupt Flag**
	Write 1 to set the HFRCORDY interrupt flag			

12.5.26 CMU_IFC - Interrupt Flag Clear Register

Offset	Bit Position																													
0x0A8	31	30	29	28	27	26	25	24	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
Access	(R)W1																	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1		(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name	CMUERR																	LFTIMEOUTERR	HFRCODIS	HFXOSHUNTOPTRDY	HFXOPEAKDETRDY	HFXOPEAKDETERR	HFXOAUTOSW	HFXODISERR		CALOF	CALRDY	AUXHFRCORDY	LFXORDY	LFRCORDY	HFXORDY	HFRCORDY

Bit	Name	Reset	Access	Description
31	CMUERR	0	(R)W1	**Clear CMUERR Interrupt Flag**
	Write 1 to clear the CMUERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
30:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	LFTIMEOUTERR	0	(R)W1	**Clear LFTIMEOUTERR Interrupt Flag**
	Write 1 to clear the LFTIMEOUTERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
13	HFRCODIS	0	(R)W1	**Clear HFRCODIS Interrupt Flag**
	Write 1 to clear the HFRCODIS interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
12	HFXOSHUNTOPTRDY	0	(R)W1	**Clear HFXOSHUNTOPTRDY Interrupt Flag**
	Write 1 to clear the HFXOSHUNTOPTRDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
11	HFXOPEAKDETRDY	0	(R)W1	**Clear HFXOPEAKDETRDY Interrupt Flag**
	Write 1 to clear the HFXOPEAKDETRDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
10	HFXOPEAKDETERR	0	(R)W1	**Clear HFXOPEAKDETERR Interrupt Flag**
	Write 1 to clear the HFXOPEAKDETERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	HFXOAUTOSW	0	(R)W1	**Clear HFXOAUTOSW Interrupt Flag**
	Write 1 to clear the HFXOAUTOSW interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	HFXODISERR	0	(R)W1	**Clear HFXODISERR Interrupt Flag**
	Write 1 to clear the HFXODISERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
6	CALOF	0	(R)W1	**Clear CALOF Interrupt Flag**
	Write 1 to clear the CALOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5	CALRDY	0	(R)W1	**Clear CALRDY Interrupt Flag**
	Write 1 to clear the CALRDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	AUXHFRCORDY	0	(R)W1	**Clear AUXHFRCORDY Interrupt Flag**
	Write 1 to clear the AUXHFRCORDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	LFXORDY	0	(R)W1	**Clear LFXORDY Interrupt Flag**
	Write 1 to clear the LFXORDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	LFRCORDY	0	(R)W1	**Clear LFRCORDY Interrupt Flag**
	Write 1 to clear the LFRCORDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	HFXORDY	0	(R)W1	**Clear HFXORDY Interrupt Flag**
	Write 1 to clear the HFXORDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	HFRCORDY	0	(R)W1	**Clear HFRCORDY Interrupt Flag**
	Write 1 to clear the HFRCORDY interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

12.5.27 CMU_IEN - Interrupt Enable Register

Offset	Bit Position																													
0x0AC	31	30	29	28	27	26	25	24	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
Access	RW																	RW	RW	RW	RW	RW	RW	RW		RW	RW	RW	RW	RW	RW	RW
Name	CMUERR																	LFTIMEOUTERR	HFRCODIS	HFXOSHUNTOPTRDY	HFXOPEAKDETRDY	HFXOPEAKDETERR	HFXOAUTOSW	HFXODISERR		CALOF	CALRDY	AUXHFRCORDY	LFXORDY	LFRCORDY	HFXORDY	HFRCORDY

Bit	Name	Reset	Access	Description
31	CMUERR	0	RW	**CMUERR Interrupt Enable**
	Enable/disable the CMUERR interrupt			
30:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	LFTIMEOUTERR	0	RW	**LFTIMEOUTERR Interrupt Enable**
	Enable/disable the LFTIMEOUTERR interrupt			
13	HFRCODIS	0	RW	**HFRCODIS Interrupt Enable**
	Enable/disable the HFRCODIS interrupt			
12	HFXOSHUNTOPTRDY	0	RW	**HFXOSHUNTOPTRDY Interrupt Enable**
	Enable/disable the HFXOSHUNTOPTRDY interrupt			
11	HFXOPEAKDETRDY	0	RW	**HFXOPEAKDETRDY Interrupt Enable**
	Enable/disable the HFXOPEAKDETRDY interrupt			
10	HFXOPEAKDETERR	0	RW	**HFXOPEAKDETERR Interrupt Enable**
	Enable/disable the HFXOPEAKDETERR interrupt			
9	HFXOAUTOSW	0	RW	**HFXOAUTOSW Interrupt Enable**
	Enable/disable the HFXOAUTOSW interrupt			
8	HFXODISERR	0	RW	**HFXODISERR Interrupt Enable**
	Enable/disable the HFXODISERR interrupt			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	CALOF	0	RW	**CALOF Interrupt Enable**
	Enable/disable the CALOF interrupt			
5	CALRDY	0	RW	**CALRDY Interrupt Enable**
	Enable/disable the CALRDY interrupt			
4	AUXHFRCORDY	0	RW	**AUXHFRCORDY Interrupt Enable**
	Enable/disable the AUXHFRCORDY interrupt			

Bit	Name	Reset	Access	Description
3	LFXORDY	0	RW	**LFXORDY Interrupt Enable**
	Enable/disable the LFXORDY interrupt			
2	LFRCORDY	0	RW	**LFRCORDY Interrupt Enable**
	Enable/disable the LFRCORDY interrupt			
1	HFXORDY	0	RW	**HFXORDY Interrupt Enable**
	Enable/disable the HFXORDY interrupt			
0	HFRCORDY	0	RW	**HFRCORDY Interrupt Enable**
	Enable/disable the HFRCORDY interrupt			

12.5.28 CMU_HFBUSCLKEN0 - High Frequency Bus Clock Enable Register 0

Offset	Bit Position																													
0x0B0	31	30	29	28	27	26	25	24	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																											RW	RW	RW	RW	RW	RW
Name																											GPCRC	LDMA	PRS	GPIO	CRYPTO	LE

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	GPCRC	0	RW	**General Purpose CRC Clock Enable**
	Set to enable the clock for GPCRC.			
4	LDMA	0	RW	**Linked Direct Memory Access Controller Clock Enable**
	Set to enable the clock for LDMA.			
3	PRS	0	RW	**Peripheral Reflex System Clock Enable**
	Set to enable the clock for PRS.			
2	GPIO	0	RW	**General purpose Input/Output Clock Enable**
	Set to enable the clock for GPIO.			
1	CRYPTO	0	RW	**Advanced Encryption Standard Accelerator Clock Enable**
	Set to enable the clock for CRYPTO.			
0	LE	0	RW	**Low Energy Peripheral Interface Clock Enable**
	Set to enable the clock for LE. Interface used for bus access to Low Energy peripherals.			

12.5.29 CMU_HFPERCLKEN0 - High Frequency Peripheral Clock Enable Register 0

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	7	6	5	4	3	2	1	0
Reset																							0	0	0	0	0	0	0	0	0	0
Access																							RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name																							IDAC0	ADC0	I2C0	CRYOTIMER	ACMP1	ACMP0	USART1	USART0	TIMER1	TIMER0

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	IDAC0	0	RW	**Current Digital to Analog Converter 0 Clock Enable**
	Set to enable the clock for IDAC0.			
8	ADC0	0	RW	**Analog to Digital Converter 0 Clock Enable**
	Set to enable the clock for ADC0.			
7	I2C0	0	RW	**I2C 0 Clock Enable**
	Set to enable the clock for I2C0.			
6	CRYOTIMER	0	RW	**CRYOTIMER Clock Enable**
	Set to enable the clock for CRYOTIMER.			
5	ACMP1	0	RW	**Analog Comparator 1 Clock Enable**
	Set to enable the clock for ACMP1.			
4	ACMP0	0	RW	**Analog Comparator 0 Clock Enable**
	Set to enable the clock for ACMP0.			
3	USART1	0	RW	**Universal Synchronous/Asynchronous Receiver/Transmitter 1 Clock Enable**
	Set to enable the clock for USART1.			
2	USART0	0	RW	**Universal Synchronous/Asynchronous Receiver/Transmitter 0 Clock Enable**
	Set to enable the clock for USART0.			
1	TIMER1	0	RW	**Timer 1 Clock Enable**
	Set to enable the clock for TIMER1.			
0	TIMER0	0	RW	**Timer 0 Clock Enable**
	Set to enable the clock for TIMER0.			

12.5.30 CMU_LFACLKEN0 - Low Frequency a Clock Enable Register 0 (Async Reg)

Offset	Bit Position																														
0x0E0	31	30	29	28	27	26	25	24	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																																LETIMER0

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	LETIMER0	0	RW	**Low Energy Timer 0 Clock Enable**
	Set to enable the clock for LETIMER0.			

12.5.31 CMU_LFBCLKEN0 - Low Frequency B Clock Enable Register 0 (Async Reg)

Offset	Bit Position																														
0x0E8	31	30	29	28	27	26	25	24	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																																LEUART0

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	LEUART0	0	RW	**Low Energy UART 0 Clock Enable**
	Set to enable the clock for LEUART0.			

12.5.32 CMU_LFECLKEN0 - Low Frequency E Clock Enable Register 0 (Async Reg)

Offset	Bit Position																														
0x0F0	31	30	29	28	27	26	25	24	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																																RTCC

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	RTCC	0	RW	**Real-Time Counter and Calendar Clock Enable**
	Set to enable the clock for RTCC.			

12.5.33 CMU_HFPRESC - High Frequency Clock Prescaler 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								0x0														0x00										
Access								RW														RW										
Name								HFCLKLEPRESC														PRESC										

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24:24	HFCLKLEPRESC	0x0	RW	**HFCLKLE Prescaler**

Specifies the clock divider for HFCLKLE.

Value	Mode	Description
0	DIV2	HFCLKLE is $HFBUSCLK_{LE}$ divided by 2.
1	DIV4	HFCLKLE is $HFBUSCLK_{LE}$ divided by 4.

23:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12:8	PRESC	0x00	RW	**HFCLK Prescaler**

Specifies the clock divider for HFCLK (relative to HFSRCCLK).

Value	Description
PRESC	Clock division factor of PRESC+1.

7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.34 CMU_HFCOREPRESC - High Frequency Core Clock Prescaler 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																				0x000												
Access																				RW												
Name																				PRESC												

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16:8	PRESC	0x000	RW	**HFCORECLK Prescaler**

Specifies the clock divider for HFCORECLK (relative to HFCLK).

Value	Description
PRESC	Clock division factor of PRESC+1.

Bit	Name	Reset	Access	Description
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.35 CMU_HFPERPRESC - High Frequency Peripheral Clock Prescaler 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																				0x000												
Access																				RW												
Name																				PRESC												

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16:8	PRESC	0x000	RW	**HFPERCLK Prescaler**

Specifies the clock divider for the HFPERCLK (relative to HFCLK).

Value	Description
PRESC	Clock division factor of PRESC+1.

Bit	Name	Reset	Access	Description
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.36 CMU_HFRADIOPRESC - High Frequency Radio Peripheral Clock Prescaler 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																				0x000												
Access																				RW												
Name																				PRESC												

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16:8	PRESC	0x000	RW	**HFRADIOCLK Prescaler**
	Specifies the clock divider for the HFRADIOCLK (relative to HFCLK).			
	Value			Description
	PRESC			Clock division factor of PRESC+1.
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.37 CMU_HFEXPPRESC - High Frequency Export Clock Prescaler 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																						0x00										
Access																						RW										
Name																						PRESC										

Bit	Name	Reset	Access	Description
31:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12:8	PRESC	0x00	RW	**HFEXPCLK Prescaler**
	Specifies the clock divider for HFEXPCLK (relative to HFCLK).			
	Value			Description
	PRESC			Clock division factor of PRESC+1.
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.38 CMU_LFAPRESC0 - Low Frequency a Prescaler Register 0 (Async Reg)

Offset	Bit Position																															
0x120	31	30	29	28	27	26	25	24	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																													LETIMER0			

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	LETIMER0	0x0	RW	**Low Energy Timer 0 Prescaler**

Configure Low Energy Timer 0 prescaler

Value	Mode	Description
0	DIV1	$LFACLK_{LETIMER0}$ = LFACLK
1	DIV2	$LFACLK_{LETIMER0}$ = LFACLK/2
2	DIV4	$LFACLK_{LETIMER0}$ = LFACLK/4
3	DIV8	$LFACLK_{LETIMER0}$ = LFACLK/8
4	DIV16	$LFACLK_{LETIMER0}$ = LFACLK/16
5	DIV32	$LFACLK_{LETIMER0}$ = LFACLK/32
6	DIV64	$LFACLK_{LETIMER0}$ = LFACLK/64
7	DIV128	$LFACLK_{LETIMER0}$ = LFACLK/128
8	DIV256	$LFACLK_{LETIMER0}$ = LFACLK/256
9	DIV512	$LFACLK_{LETIMER0}$ = LFACLK/512
10	DIV1024	$LFACLK_{LETIMER0}$ = LFACLK/1024
11	DIV2048	$LFACLK_{LETIMER0}$ = LFACLK/2048
12	DIV4096	$LFACLK_{LETIMER0}$ = LFACLK/4096
13	DIV8192	$LFACLK_{LETIMER0}$ = LFACLK/8192
14	DIV16384	$LFACLK_{LETIMER0}$ = LFACLK/16384
15	DIV32768	$LFACLK_{LETIMER0}$ = LFACLK/32768

12.5.39 CMU_LFBPRESC0 - Low Frequency B Prescaler Register 0 (Async Reg)

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																															0x0	
Access																															RW	
Name																															LEUART0	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	LEUART0	0x0	RW	**Low Energy UART 0 Prescaler**

Configure Low Energy UART 0 prescaler

Value	Mode	Description
0	DIV1	$LFBCLK_{LEUART0}$ = LFBCLK
1	DIV2	$LFBCLK_{LEUART0}$ = LFBCLK/2
2	DIV4	$LFBCLK_{LEUART0}$ = LFBCLK/4
3	DIV8	$LFBCLK_{LEUART0}$ = LFBCLK/8

12.5.40 CMU_LFEPRESC0 - Low Frequency E Prescaler Register 0 (Async Reg)

When waking up from EM4 make sure EM4UNLATCH in EMU_CMD is set for this to take effect

Offset	Bit Position																													
0x130	31	30	29	28	27	26	25	24	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																																
Name																													RTCC		

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	RTCC	0x0		**Real-Time Counter and Calendar Prescaler**

Configure Real-Time Counter and Calendar prescaler

Value	Mode	Description
0	DIV1	$LFECLK_{RTCC}$ = LFECLK

12.5.41 CMU_SYNCBUSY - Synchronization Busy Register

Offset	Bit Position																														
0x140	31	30	29	28	27	26	25	24	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
Access			R	R	R	R	R	R						R		R										R		R		R		R
Name			LFXOBSY	HFXOBSY	LFRCOVREFBSY	LFRCOBSY	AUXHFRCOBSY	HFRCOBSY						LFEPRESC0		LFECLKEN0										LFBPRESC0		LFBCLKEN0		LFAPRESC0		LFACLKEN0

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	LFXOBSY	0	R	**LFXO Busy**

Used to check the synchronization status of CMU_LFXOCTRL.

Value	Description
0	CMU_LFXOCTRL is ready for update
1	CMU_LFXOCTRL is busy synchronizing new value

28	HFXOBSY	0	R	**HFXO Busy**

Used to check the synchronization status of CMU_HFXOCTRL, CMU_HFXOSTARTUPCTRL, CMU_HFXOSTEADYSTATECTRL, CMU_HFXOTIMEOUTCTRL, CMU_HFXOCTRL1.

Value	Description
0	CMU_HFXOCTRL, CMU_HFXOSTARTUPCTRL, CMU_HFXOSTEADYSTATECTRL, CMU_HFXOTIMEOUTCTRL, CMU_HFXOCTRL1 are ready for update
1	CMU_HFXOCTRL, CMU_HFXOSTARTUPCTRL, CMU_HFXOSTEADYSTATECTRL, CMU_HFXOTIMEOUTCTRL, CMU_HFXOCTRL1 are busy synchronizing new value. HFXO is also BUSY when these registers are actively being used (e.g. when HFXOENS=1).

27	LFRCOVREFBSY	0	R	**LFRCO VREF Busy**

Used to check the synchronization status of GMCCURTUNE.

Value	Description
0	CMU_LFRCOCTRL GMCCURTUNE bitfield is ready for update
1	CMU_LFRCOCTRL GMCCURTUNE bitfield is busy synchronizing new value

26	LFRCOBSY	0	R	**LFRCO Busy**

Used to check the synchronization status of CMU_LFRCOCTRL.

Value	Description
0	CMU_LFRCOCTRL is ready for update

Bit	Name	Reset	Access	Description
	1			CMU_LFRCOCTRL is busy synchronizing new value
25	AUXHFRCOBSY	0	R	**AUXHFRCO Busy**
	Used to check the synchronization status of CMU_AUXHFRCOCTRL.			
	Value			Description
	0			CMU_AUXHFRCOCTRL is ready for update
	1			CMU_AUXHFRCOCTRL is busy synchronizing new value
24	HFRCOBSY	0	R	**HFRCO Busy**
	Used to check the synchronization status of CMU_HFRCOCTRL.			
	Value			Description
	0			CMU_HFRCOCTRL is ready for update
	1			CMU_HFRCOCTRL is busy synchronizing new value
23:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	LFEPRESC0	0	R	**Low Frequency E Prescaler 0 Busy**
	Used to check the synchronization status of CMU_LFEPRESC0.			
	Value			Description
	0			CMU_LFEPRESC0 is ready for update
	1			CMU_LFEPRESC0 is busy synchronizing new value
17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	LFECLKEN0	0	R	**Low Frequency E Clock Enable 0 Busy**
	Used to check the synchronization status of CMU_LFECLKEN0.			
	Value			Description
	0			CMU_LFECLKEN0 is ready for update
	1			CMU_LFECLKEN0 is busy synchronizing new value
15:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	LFBPRESC0	0	R	**Low Frequency B Prescaler 0 Busy**
	Used to check the synchronization status of CMU_LFBPRESC0.			
	Value			Description
	0			CMU_LFBPRESC0 is ready for update
	1			CMU_LFBPRESC0 is busy synchronizing new value
5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
4	LFBCLKEN0	0	R	**Low Frequency B Clock Enable 0 Busy**

Used to check the synchronization status of CMU_LFBCLKEN0.

Value	Description
0	CMU_LFBCLKEN0 is ready for update
1	CMU_LFBCLKEN0 is busy synchronizing new value

3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	LFAPRESC0	0	R	**Low Frequency a Prescaler 0 Busy**

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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	LFACLKEN0	0	R	**Low Frequency a Clock Enable 0 Busy**

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

12.5.42 CMU_FREEZE - Freeze Register

Offset	Bit Position																														
0x144	31	30	29	28	27	26	25	24	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																																REGFREEZE

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	REGFREEZE	0	RW	**Register Update Freeze**

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.

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.

12.5.43 CMU_PCNTCTRL - PCNT Control Register

Offset	Bit Position																													
0x150	31	30	29	28	27	26	25	24	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
Access																															RWH	RWH
Name																															PCNT0CLKSEL	PCNT0CLKEN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	PCNT0CLKSEL	0	RWH	**PCNT0 Clock Select**

This bit controls which clock that is used for the PCNT.

Value	Mode	Description
0	LFACLK	LFACLK is clocking PCNT0
1	PCNT0S0	External pin PCNT0_S0 is clocking PCNT0

Bit	Name	Reset	Access	Description
0	PCNT0CLKEN	0	RWH	**PCNT0 Clock Enable**

This bit enables/disables the clock to the PCNT.

12.5.44 CMU_ADCCTRL - ADC Control Register

Offset	Bit Position																															
0x15C	31	30	29	28	27	26	25	24	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																								RWH			RWH					
Name																								ADC0CLKINV			ADC0CLKSEL					

Bit	Name	Reset	Access	Description
31:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	ADC0CLKINV	0	RWH	**Invert Clock Selected By ADC0CLKSEL**
	This bit enables inverting the selected clock to ADC0.			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	ADC0CLKSEL	0x0	RWH	**ADC0 Clock Select**

This bit controls which clock is used for ADC0 in case ADCCLKMODE in ADCn_CTRL is set to ASYNC. It should only be changed when ADCCLKMODE in ADCn_CTRL is set to SYNC. HFXO should never be selected as clock source for ADC0 when disabling the HFXO (e.g. because of EM2 entry).

Value	Mode	Description
0	DISABLED	ADC0 is not clocked
1	AUXHFRCO	AUXHFRCO is clocking ADC0
2	HFXO	HFXO is clocking ADC0
3	HFSRCCLK	HFSRCCLK is clocking ADC0

3:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

12.5.45 CMU_ROUTEPEN - I/O Routing Pin Enable Register

Offset	Bit Position																													
0x170	31	30	29	28	27	26	25	24	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
Access																															RW	RW
Name																															CLKOUT1PEN	CLKOUT0PEN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	CLKOUT1PEN	0	RW	**CLKOUT1 Pin Enable**
	When set, the CLKOUT1 pin is enabled.			
0	CLKOUT0PEN	0	RW	**CLKOUT0 Pin Enable**
	When set, the CLKOUT0 pin is enabled.			

12.5.46 CMU_ROUTELOC0 - I/O Routing Location Register

Offset	Bit Position																													
0x174	31	30	29	28	27	26	25	24	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																			RW								RW					
Name																			CLKOUT1LOC								CLKOUT0LOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CLKOUT1LOC	0x00	RW	**I/O Location**

Decides the location of the CLKOUT1.

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	LOC7	Location 7

7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CLKOUT0LOC	0x00	RW	**I/O Location**

Decides the location of the CMU CLKOUT0.

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	LOC7	Location 7

12.5.47 CMU_LOCK - Configuration Lock Register

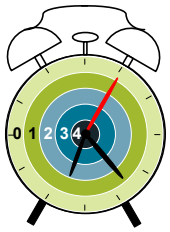
Offset	Bit Position																													
0x180	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																	0x0000															
Access																	RWH															
Name																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock Key**

Write any other value than the unlock code to lock CMU_CTRL, CMU_ROUTEPEN, CMU_ROUTELOC0, CMU_ROUTELOC1, CMU_HFRCOCTRL, CMU_AUXHFRCOCTRL, CMU_LFRCOCTRL, CMU_ULFRCOCTRL, CMU_HFXOCTRL, CMU_HFXOCTRL1, CMU_HFXOSTARTUPCTRL, CMU_HFXOSTEADYSTATECTRL, CMU_HFXOTIMEOUTCTRL, CMU_LFXOCTRL, CMU_OSCENCMD, CMU_CMD, CMU_DBGCLKSEL, CMU_HFCLKSEL, CMU_LFACLKSEL, CMU_LFBCLKSEL, CMU_LFECLKSEL, CMU_LFRCLKSEL, CMU_HFBUSCLKEN0, CMU_HFUNDIVCLKEN0, CMU_HFPERCLKEN0, CMU_HFRADIOCLKEN0, CMU_HFRADIOALTCLKEN0, CMU_HFPRESC, CMU_HFCOREPRESC, CMU_HFPERPRESC, CMU_HFRADIOPRESC, CMU_HFRADIOALTPRESC, CMU_HFEXPPRESC, CMU_LFACLKEN0, CMU_LFBCLKEN0, CMU_LFECLKEN0, CMU_LFRCLKEN0, CMU_LFAPRESC0, CMU_LFBPRESC0, CMU_LFEPRESC0, CMU_LFRPRESC0, CMU_ADCCTRL CMU_LVDSCTRL, 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

13. RTCC - Real Time Counter and Calendar



Quick Facts

What?

The Real Time Counter and Calendar (RTCC) is a 32-bit counter ensuring timekeeping in low energy modes. The RTCC also includes a calendar mode for easy time and date keeping. In addition, the RTCC includes 128 bytes of general purpose retention data, allowing persistent data storage in all energy modes except EM4 Shutoff.

Why?

Timekeeping over long time periods while using as little power as possible is required in many low power applications.

How?

A low frequency oscillator is used as clock signal and the RTCC has three different Capture/Compare channels which can trigger wake-up, generate PRS signalling, or capture system events. 32-bit resolution and selectable prescaling allow the system to stay in low energy modes for long periods of time and still maintain reliable timekeeping.

13.1 Introduction

The Real Time Counter and Calendar (RTCC) contains a 32-bit counter/calendar in combination with a 15-bit pre-counter to allow flexible prescaling of the main counter. The RTCC is available in all energy modes except EM4 Shutoff.

Three individually configurable Capture/Compare channels are available in the RTCC. These can be used to trigger interrupts, generate PRS signals, capture system events, and to wake the device up from a low energy mode. The RTCC also includes 128 bytes of general purpose storage and a Binary Coded Decimal (BCD) calendar mode, enabling easy time and date keeping.

13.2 Features

- 32-bit Real Time Counter.
- 15-bit pre-counter, for flexible frequency scaling or for use as an independent counter.
- EM4 Hibernate operation and wakeup.
- 128 byte general purpose retention data.
- Oscillator failure detection.
- Can continue through system reset; only reset by power loss, pin, or software reset.
- Calendar mode.
  - BCD encoding.
  - Three programmable alarms.
  - Leap year correction.
- Three Capture/Compare registers.
  - Capture of PRS events from other parts of the system.
  - Compare match or input capture can trigger interrupts.
  - Compare register 1, RTCC_CC1_CCV can be used as a top value for the main counter.
  - Compare register 0, RTCC_CC0_CCV can be used as a top value for the pre-counter.
  - Compare match events are available to other peripherals through the Peripheral Reflex System (PRS).

13.3 Functional Description

The RTCC is a 32-bit up-counter with three Capture/Compare channels. In addition, the RTCC includes a 15-bit pre-counter which can be used as an independent counter or to prescale the main counter. An overview of the RTCC module is shown in Figure 13.1 RTCC Overview on page 347.

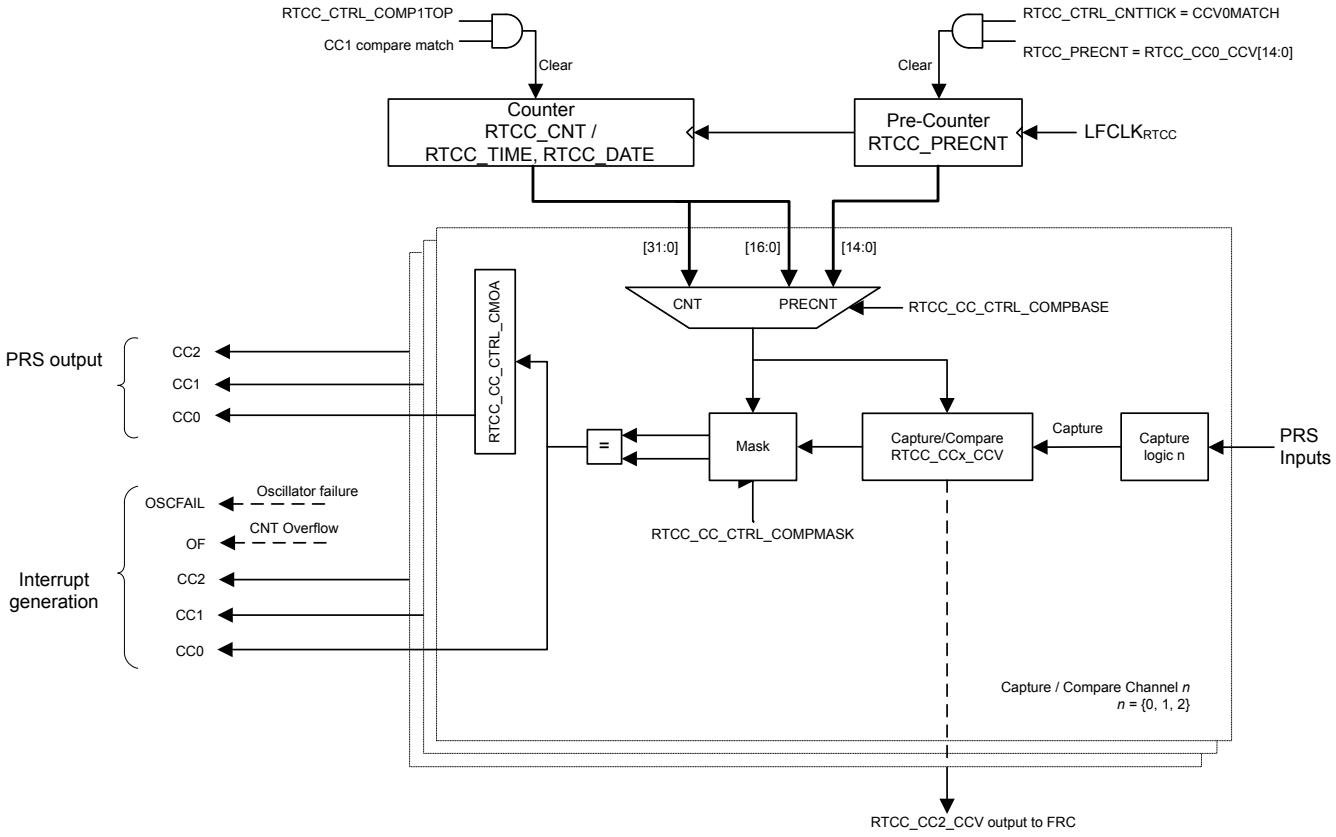


Figure 13.1. RTCC Overview

13.3.1 Counter

The RTCC consists of two counters; the 32-bit main counter, RTCC_CNT (RTCC_TIME and RTCC_DATE in calendar mode), and a 15-bit pre-counter, RTCC_PRECNT. The pre-counter can be used as an independent counter or to generate a specific frequency for the main counter. In both configurations, the pre-counter can be used to generate compare match events or be captured in the Capture/Compare channels as a result of an external PRS event. Refer to 13.3.2 Capture/Compare Channels for details on how to configure the Capture/Compare channels for use with the pre-counter.

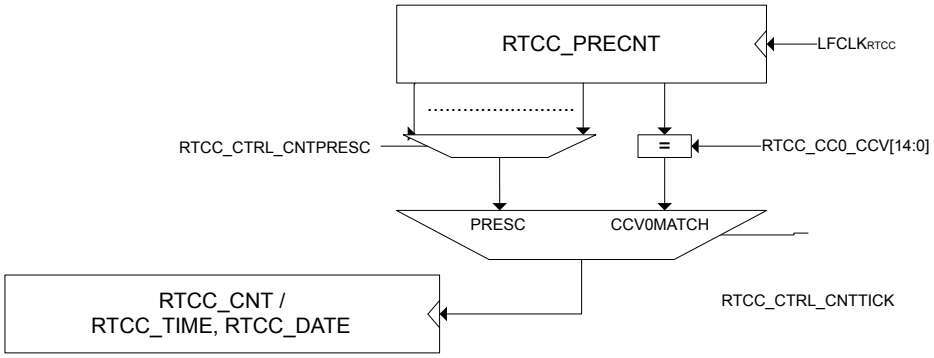


Figure 13.2. RTCC counters

The RTCC is enabled by setting the ENABLE bit in RTCC_CTRL. When the RTCC is enabled, the pre-counter (RTCC_PRECNT) increments upon each positive clock edge of $LFCLK_{RTCC}$. If CNTTICK in RTCC_CTRL is set to PRESC, the pre-counter will continue to count up, wrapping around to zero when it overflows. If CNTTICK in RTCC_CTRL is set to CCV0MATCH, the pre-counter will wrap around when it hits the value configured in RTCC_CC0_CCV.

The main counter of the RTCC, RTCC_CNT, has two modes; normal mode and calendar mode. In normal mode, the main counter is available in RTCC_CNT and increments upon each tick given from the pre-counter. Refer to 13.3.1.1 Normal Mode for a description on how to configure the frequency of these ticks. In calendar mode, the counter value is available in RTCC_TIME and RTCC_DATE, keeping track of seconds, minutes, hours, day of month, day of week, months, and years, all encoded in BCD format. Refer to 13.3.1.2 Calendar Mode for details on this mode. The mode of the main counter is configured in CNTMODE in RTCC_CTRL. The differences between the two modes are summarized below.

- **Normal mode**
  - Incremental counter, RTCC_CNT.
  - RTCC_CCx_CCV used for Capture/Compare value.
- **Calendar mode**
  - BCD counters, RTCC_DATE, RTCC_TIME.
  - RTCC_CCx_TIME and RTCC_CCx_DATE used for Capture/Compare value.

Note: The mode of the RTCC must be configured for CALENDAR mode in RTCC_CTRL_CNTMODE before writing to the mode dependent registers, RTCC_TIME, RTCC_DATE, RTCC_CCx_TIME, and RTCC_CCx_DATE. Writes to these registers when in NORMAL mode will be ignored.

13.3.1.1 Normal Mode

The main counter can receive a tick based on different tappings from the pre-counter, allowing the ticks to be power of 2 divisions of the $LFCLK_{RTCC}$. For more accurate configuration of the tick frequency, RTCC_CC0_CCV[14:0] can be used as a top value for RTCC_PRECNT. When reaching the top value, the main counter receives a tick and the pre-counter wraps around. Table 13.1 RTCC Resolution Vs Overflow, F_{LFCLK} = 32768 Hz on page 349 summarizes the resolutions available when using a 32768 Hz oscillator as source for $LFCLK_{RTCC}$.

Table 13.1. RTCC Resolution Vs Overflow, F_{LFCLK} = 32768 Hz

RTCC_CTRL_CNTTICK	RTCC_CTRL_CNTPRESC	Main counter period, T_{CNT}	Overflow
CCV0MATCH	Don't care	(RTCC_CC0_CCV + 1)/F_{LFCLK} s	2^{32}*T_{CNT} seconds
PRESC	DIV1	30.5 µs	36.4 hours
	DIV2	61 µs	72.8 hours
	DIV4	122 µs	145.6 hours
	DIV8	244 µs	12 days
	DIV16	488 µs	24 days
	DIV32	977 µs	48 days
	DIV64	1.95 ms	97 days
	DIV128	3.91 ms	194 days
	DIV256	7.81 ms	388 days
	DIV512	15.6 ms	776 days
	DIV1024	31.25 ms	4.2 years
	DIV2048	62.5 ms	8.5 years
	DIV4096	0.125 s	17 years
	DIV8192	0.25 s	34 years
	DIV16384	0.5 s	68 years
	DIV32768	1 s	136 years

By default, the counter will keep counting until it reaches the top value, 0xFFFFFFFF, before it wraps around and continues counting from zero. By setting CCV1TOP in RTCC_CTRL, a Capture/Compare channel 1 compare match will result in the main counter wrapping to 0. The timer will then wrap around on a channel 1 compare match (RTCC_CNT = RTCC_CC1_CCV). Before using the CCV1TOP setting, make sure to set this bit prior to or at the same time the RTCC is enabled. Setting CCV1TOP after enabling the RTCC (RTCC_CTRL_MODE != DISABLED) may cause unintended operation (e.g. if RTCC_CNT > RTCC_CC1_CCV, RTCC_CNT will wrap when reaching 0xFFFFFFFF rather than RTCC_CC1_CCV).

Note: If the RTCC is being reconfigured, and capture compare channel 1 has previously been used, a CCV1TOP wrap event might be pending. This would lead to the first tick of the main counter being a wrap to 0. To clear any pending wrap events, use the following procedure before reconfiguring the RTCC:

1. RTCC->CC[1].CTRL = RTCC_CC_CTRL_MODE_OFF;
2. RTCC->CTRL = RTCC_CTRL_CNTTICK_PRESC | RTCC_CTRL_CNTMODE_NORMAL | RTCC_CTRL_ENABLE;
3. rtcc_cnt_pre = RTCC->CNT;
4. while(RTCC->CNT == rtcc_cnt_pre);
5. Reconfigure the RTCC

13.3.1.2 Calendar Mode

The RTCC includes a calendar mode which implements time and date decoding in hardware. Calendar mode is enabled by configuring CNTMODE in RTCC_CTRL to CALENDAR. When in calendar mode, the counter value is available in RTCC_TIME and RTCC_DATE. RTCC_TIME shows seconds, minutes, and hours while RTCC_DATE shows day of month, month, year, and day of week. RTCC_TIME and RTCC_DATE are encoded in BCD format. In calendar mode, the pre-counter should be configured to give ticks with a period of one second, i.e. RTCC_CTRL_CNTTICK should be set to PRESC, and the CNTPRESC bitfield of the RTCC_CTRL register should be set to DIV32768 if a 32768 Hz clock source is used.

In calendar mode, the time and date registers of the capture compare channels, RTCC_CCx_TIME and RTCC_CCx_DATE, are used to set compare values. Compare values can be set on seconds, minutes, hours, days, and months. Whether day of week or day of month is used for a Capture/Compare channel, it is configured in RTCC_CCx_CTRL_DAYCC of the respective Capture/Compare channel.

The RTCC will automatically compensate for 28-, 29- (leap year), 30-, and 31-day months. The day of week counter, RTCC_DATE_DAYOW, is a three bit counter incrementing when RTCC_TIME_HOURT overflows, wrapping around every seventh day. Automatic leap year correction, extending the month of February from 28 to 29 days every fourth year is by default enabled, but can be disabled by setting the LYEARCORRDIS bit in RTCC_CTRL. The pseudo-code for leap year correction is as follows:

```
if RTCC_DATE_YEART modulo 2 = 0:
   if RTCC_DATE_YEARU modulo 4 = 0:
      leap_year = true
   else:
      leap_year = false
else:
   if (RTCC_DATE_YEARU + 2) modulo 4 = 0:
      leap_year = true
   else:
      leap_year = false
```

The seconds, minute, hour segments are represented in 24-hour BCD format. The month segments are enumerated as shown in Table 13.2 RTCC calendar enumeration on page 350.

Table 13.2. RTCC calendar enumeration

Month	RTCC_DATE_MONTHT	RTCC_DATE_MONTHU
January	0b0	0b0001
February	0b0	0b0010
March	0b0	0b0011
April	0b0	0b0100
May	0b0	0b0101
June	0b0	0b0110
July	0b0	0b0111
August	0b0	0b1000
September	0b0	0b1001
October	0b1	0b0000
November	0b1	0b0001
December	0b1	0b0010

13.3.1.3 RTCC Initialization

The counters of the RTCC, RTCC_CNT (RTCC_TIME and RTCC_DATE in calendar mode) and RTCC_PRECNT, can at any time be written by software, as long as the registers are not locked using RTCC_LOCKKEY. All RTCC registers use the immediate synchronization scheme, described in 4.3.1 Writing.

Note: Writing to the RTCC_PRECNT register may alter the frequency of the ticks for the RTCC_CNT register.

13.3.2 Capture/Compare Channels

Three capture/compare channels are available in the RTCC. Each channel can be configured as input capture or output compare, by setting the corresponding MODE in the RTCC_CCx_CTRL register.

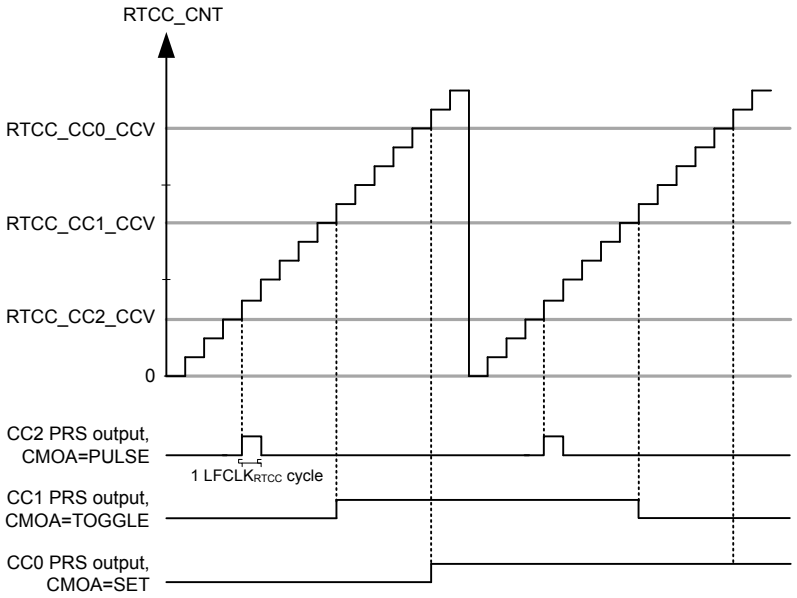


Figure 13.3. RTCC Compare match and PRS output illustration

In input capture mode the RTCC_CNT (RTCC_TIME and RTCC_DATE in calendar mode) register is captured into the RTCC_CCx_CCV (RTCC_CCx_TIME and RTCC_CCx_DATE in calendar mode) register when an edge is detected on the selected PRS input channel. The active capture edge is configured in the ICEDGE control bits.

In output compare mode the compare values are set by writing to the RTCC compare channel registers RTCC_CCx_CCV (RTCC_CCx_TIME and RTCC_CCx_DATE in calendar mode). These values will be compared to the main counter, RTCC_CNT (RTCC_TIME and RTCC_DATE in calendar mode), or a mixture of the main counter and the pre-counter, as illustrated in Figure 13.4 RTCC Compare base illustration on page 353. Compare base for the capture compare channels is set by configuring COMPBASE in RTCC_CCx_CTRL.

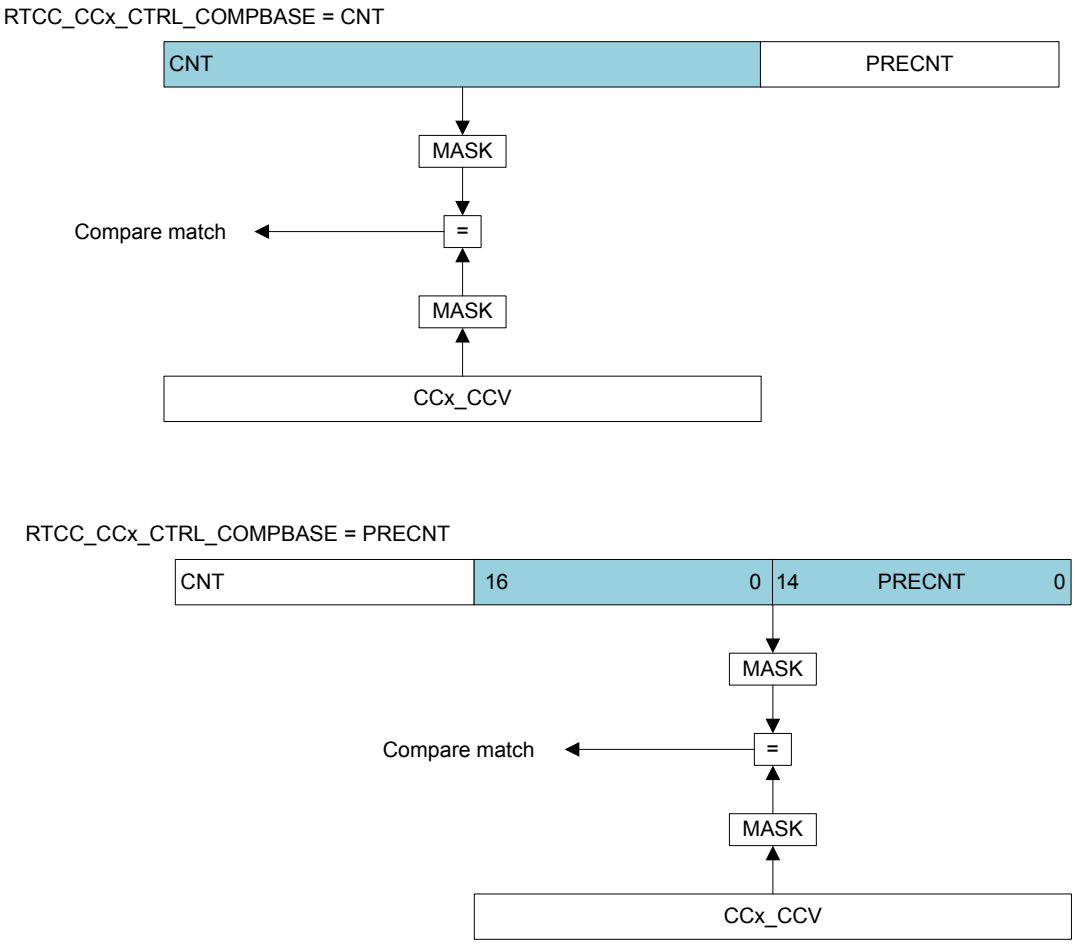


Figure 13.4. RTCC Compare base illustration

Table 13.3 RTCC Capture/Compare Subjects on page 353 summarizes which registers being subject to comparison for different configurations of RTCC_CTRL_CNTMODE and RTCC_CCx_CTRL_COMPBASE.

Table 13.3. RTCC Capture/Compare Subjects

RTCC_CTRL_CNTMODE	NORMAL	CALENDAR
RTCC_CCx_CTRL_COMPBASE = CNT	RTCC_CNT vs. RTCC_CCx_CCV	RTCC_TIME vs. RTCC_CCx_TIME and RTCC_DATE vs. RTCC_CCx_DATE
RTCC_CCx_CTRL_COMPBASE = PRECNT	{RTCC_CNT[16:0],RTCC_PRECNT[14:0]} vs. RTCC_CCx_CCV	RTCC_PRECNT vs. RTCC_CCx_CCV[14:0]

Figure 13.5 RTCC Compare in calendar mode, COMPBASE = CNT on page 354 illustrates how the compare events are evaluated when in calendar mode with RTCC_CCx_CTRL_COMPBASE = CNT. The SECU, SECT, MINU, MINT, HOURU, HOURT, MONTHU, and MONTHT bitfields in RTCC_CCx_TIME and RTCC_CCx_DATE are compared to the corresponding bitfields in RTCC_DATE and RTCC_TIME. The DAYU and DAYT bitfields in RTCC_CCx_DATE will be compared to {RTCC_DATE_DAYOMT, RTCC_DATE_DAYOMU} if DAYCC in RTCC_CCx_CTRL is set to MONTH. If DAYCC in RTCC_CCx_CTRL is set to WEEK, the DAYU and DAYT bitfields in RTCC_CCx_DATE will be compared to {0b000, RTCC_DATE_DAYOW}.

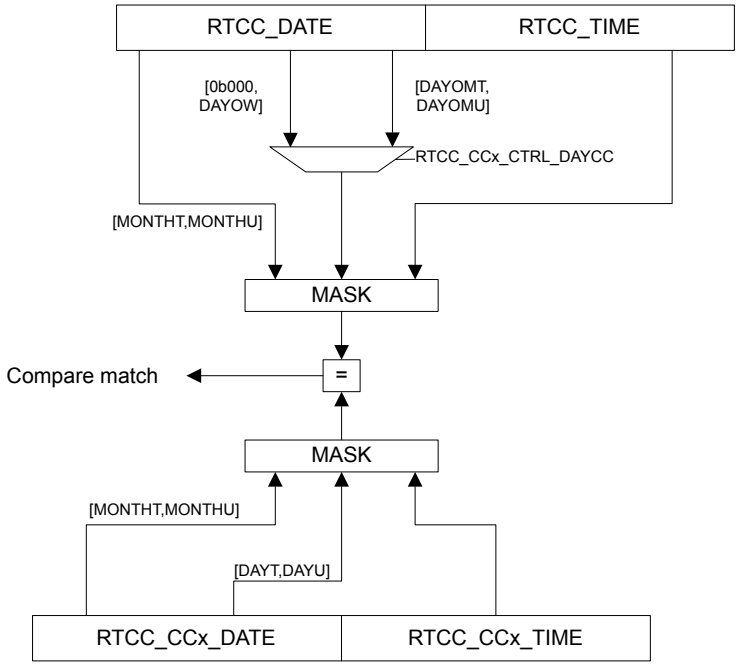


Figure 13.5. RTCC Compare in calendar mode, COMPBASE = CNT

To generate periodically recurring events, it is possible to mask out parts of the compare match values. By configuring COMPMASK in RTCC_CCx_CTRL, parts of the compare values will be masked out, limiting which part of the compare register being subject to comparison with the counter. Figure 13.6 RTCC Compare mask illustration, COMPMASK=11 on page 354 illustrates the effect of COMPMASK when in normal mode and calendar mode.

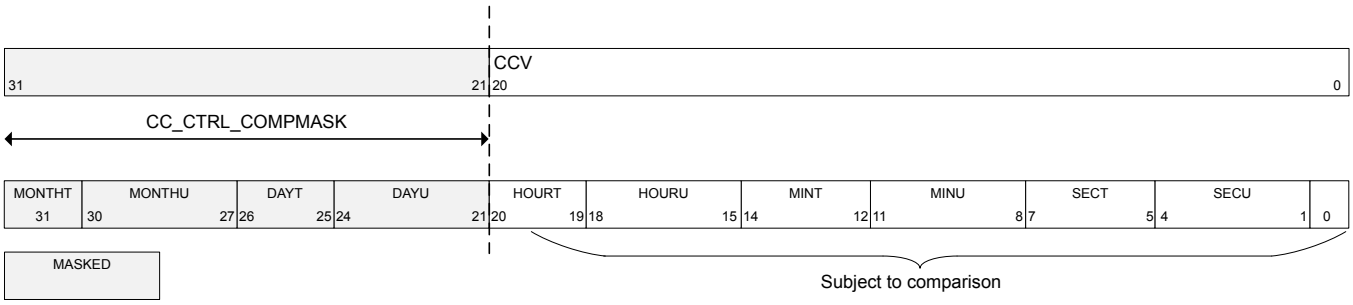


Figure 13.6. RTCC Compare mask illustration, COMPMASK=11

Upon a compare match, the respective Capture/Compare interrupt flag CCx is set. Additionally, the event selected by the CMOA setting is generated on the corresponding PRS output. This is illustrated in Figure 13.3 RTCC Compare match and PRS output illustration on page 352.

13.3.3 Interrupts and PRS Output

The RTCC has one interrupt for each of its 3 Capture/Compare channels, CC0, CC1, and CC2. Each Capture/Compare channel has a PRS output with configurable actions upon compare match.

The interrupt flag CNTTICK is set each time the main counter receives a tick (each second in calendar mode). In calendar mode, there are also interrupt flags being set each minute, hour, day, week, and month.

Upon oscillator failure detection, the OSCFAIL flag will be set.

13.3.3.1 Main Counter Tick PRS Output

To output the ticks for the main counter on PRS, it is possible to use a Capture/Compare channel and mask all the bits, i.e. RTCC_CCx_CTRL_COMPBASE=CNT and RTCC_CCx_CTRL_COMPMASK=31. PRS output of main counter ticks does not work if the main counter is not prescaled.

Note: To be able to mask all bits in the main counter, RTCC_CTRL_CNTMODE has to be set to CALENDAR. In NORMAL mode, the least significant bit can not be masked out.

13.3.4 Energy Mode Availability

The RTCC is available in all energy modes except EM4 Shutoff. To enable RTCC operation in EM4 Hibernate, the EMU_EM4CTRL register in the EMU has to be configured. Any enabled RTCC interrupt will wake the system up from EM4 Hibernate; if EM4WU in RTCC_EM4WUEN is set. Refer to 11. EMU - Energy Management Unit for details on how to configure the EMU.

13.3.5 Register Lock

To prevent accidental writes to the RTCC registers, the RTCC_LOCKKEY register can be written to any value other than the unlock value. To unlock the register, write the unlock value to RTCC_LOCKKEY. Registers affected by this lock are:

- RTCC_CTRL
- RTCC_PRECNT
- RTCC_CNT
- RTCC_TIME
- RTCC_DATE
- RTCC_IEN
- RTCC_POWERDOWN
- RTCC_CCx_CTRL
- RTCC_CCx_CCV
- RTCC_CCx_TIME
- RTCC_CCx_DATE

13.3.6 Oscillator Failure Detection

To be able to detect OSC failure, the RTCC includes a security mechanism ensuring that at least three OSC cycles are detected within one period of the ULFRCO. If no OSC cycles are detected, the OSCFAIL interrupt flag is set. OSC failure detection is enabled by setting the OSCFDETEN bit in RTCC_CTRL.

13.3.7 Retention Registers

The RTCC includes 32 x 32 bit registers which can be retained in all energy modes except EM4 Shutoff. The registers are accessible through the RETx_REG registers. Retention is by default enabled in EM0 Active through EM4 Hibernate/Shutoff. The registers can be shut off to save power by setting the RAM bit in RTCC_POWERDOWN.

Note: The retention registers are mapped to a RAM instance and have undefined state out of reset.

13.3.8 Frame Controller Interface

For easy timestamping of frames, RTCC_CC2_CCV is directly available for the Frame Controller, FRC.

13.3.9 Debug Session

By default, the RTCC is halted when code execution is halted from the debugger. By setting the DEBUGRUN bit in the RTCC_CTRL register, the RTCC will continue to run even when the debugger has halted the system.

13.4 Register Map

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

Offset	Name	Type	Description
0x000	RTCC_CTRL	RW	Control Register
0x004	RTCC_PRECNT	RWH	Pre-Counter Value Register
0x008	RTCC_CNT	RWH	Counter Value Register
0x00C	RTCC_COMBCNT	R	Combined Pre-Counter and Counter Value Register
0x010	RTCC_TIME	RWH	Time of Day Register
0x014	RTCC_DATE	RWH	Date Register
0x018	RTCC_IF	R	RTCC Interrupt Flags
0x01C	RTCC_IFS	W1	Interrupt Flag Set Register
0x020	RTCC_IFC	(R)W1	Interrupt Flag Clear Register
0x024	RTCC_IEN	RW	Interrupt Enable Register
0x028	RTCC_STATUS	R	Status Register
0x02C	RTCC_CMD	W1	Command Register
0x030	RTCC_SYNCBUSY	R	Synchronization Busy Register
0x034	RTCC_POWERDOWN	RW	Retention RAM Power-down Register
0x038	RTCC_LOCK	RWH	Configuration Lock Register
0x03C	RTCC_EM4WUEN	RW	Wake Up Enable
0x040	RTCC_CC0_CTRL	RW	CC Channel Control Register
0x044	RTCC_CC0_CCV	RWH	Capture/Compare Value Register
0x048	RTCC_CC0_TIME	RWH	Capture/Compare Time Register
0x04C	RTCC_CC0_DATE	RWH	Capture/Compare Date Register
0x050	RTCC_CC1_CTRL	RW	CC Channel Control Register
0x054	RTCC_CC1_CCV	RWH	Capture/Compare Value Register
0x058	RTCC_CC1_TIME	RWH	Capture/Compare Time Register
0x05C	RTCC_CC1_DATE	RWH	Capture/Compare Date Register
0x060	RTCC_CC2_CTRL	RW	CC Channel Control Register
0x064	RTCC_CC2_CCV	RWH	Capture/Compare Value Register
0x068	RTCC_CC2_TIME	RWH	Capture/Compare Time Register
0x06C	RTCC_CC2_DATE	RWH	Capture/Compare Date Register
0x104	RTCC_RET0_REG	RW	Retention Register
...	RTCC_RETx_REG	RW	Retention Register
0x180	RTCC_RET31_REG	RW	Retention Register

13.5 Register Description

13.5.1 RTCC_CTRL - Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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	0x0						0	0		0		0
Access															RW	RW	RW			RW	RW						RW	RW		RW		RW
Name															LYEARCORRDIS	CNTMODE	OSCFDETEN			CNTTICK	CNTPRESC						CCV1TOP	PRECCV0TOP		DEBUGRUN		ENABLE

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	LYEARCORRDIS	0	RW	**Leap Year Correction Disabled**
	When cleared, February has 29 days in leap years. When set, February always has 28 days.			
16	CNTMODE	0	RW	**Main Counter Mode**
	Configure count mode for the main counter.			

Value	Mode	Description
0	NORMAL	The main counter is incremented with 1 for each tick.
1	CALENDAR	The main counter is in calendar mode.

Bit	Name	Reset	Access	Description
15	OSCFDETEN	0	RW	**Oscillator Failure Detection Enable**
	When set, the OSCFAIL interrupt flag will be set if no ticks are detected on $LFCLK_{RTCC}$ within one ULFRCO cycle.			
14:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	CNTTICK	0	RW	**Counter Prescaler Mode**
	Select whether the main counter should tick on RTCC_CC0_CCV[14:0] compare match with the pre-counter or tick on a pre-counter tap selected in CNTPRESC bitfield in the RTCC_CTRL register.			

Value	Mode	Description
0	PRESC	CNT register ticks according to configuration in CNTPRESC.
1	CCV0MATCH	CNT register ticks when PRECNT matches RTCC_CC0_CCV[14:0]

Bit	Name	Reset	Access	Description
11:8	CNTPRESC	0x0	RW	**Counter Prescaler Value**
	Configure counting frequency of the CNT register.			

Value	Mode	Description
0	DIV1	CLK_{CNT} = $LFECLK_{RTCC}$/1
1	DIV2	CLK_{CNT} = $LFECLK_{RTCC}$/2

Bit	Name	Reset	Access	Description
	2	DIV4		CLK_{CNT} = $LFECLK_{RTCC}$/4
	3	DIV8		CLK_{CNT} = $LFECLK_{RTCC}$/8
	4	DIV16		CLK_{CNT} = $LFECLK_{RTCC}$/16
	5	DIV32		CLK_{CNT} = $LFECLK_{RTCC}$/32
	6	DIV64		CLK_{CNT} = $LFECLK_{RTCC}$/64
	7	DIV128		CLK_{CNT} = $LFECLK_{RTCC}$/128
	8	DIV256		CLK_{CNT} = $LFECLK_{RTCC}$/256
	9	DIV512		CLK_{CNT} = $LFECLK_{RTCC}$/512
	10	DIV1024		CLK_{CNT} = $LFECLK_{RTCC}$/1024
	11	DIV2048		CLK_{CNT} = $LFECLK_{RTCC}$/2048
	12	DIV4096		CLK_{CNT} = $LFECLK_{RTCC}$/4096
	13	DIV8192		CLK_{CNT} = $LFECLK_{RTCC}$/8192
	14	DIV16384		CLK_{CNT} = $LFECLK_{RTCC}$/16384
	15	DIV32768		CLK_{CNT} = $LFECLK_{RTCC}$/32768
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	CCV1TOP	0	RW	**CCV1 Top Value Enable** When set, the counter wraps around on a CC1 event.
4	PRECCV0TOP	0	RW	**Pre-counter CCV0 Top Value Enable** When set, the pre-counter wraps around when PRECNT equals RTCC_CC0_CCV[14:0].
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DEBUGRUN	0	RW	**Debug Mode Run Enable** Set this bit to keep the RTCC running during a debug halt.

Value	Description
0	RTCC is frozen in debug mode
1	RTCC is running in debug mode

1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	ENABLE	0	RW	**RTCC Enable** Enable the RTCC.

13.5.2 RTCC_PRECNT - Pre-Counter Value Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																		0x0000														
Access																		RWH														
Name																		PRECNT														

Bit	Name	Reset	Access	Description
31:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:0	PRECNT	0x0000	RWH	**Pre-Counter Value**
	Gives access to the Pre-counter value of the RTCC.			

13.5.3 RTCC_CNT - Counter Value Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																RWH																
Name																CNT																

Bit	Name	Reset	Access	Description
31:0	CNT	0x00000000	RWH	**Counter Value**
	Gives access to the main counter value of the RTCC. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = CALENDAR.			

13.5.4 RTCC_COMBCNT - Combined Pre-Counter and 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	0x00000																	0x0000													
Access	R																	R													
Name	CNTLSB																	PRECNT													

Bit	Name	Reset	Access	Description
31:15	CNTLSB	0x00000	R	**Counter Value**
	Gives access to the 17 LSBs of the main counter, CNT. Register will be read as zero when RTCC_CTRL_CNTMODE = CALENDAR.			
14:0	PRECNT	0x0000	R	**Pre-Counter Value**
	Gives access to the pre-counter, PRECNT. Register will be read as zero when RTCC_CTRL_CNTMODE = CALENDAR.			

13.5.5 RTCC_TIME - Time of Day Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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											0x0		0x0					0x0			0x0					0x0			0x0			
Access											RWH		RWH					RWH			RWH					RWH			RWH			
Name											HOURT		HOURU					MINT			MINU					SECT			SECU			

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	HOURT	0x0	RWH	**Hours, Tens**
	Shows the tens part of the hour counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
19:16	HOURU	0x0	RWH	**Hours, Units**
	Shows the unit part of the hour counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:12	MINT	0x0	RWH	**Minutes, Tens**
	Shows the tens part of the minute counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
11:8	MINU	0x0	RWH	**Minutes, Units**
	Shows the unit part of the minute counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	SECT	0x0	RWH	**Seconds, Tens**
	Shows the tens part of the second counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
3:0	SECU	0x0	RWH	**Seconds, Units**
	Shows the unit part of the second counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			

13.5.6 RTCC_DATE - Date Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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						0x0			0x0				0x0							0	0x0						0x0		0x0			
Access						RWH			RWH				RWH							RWH	RWH						RWH		RWH			
Name						DAYOW			YEART				YEARU							MONTHT	MONTHU						DAYOMT		DAYOMU			

Bit	Name	Reset	Access	Description
31:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	DAYOW	0x0	RWH	**Day of Week**
	Shows the day of week counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
23:20	YEART	0x0	RWH	**Year, Tens**
	Shows the tens part of the year counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
19:16	YEARU	0x0	RWH	**Year, Units**
	Shows the unit part of the year counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	MONTHT	0	RWH	**Month, Tens**
	Shows the tens part of the month counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
11:8	MONTHU	0x0	RWH	**Month, Units**
	Shows the unit part of the month counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	DAYOMT	0x0	RWH	**Day of Month, Tens**
	Shows the tens part of the day of month counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
3:0	DAYOMU	0x0	RWH	**Day of Month, Units**
	Shows the unit part of the day of month counter. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			

13.5.7 RTCC_IF - RTCC Interrupt Flags

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	0	0	0	0	0	0	0	0	0
Access																						R	R	R	R	R	R	R	R	R	R	R
Name																						MONTHTICK	DAYOWOF	DAYTICK	HOURTICK	MINTICK	CNTTICK	OSCFAIL	CC2	CC1	CC0	OF

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	MONTHTICK	0	R	**Month Tick**
	Set each time the month counter increments.			
9	DAYOWOF	0	R	**Day of Week Overflow**
	Set each time the day of week counter overflows.			
8	DAYTICK	0	R	**Day Tick**
	Set each time the day counter increments.			
7	HOURTICK	0	R	**Hour Tick**
	Set each time the hour counter increments.			
6	MINTICK	0	R	**Minute Tick**
	Set each time the minute counter increments.			
5	CNTTICK	0	R	**Main Counter Tick**
	Set each time the main counter is updated.			
4	OSCFAIL	0	R	**Oscillator Failure Interrupt Flag**
	Set when an oscillator failure has been detected.			
3	CC2	0	R	**Channel 2 Interrupt Flag**
	Set when a channel 2 event has occurred.			
2	CC1	0	R	**Channel 1 Interrupt Flag**
	Set when a channel 1 event has occurred.			
1	CC0	0	R	**Channel 0 Interrupt Flag**
	Set when a channel 0 event has occurred.			
0	OF	0	R	**Overflow Interrupt Flag**
	Set when a RTCC overflow has occurred.			

13.5.8 RTCC_IFS - Interrupt Flag Set 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																						0	0	0	0	0	0	0	0	0	0	0
Access																						W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name																						MONTHTICK	DAYOWOF	DAYTICK	HOURTICK	MINTICK	CNTTICK	OSCFAIL	CC2	CC1	CC0	OF

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	MONTHTICK	0	W1	**Set MONTHTICK Interrupt Flag**
	Write 1 to set the MONTHTICK interrupt flag			
9	DAYOWOF	0	W1	**Set DAYOWOF Interrupt Flag**
	Write 1 to set the DAYOWOF interrupt flag			
8	DAYTICK	0	W1	**Set DAYTICK Interrupt Flag**
	Write 1 to set the DAYTICK interrupt flag			
7	HOURTICK	0	W1	**Set HOURTICK Interrupt Flag**
	Write 1 to set the HOURTICK interrupt flag			
6	MINTICK	0	W1	**Set MINTICK Interrupt Flag**
	Write 1 to set the MINTICK interrupt flag			
5	CNTTICK	0	W1	**Set CNTTICK Interrupt Flag**
	Write 1 to set the CNTTICK interrupt flag			
4	OSCFAIL	0	W1	**Set OSCFAIL Interrupt Flag**
	Write 1 to set the OSCFAIL interrupt flag			
3	CC2	0	W1	**Set CC2 Interrupt Flag**
	Write 1 to set the CC2 interrupt flag			
2	CC1	0	W1	**Set CC1 Interrupt Flag**
	Write 1 to set the CC1 interrupt flag			
1	CC0	0	W1	**Set CC0 Interrupt Flag**
	Write 1 to set the CC0 interrupt flag			
0	OF	0	W1	**Set OF Interrupt Flag**
	Write 1 to set the OF interrupt flag			

13.5.9 RTCC_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	6	5	4	3	2	1	0
Reset																						0	0	0	0	0	0	0	0	0	0	0
Access																						(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name																						MONTHTICK	DAYOWOF	DAYTICK	HOURTICK	MINTICK	CNTTICK	OSCFAIL	CC2	CC1	CC0	OF

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	MONTHTICK	0	(R)W1	**Clear MONTHTICK Interrupt Flag**
	Write 1 to clear the MONTHTICK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	DAYOWOF	0	(R)W1	**Clear DAYOWOF Interrupt Flag**
	Write 1 to clear the DAYOWOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	DAYTICK	0	(R)W1	**Clear DAYTICK Interrupt Flag**
	Write 1 to clear the DAYTICK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	HOURTICK	0	(R)W1	**Clear HOURTICK Interrupt Flag**
	Write 1 to clear the HOURTICK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
6	MINTICK	0	(R)W1	**Clear MINTICK Interrupt Flag**
	Write 1 to clear the MINTICK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5	CNTTICK	0	(R)W1	**Clear CNTTICK Interrupt Flag**
	Write 1 to clear the CNTTICK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	OSCFAIL	0	(R)W1	**Clear OSCFAIL Interrupt Flag**
	Write 1 to clear the OSCFAIL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	CC2	0	(R)W1	**Clear CC2 Interrupt Flag**
	Write 1 to clear the CC2 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	CC1	0	(R)W1	**Clear CC1 Interrupt Flag**
	Write 1 to clear the CC1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	CC0	0	(R)W1	**Clear CC0 Interrupt Flag**
	Write 1 to clear the CC0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

Bit	Name	Reset	Access	Description
0	OF	0	(R)W1	**Clear OF Interrupt Flag**
	Write 1 to clear the OF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

13.5.10 RTCC_IEN - Interrupt Enable 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																						0	0	0	0	0	0	0	0	0	0	0
Access																						RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name																						MONTHTICK	DAYOWOF	DAYTICK	HOURTICK	MINTICK	CNTTICK	OSCFAIL	CC2	CC1	CC0	OF

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	MONTHTICK	0	RW	**MONTHTICK Interrupt Enable**
	Enable/disable the MONTHTICK interrupt			
9	DAYOWOF	0	RW	**DAYOWOF Interrupt Enable**
	Enable/disable the DAYOWOF interrupt			
8	DAYTICK	0	RW	**DAYTICK Interrupt Enable**
	Enable/disable the DAYTICK interrupt			
7	HOURTICK	0	RW	**HOURTICK Interrupt Enable**
	Enable/disable the HOURTICK interrupt			
6	MINTICK	0	RW	**MINTICK Interrupt Enable**
	Enable/disable the MINTICK interrupt			
5	CNTTICK	0	RW	**CNTTICK Interrupt Enable**
	Enable/disable the CNTTICK interrupt			
4	OSCFAIL	0	RW	**OSCFAIL Interrupt Enable**
	Enable/disable the OSCFAIL interrupt			
3	CC2	0	RW	**CC2 Interrupt Enable**
	Enable/disable the CC2 interrupt			
2	CC1	0	RW	**CC1 Interrupt Enable**
	Enable/disable the CC1 interrupt			
1	CC0	0	RW	**CC0 Interrupt Enable**
	Enable/disable the CC0 interrupt			
0	OF	0	RW	**OF Interrupt Enable**
	Enable/disable the OF interrupt			

13.5.11 RTCC_STATUS - Status 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																																
Access																																
Name																																

Bit	Name	Reset	Access	Description
31:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

13.5.12 RTCC_CMD - Command Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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
Access																																W1
Name																																CLRSTATUS

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	CLRSTATUS	0	W1	**Clear RTCC_STATUS Register**
	Write a 1 to clear the RTCC_STATUS register.			

13.5.13 RTCC_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	2	1	0
Reset																											0					
Access																											R					
Name																											CMD					

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	CMD	0	R	**CMD Register Busy**
	Set when the value written to CMD is being synchronized.			
4:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

13.5.14 RTCC_POWERDOWN - Retention RAM Power-down Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																																0
Access																																RW
Name																																RAM

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	RAM	0	RW	**Retention RAM Power-down**
	Shut off power to the Retention RAM. Once it is powered down, it cannot be powered up again			

13.5.15 RTCC_LOCK - Configuration Lock Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																	LOCKKEY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock Key**

Write any other value than the unlock code to lock RTCC_CTRL, RTCC_PRECNT, RTCC_CNT, RTCC_TIME, RTCC_DATE, RTCC_IEN, RTCC_POWERDOWN, and RTCC_CCx_XXX 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	All registers are unlocked
LOCKED	1	Registers are locked
Write Operation		
LOCK	0	Lock registers
UNLOCK	0xAEE8	Unlock all RTCC registers

13.5.16 RTCC_EM4WUEN - Wake Up Enable

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																																0
Access																																RW
Name																																EM4WU

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EM4WU	0	RW	**EM4 Wake-up Enable**

Write 1 to enable wake-up request, write 0 to disable wake-up request.

13.5.17 RTCC_CCx_CTRL - CC Channel Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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	0x00					0		0x0				0x0		0x0		0x0	
Access															RW	RW					RW		RW				RW		RW		RW	
Name															DAYCC	COMPMASK					COMPBASE		PRSSEL				ICEDGE		CMOA		MODE	

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	DAYCC	0	RW	**Day Capture/Compare Selection**

Select whether day of week, or day of month is subject for Capture/Compare.

Value	Mode	Description
0	MONTH	Day of month is selected for Capture/Compare.
1	WEEK	Day of week is selected for Capture/Compare.

Bit	Name	Reset	Access	Description
16:12	COMPMASK	0x00	RW	**Capture Compare Channel Comparison Mask**

The COMPMASK most significant bits of the compare value will not be subject to comparison.

Bit	Name	Reset	Access	Description
11	COMPBASE	0	RW	**Capture Compare Channel Comparison Base**

Configure comparison base for compare channel

Value	Mode	Description
0	CNT	RTCC_CCx_CCV is compared with RTCC_CNT register. RTCC_CCx_TIME/DATE compare with RTCC_TIME/DATE in calendar mode.
1	PRECNT	Least significant bits of RTCC_CCx_CCV are compared with PRECNT.

Bit	Name	Reset	Access	Description
10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:6	PRSSEL	0x0	RW	**Compare/Capture Channel PRS Input Channel Selection**

Select PRS input channel for Compare/Capture channel.

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

Bit	Name	Reset	Access	Description
	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
5:4	ICEDGE	0x0	RW	**Input Capture Edge Select**
	These bits control which edges the PRS edge detector triggers on.			
	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
3:2	CMOA	0x0	RW	**Compare Match Output Action**
	Select output action on compare match.			
	Value	Mode		Description
	0	PULSE		A single clock cycle pulse is generated on output
	1	TOGGLE		Toggle output on compare match
	2	CLEAR		Clear output on compare match
	3	SET		Set output on compare match
1:0	MODE	0x0	RW	**CC Channel Mode**
	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

13.5.18 RTCC_CCx_CCV - Capture/Compare Value Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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	RWH																															
Name	CCV																															

Bit	Name	Reset	Access	Description
31:0	CCV	0x00000000	RWH	**Capture/Compare Value**
	Shows the Capture/Compare Value for the channel. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = CALENDAR.			

13.5.19 RTCC_CCx_TIME - Capture/Compare Time Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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											0x0		0x0					0x0			0x0					0x0			0x0			
Access											RWH		RWH					RWH			RWH					RWH			RWH			
Name											HOURT		HOURU					MINT			MINU					SECT			SECU			

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	HOURT	0x0	RWH	**Hours, Tens**
	Shows the tens part of the Capture/Compare value for hours. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
19:16	HOURU	0x0	RWH	**Hours, Units**
	Shows the unit part of the Capture/Compare value for hours. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:12	MINT	0x0	RWH	**Minutes, Tens**
	Shows the tens part of the Capture/Compare value for minutes. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
11:8	MINU	0x0	RWH	**Minutes, Units**
	Shows the unit part of the Capture/Compare value for minutes. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	SECT	0x0	RWH	**Seconds, Tens**
	Shows the tens part of the Capture/Compare value for seconds. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
3:0	SECU	0x0	RWH	**Seconds, Units**
	Shows the unit part of the Capture/Compare value for seconds. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			

13.5.20 RTCC_CCx_DATE - Capture/Compare Date Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																				0	0x0						0x0		0x0			
Access																				RWH	RWH						RWH		RWH			
Name																				MONTHT	MONTHU						DAYT		DAYU			

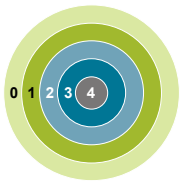
Bit	Name	Reset	Access	Description
31:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	MONTHT	0	RWH	**Month, Tens**
	Shows the tens part of the Capture/Compare value for months. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
11:8	MONTHU	0x0	RWH	**Month, Units**
	Shows the unit part of the Capture/Compare value for months. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	DAYT	0x0	RWH	**Day of Month/week, Tens**
	Shows the tens part of the Capture/Compare value for days. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			
3:0	DAYU	0x0	RWH	**Day of Month/week, Units**
	Shows the unit part of the Capture/Compare value for days. Register can not be written and will be read as zero when RTCC_CTRL_CNTMODE = NORMAL.			

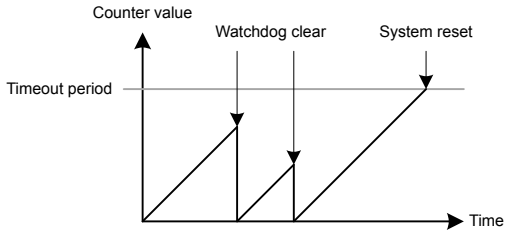
13.5.21 RTCC_RETx_REG - Retention Register

Offset	Bit Position																													
0x104	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RW																															
Name	REG																															

Bit	Name	Reset	Access	Description
31:0	REG	0xXXXXXXXX	RW	**General Purpose Retention Register**

14. WDOG - Watchdog Timer





Quick Facts

What?

The Watchdog Timer (WDOG) 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.

14.1 Introduction

The purpose of the watchdog timer is to generate a reset in case of a system failure to increase application reliability. The failure can be caused by a variety of events, such as an ESD pulse or a software failure.

14.2 Features

- Clock input from selectable oscillators
  - Internal 32 kHz LFRCO oscillator
  - Internal 1 kHz ULFRCO oscillator
  - External 32.768 kHz LFXO XTAL oscillator
- Configurable timeout period from 9 to 256k watchdog clock cycles
- Individual selection to keep running or freeze when entering EM2 DeepSleep or EM3 Stop
- 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
- Configurable warning interrupt at 25%,50%, or 75% of the timeout period
- Configurable window interrupt at 12.5%,25%,37.5%,50%,62.5%,75%,87.5% of the timeout period
- Timeout interrupt
- PRS as a watchdog clear
- Interrupt for the event where a PRS rising edge is absent before a software reset

14.3 Functional Description

The watchdog is enabled by setting the EN bit in WDOGn_CTRL. When enabled, the watchdog counts up to the period value configured through the PERSEL field in WDOGn_CTRL. If the watchdog timer is not cleared to 0 (by writing a 1 to the CLEAR bit in WDOGn_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 WDOGn_CTRL. Once locked, it cannot be disabled or reconfigured by software.

When the EN bit in WDOGn_CTRL is cleared to 0, the watchdog counter is reset.

14.3.1 Clock Source

Three clock sources are available for use with the watchdog, through the CLKSEL field in WDOGn_CTRL. The corresponding clocks must be enabled in the CMU. The SWOSCBLOCK bit in WDOGn_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 WDOGn_CTRL is used to divide the selected watchdog clock, and the timeout for the watchdog timer can be calculated with the formula:

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

where f is the frequency of the selected clock.

When the watchdog is enabled, it is recommended to clear the watchdog before changing PERSEL.

To use this module, the LE interface clock must be enabled in CMU_HFBUSCLKEN0.

14.3.2 Debug Functionality

The watchdog timer can either keep running or be frozen when the device is halted by a debugger. This configuration is done through the DEBUGRUN bit in WDOGn_CTRL. When code execution is resumed, the watchdog will continue counting where it left off.

14.3.3 Energy Mode Handling

The watchdog timer can be configured to either keep on running or freeze when entering EM2 DeepSleep or EM3 Stop. The configuration is done individually for each energy mode in the EM2RUN and EM3RUN bits in WDOGn_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 Active and EM1 Sleep. The watchdog does not run in EM4 Hibernate/Shutoff. If EM4BLOCK in WDOGn_CTRL is set, the CPU will be prevented from entering EM4 Hibernate/Shutoff by software request.

Note:

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

14.3.4 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. Refer to 4.3 Access to Low Energy Peripherals (Asynchronous Registers) for a description on how to perform register accesses to Low Energy Peripherals. Note that clearing the EN bit in WDOGn_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 the watchdog by setting the EN bitfield in WDOGn_CTRL.

14.3.5 Warning Interrupt

The watchdog implements a warning interrupt which can be configured to occur at approximately 25%, 50%, or 75% of the timeout period through the WARNSEL field of the WDOGn_CTRL register. This interrupt can be used to wake up the cpu for clearing the watchdog. The warning point for the watchdog timer can be calculated with the formula:

$$T_{WARNING} = (2^{3+PERSEL}) * (WARNSEL / 4) + 1) / f,$$

where f is the frequency of the selected clock.

When the watchdog is enabled, it is recommended to clear the watchdog before changing WARNSEL.

14.3.6 Window Interrupt

This interrupt occurs when the watchdog is cleared below a certain threshold. This threshold is given by the formula:

$$T_{WARNING} = (2^{3+PERSEL}) * (WINSEL/8) + 1)/f,$$

where f is the frequency of the selected clock.

This value will be approximately 12.5%, 25%, 37.5%, 50%, 62.5%, 75%, or 87.5% of the timeout value based on the WINSEL field of the WDOGn_CTRL. Figure 14.2 WDOG Warning, Window, and Timeout on page 377 illustrates the warning, the window, and the time-out interrupts. Also, it shows where the prs rising edge needs to happen. The prs edge detection feature is discussed later.

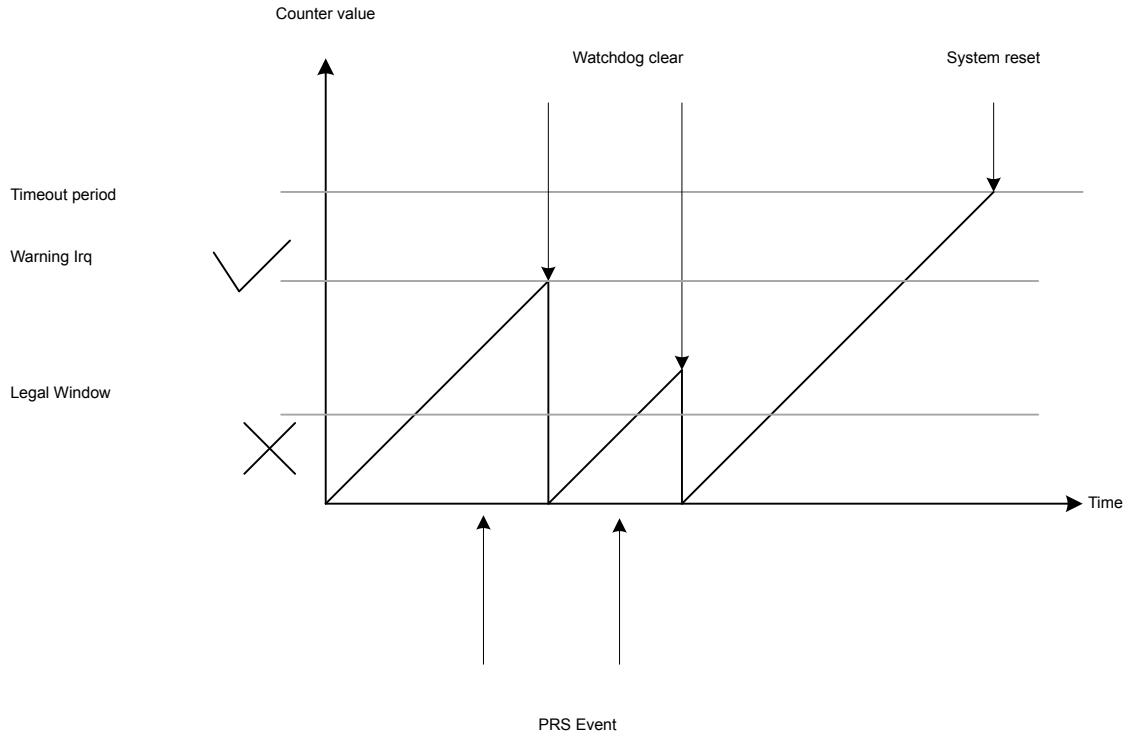


Figure 14.2. WDOG Warning, Window, and Timeout

When the watchdog is enabled, it is recommended to clear the watchdog before changing WINSEL.

14.3.7 PRS as Watchdog Clear

The first PRS channel (selected by register WDOGn_PCH0_PRSCTRL) can be used to clear the watchdog counter. To enable this feature, CLRSRC must be set to 1. Figure 14.2 PRS Clearing WDOG on page 378 shows how the PRS channel takes over the WDOG clear function. Clearing the WDOG with the PRS is mutually exclusive of clearing the WDT by software.

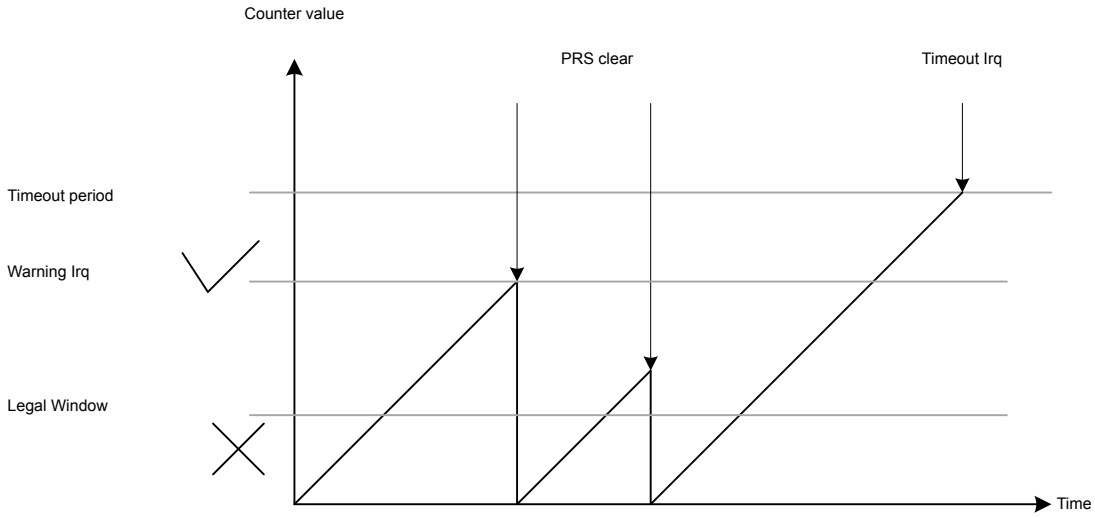


Figure 14.2. PRS Clearing WDOG

14.3.8 PRS Rising Edge Monitoring

PRS channels can be used to monitor multiple processes. If enabled, every time the watch dog timer is cleared the PRS channels are checked and any channel which has not seen an event can trigger an interrupt.

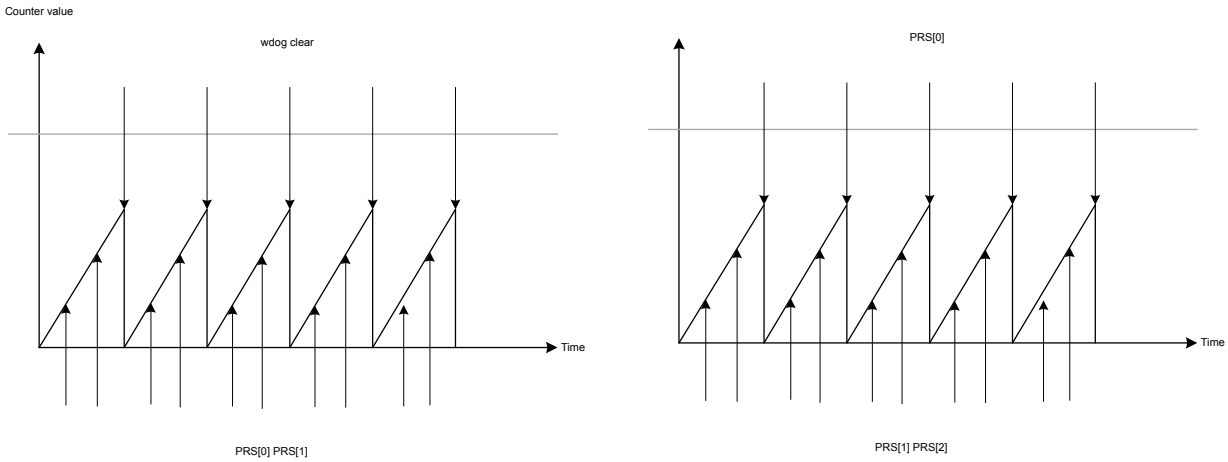


Figure 14.3. PRS Edge Monitoring in WDOG

14.4 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
0x00C	WDOGn_PCH0_PRSCTRL	RW	PRS Control Register
0x010	WDOGn_PCH1_PRSCTRL	RW	PRS Control Register
0x01C	WDOG_IF	R	Watchdog Interrupt Flags
0x020	WDOG_IFS	W1	Interrupt Flag Set Register
0x024	WDOG_IFC	(R)W1	Interrupt Flag Clear Register
0x028	WDOG_IEN	RW	Interrupt Enable Register

14.5 Register Description

14.5.1 WDOG_CTRL - Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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				0x0									0x0				0x0		0xF					0	0	0	0	0	0	0
Access	RW	RW				RW									RW				RW		RW					RW	RW	RW	RW	RW	RW	RW
Name	WDOGRSTDIS	CLRSRC				WINSEL									WARNSEL				CLKSEL		PERSEL					SWOSCBLOCK	EM4BLOCK	LOCK	EM3RUN	EM2RUN	DEBUGRUN	EN

Bit	Name	Reset	Access	Description
31	WDOGRSTDIS	0	RW	**Watchdog Reset Disable**
	Disable watchdog reset output.			

Value	Mode	Description
0	EN	A timeout will cause a watchdog reset
1	DIS	A timeout will not cause a watchdog reset

Bit	Name	Reset	Access	Description
30	CLRSRC	0	RW	**Watchdog Clear Source**
	Select watchdog clear source.			

Value	Mode	Description
0	SW	A write to the clear bit will clear the watchdog counter
1	PCH0	A rising edge on the PRS Channel0 will clear the watchdog counter

Bit	Name	Reset	Access	Description
29:27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	WINSEL	0x0	RW	**Watchdog Illegal Window Select**
	Select watchdog illegal limit.			

Value	Description
0	Disabled.
1	Window limit is 12.5% of the Timeout.
2	Window limit is 25.0% of the Timeout.
3	Window limit is 37.5% of the Timeout.
4	Window limit is 50.0% of the Timeout.
5	Window limit is 62.5% of the Timeout.
6	Window limit is 75.0% of the Timeout.
7	Window limit is 87.5% of the Timeout.

Bit	Name	Reset	Access	Description
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	WARNSEL	0x0	RW	**Watchdog Timeout Period Select**

Select watchdog warning timeout period.

Value	Description
0	Disabled.
1	Warning timeout is 25% of the Timeout.
2	Warning timeout is 50% of the Timeout.
3	Warning timeout is 75% of the Timeout.

15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:12	CLKSEL	0x0	RW	**Watchdog Clock Select**

Selects the WDOG oscillator, i.e. 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	**Watchdog Timeout Period Select**

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 1.2 Conventions*		
6	SWOSCBLOCK	0	RW	**Software Oscillator Disable Block**

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.

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.

Bit	Name	Reset	Access	Description
5	EM4BLOCK	0	RW	**Energy Mode 4 Block**

Set to disallow EM4 entry by software.

Value	Description
0	EM4 can be entered by software. See EMU for detailed description.
1	EM4 cannot be entered by software.

Bit	Name	Reset	Access	Description
4	LOCK	0	RW	**Configuration Lock**

Set to lock the watchdog configuration. This bit can only be cleared by reset.

Value	Description
0	Watchdog configuration can be changed.
1	Watchdog configuration cannot be changed.

Bit	Name	Reset	Access	Description
3	EM3RUN	0	RW	**Energy Mode 3 Run Enable**

Set to keep watchdog running in EM3.

Value	Description
0	Watchdog timer is frozen in EM3.
1	Watchdog timer is running in EM3.

Bit	Name	Reset	Access	Description
2	EM2RUN	0	RW	**Energy Mode 2 Run Enable**

Set to keep watchdog running in EM2.

Value	Description
0	Watchdog timer is frozen in EM2.
1	Watchdog timer is running in EM2.

Bit	Name	Reset	Access	Description
1	DEBUGRUN	0	RW	**Debug Mode Run Enable**

Set to keep watchdog running in debug mode.

Value	Description
0	Watchdog timer is frozen in debug mode.
1	Watchdog timer is running in debug mode.

Bit	Name	Reset	Access	Description
0	EN	0	RW	**Watchdog Timer Enable**
	Set to enabled watchdog timer.			

14.5.2 WDOG_CMD - Command Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	CLEAR	0	W1	**Watchdog Timer Clear**
	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.

14.5.3 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	1	0
Reset																													0	0	0	0
Access																													R	R	R	R
Name																													PCH1_PRSCTRL	PCH0_PRSCTRL	CMD	CTRL

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	PCH1_PRSCTRL	0	R	**PCH1_PRSCTRL Register Busy**
	Set when the value written to PCH1_PRSCTRL is being synchronized.			
2	PCH0_PRSCTRL	0	R	**PCH0_PRSCTRL Register Busy**
	Set when the value written to PCH0_PRSCTRL is being synchronized.			
1	CMD	0	R	**CMD Register Busy**
	Set when the value written to CMD is being synchronized.			
0	CTRL	0	R	**CTRL Register Busy**
	Set when the value written to CTRL is being synchronized.			

14.5.4 WDOGn_PCHx_PRSCTRL - PRS Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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					0x0			
Access																								RW					RW			
Name																								PRSMISSRSTEN					PRSSEL			

Bit	Name	Reset	Access	Description
31:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8	PRSMISSRSTEN	0	RW	**PRS Missing Event Will Trigger a Watchdog Reset** When set, a PRS missing event will trigger a watchdog reset.
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	PRSSEL	0x0	RW	**PRS Channel PRS Select** These bits select the PRS input for the PRS channel.

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

14.5.5 WDOG_IF - Watchdog Interrupt Flags

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																												0	0	0	0	0
Access																												R	R	R	R	R
Name																												PEM1	PEM0	WIN	WARN	TOUT

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	PEM1	0	R	**PRS Channel One Event Missing Interrupt Flag**
	Set when a WDOG clear happens before a prs event has been detected on PRS channel one.			
3	PEM0	0	R	**PRS Channel Zero Event Missing Interrupt Flag**
	Set when a WDOG clear happens before a prs event has been detected on PRS channel zero.			
2	WIN	0	R	**WDOG Window Interrupt Flag**
	Set when a WDOG clear happens below the window limit value.			
1	WARN	0	R	**WDOG Warning Timeout Interrupt Flag**
	Set when a WDOG warning timeout has occurred.			
0	TOUT	0	R	**WDOG Timeout Interrupt Flag**
	Set when a WDOG timeout has occurred.			

14.5.6 WDOG_IFS - Interrupt Flag Set 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																												0	0	0	0	0
Access																												W1	W1	W1	W1	W1
Name																												PEM1	PEM0	WIN	WARN	TOUT

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	PEM1	0	W1	**Set PEM1 Interrupt Flag**
	Write 1 to set the PEM1 interrupt flag			
3	PEM0	0	W1	**Set PEM0 Interrupt Flag**
	Write 1 to set the PEM0 interrupt flag			
2	WIN	0	W1	**Set WIN Interrupt Flag**
	Write 1 to set the WIN interrupt flag			
1	WARN	0	W1	**Set WARN Interrupt Flag**
	Write 1 to set the WARN interrupt flag			
0	TOUT	0	W1	**Set TOUT Interrupt Flag**
	Write 1 to set the TOUT interrupt flag			

14.5.7 WDOG_IFC - Interrupt Flag 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset																												0	0	0	0	0
Access																												(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name																												PEM1	PEM0	WIN	WARN	TOUT

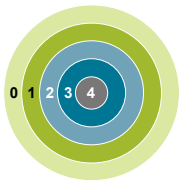
Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	PEM1	0	(R)W1	**Clear PEM1 Interrupt Flag**
	Write 1 to clear the PEM1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	PEM0	0	(R)W1	**Clear PEM0 Interrupt Flag**
	Write 1 to clear the PEM0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	WIN	0	(R)W1	**Clear WIN Interrupt Flag**
	Write 1 to clear the WIN interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	WARN	0	(R)W1	**Clear WARN Interrupt Flag**
	Write 1 to clear the WARN interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	TOUT	0	(R)W1	**Clear TOUT Interrupt Flag**
	Write 1 to clear the TOUT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

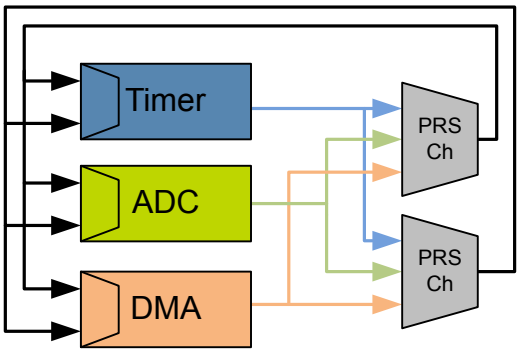
14.5.8 WDOG_IEN - Interrupt Enable Register

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
Reset																												0	0	0	0	0
Access																												RW	RW	RW	RW	RW
Name																												PEM1	PEM0	WIN	WARN	TOUT

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	PEM1	0	RW	**PEM1 Interrupt Enable**
	Enable/disable the PEM1 interrupt			
3	PEM0	0	RW	**PEM0 Interrupt Enable**
	Enable/disable the PEM0 interrupt			
2	WIN	0	RW	**WIN Interrupt Enable**
	Enable/disable the WIN interrupt			
1	WARN	0	RW	**WARN Interrupt Enable**
	Enable/disable the WARN interrupt			
0	TOUT	0	RW	**TOUT Interrupt Enable**
	Enable/disable the TOUT interrupt			

15. PRS - Peripheral Reflex System





Quick Facts

What?

The Peripheral Reflex System (PRS) allows configurable, fast, and autonomous communication between peripherals.

Why?

Events and signals from one peripheral can be used as input signals or triggered by other peripherals. Besides, PRS reduces latency and ensures predictable timing by reducing software overhead and thus current consumption.

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.

15.1 Introduction

The Peripheral Reflex System (PRS) is a network allowing direct communication between different peripheral modules without involving the CPU. Peripheral modules which send out Reflex signals are called producers. The PRS routes these Reflex signals through Reflex channels to consumer peripherals which perform 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.

15.2 Features

- 12 Configurable Reflex Channels
  - Each channel can be connected to any producing peripheral, including the PRS channels
  - Consumers can choose which channel to listen to
  - Selectable edge detector (Rising, falling and both edges)
  - Configurable AND and OR between channels
  - Optional channel invert
  - PRS can generate event to CPU
  - Two independent DMA requests based on PRS channels
- Software controlled channel output
  - Configurable level
  - Triggered pulses

15.3 Functional Description

An overview of the PRS module is shown in Figure 15.1 PRS Overview on page 391. The PRS contains 12 Reflex channels. All channels can select any Reflex signal offered by the producers. The consumers can 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 edge signals and level signals.

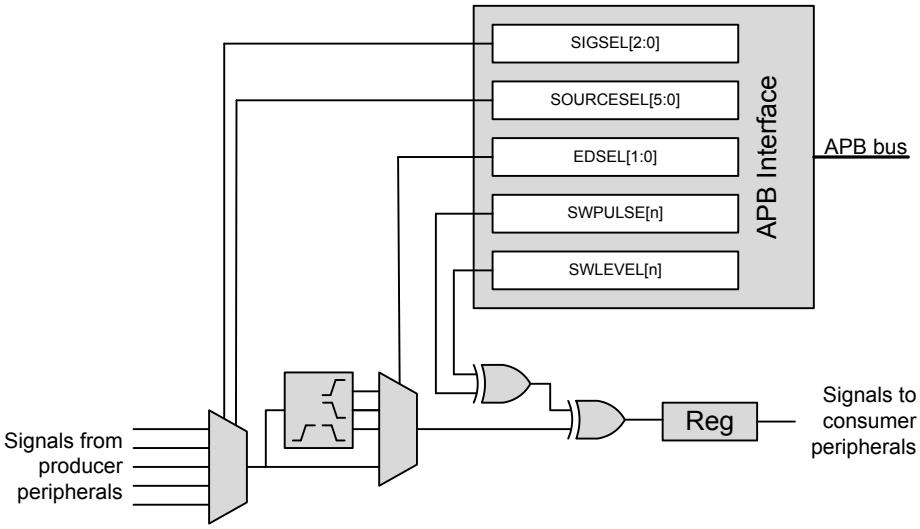


Figure 15.1. PRS Overview

15.3.1 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. The PRS channels can also be manually triggered by writing to PRS_SWPULSE or PRS_SWLEVEL. SWLEVEL[n] is a programmable level for each channel and holds the value it is programmed to. Setting SWPULSE[n] will cause the PRS channel to output a high pulse that is one HFCLK cycle wide. The SWLEVEL[n] and SWPULSE[n] 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. For example, when SWLEVEL[n] is set, if a producer produces a signal of 1, this will cause a channel output of 0.

15.3.1.1 Operational Mode

Reflex channels can operate in two modes, synchronous or asynchronous. In synchronous mode Reflex signals are clocked on the HFCLK, and can be used by any Reflex consumer. However, this will not work in EM2/EM3, since the HFCLK will be turned off.

Asynchronous Reflex channels are not clocked on HFCLK, and can be used even in EM2/EM3. However, the asynchronous mode can only be used by a subset of the Reflex consumers.

The asynchronous Reflex signals generated by the producers are indicated in the SIGSEL field of PRS_CHx_CTRL register. The consumers capable of utilizing asynchronous Reflex signals include the LEUART and the PCNT. The USART can also utilize some particular asynchronous signals. Refer to the respective modules for details on how to configure them to use the PRS.

Note: If a Reflex channel with ASYNC field of PRS_CHx_CTRL register set to '1' is used in a consumer not supporting asynchronous reflexes, the behaviour is undefined

15.3.1.2 Edge Detection and Clock Domains

Using EDSEL in PRS_CHx_CTRL, edge detection can be applied to a PRS signal. When edge detection is enabled, changes in the PRS input will result in a pulse on the PRS channel. This requires that the ASYNC bit in PRS_CHx_CTRL is cleared. Signals on the PRS input must be at least one HFCLK period wide in order to be detected properly. This applies to all cases when ASYNC is not used in the PRS.

For communication between peripherals on different prescaled clocks (e.g. between peripherals on HFCLK and HFPERCLK), there are two options. One option is to use level signals. No additional action is needed for level signals, but software must make sure that the level signals are held long enough for the destination domain to detect them. The other option is to use pulse signals. For pulse signals, edge detection should be enabled (by configuring EDSEL in PRS_CHx_CTRL to positive edge, negative edge, or both) and STRETCH in PRS_CHx_CTRL should be set. When edge detection and stretch are enabled on a PRS source, the output on the PRS channel is held long enough for the destination domain to detect the pulse. This also works if there are multiple destination domains running at different frequencies.

15.3.1.3 Configurable PRS Logic

Each PRS channel has three logic functions that can be used by themselves or in combination. The selected PRS source can be AND'ed with the next PRS channel output, OR'ed with the previous PRS channel output and inverted. This is shown in Figure 15.1 PRS Overview on page 391. The order of the functions is important. If OR and AND are enabled at the same time, AND is applied first, and then OR. Note that the previous and next channel options wrap around. Using the ORPREV option on the first PRS channel OR's with the output of the last PRS channel. Likewise, using the ANDNEXT option on the last PRS channel AND's with the output of the first PRS channel.

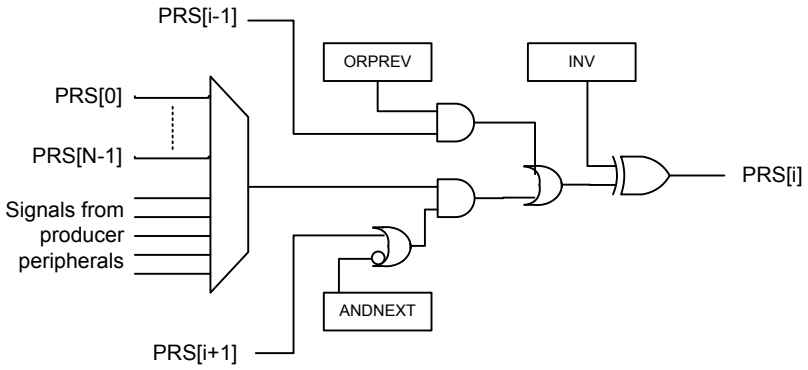


Figure 15.2. Configurable PRS Logic

In addition to the logic functions that can combine a PRS channel with one of its neighbors, a PRS channel can also select any other PRS channel as input. This can allow relatively complex logic functions to be created.

15.3.2 Producers

Through SOURCESEL in PRS_CHx_CTRL, each PRS channel selects signal producers. Each producer 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 can be found in the SOURCESEL and SIGSEL fields in PRS_CHx_CTRL. Note that GPIO producers are selected in the GPIO module using the edge interrupt configuration settings described in 28.3.5.1 Edge Interrupt Generation. GPIOPIN0 uses the selection for the EXTI0 interrupt, GPIOPIN1 uses the selection for the EXTI1 interrupt, and so on.

15.3.3 Consumers

Consumer peripherals (Listed in Table 15.1 Reflex Consumers on page 393) can be set to listen to a PRS channel and perform an action based on the signal received on that channel. While most consumers can handle either only pulse input or only level input, some can handle both pulse and level inputs.

Table 15.1. Reflex Consumers

Module	Reflex Input	Input Format
TIMER	Compare/Capture Channel	Pulse / Level
	Alternate Input for DTI (Available only in specific TIMERs See data sheet for details)	Level
	Alternate Input for DTI Fault 0 (Available only in specific TIMERs See data sheet for details)	Level
	Alternate Input for DTI Fault 1 (Available only in specific TIMERs See data sheet for details)	Level
USART	RX/TX Trigger	Pulse
	Alternate Input for IrDA	Level
	Alternate Input for RX	Level
	Alternate Input for CLK	Level
ADC	Single Sample Trigger	Pulse
	Scan Sequence Trigger	Pulse
IDAC	Alternate Input for OUTMODE	Level
CMU	Alternate Input for Calibration Up-Counter	Level
	Alternate Input for Calibration Down-Counter	Level
LEUART	Alternate Input for RX	Level
PCNT	Compare/Clear Trigger	Pulse/Level
	Alternate Input for S0IN	Level
	Alternate Input for S1IN	Level
WDOG	Peripheral Watchdog	Pulse
LETIMER	Start LETIMER	Pulse
	Stop LETIMER	Pulse
	Clear LETIMER	Pulse
RTCC	Compare/Capture Channel	Pulse/Level
PRS	Set Event	Pulse
	DMA Request 0	Pulse
	DMA Request 1	Pulse

15.3.4 Event on PRS

The PRS can be used to send events to the MCU. This is very useful in combination with the Wait For Event (WFE) instruction. A single PRS channel can be selected for this using SEVONPRSSEL in PRS_CTRL, and the feature is enabled by setting SEVONPRS in the same register.

Using SEVONPRS, one can e.g. set up a timer to trigger an event to the MCU periodically, every time letting the MCU pass through a WFE instruction in its program. This can help in performance-critical sections where timing is known, and the goal is to wait for an event, then execute some code, then wait for an event, then execute some code and so on.

15.3.5 DMA Request on PRS

Up to two independent DMA requests can be generated by the PRS. The PRS signals triggering the DMA requests are selected using the LDMA_CHx_REQSEL register, by setting SOURCESEL to PRS and SIGSEL to either PRSREQ0 or PRSREQ1. The DMA requests are cleared when the DMA services the requests. The requests are set whenever the selected PRS signals are high.

The selected PRS signals must have ASYNC cleared when they are used as inputs to the DMA. Edge detection in the PRS can be enabled to only trigger transfers on edges.

15.3.6 Example

The example below (illustrated in Figure 15.3 TIMER0 Overflow Starting ADC0 Single Conversions Through PRS Channel 5. on page 394) shows how to set up ADC0 to start single conversions every time TIMER0 overflows (one HFPERCLK cycle high pulse), using PRS channel 5:

- Set SOURCESEL in PRS_CH5_CTRL to TIMER0 as input to PRS channel 5.
- Set SIGSEL in PRS_CH5_CTRL to select the overflow signal (TIMER0OF 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.

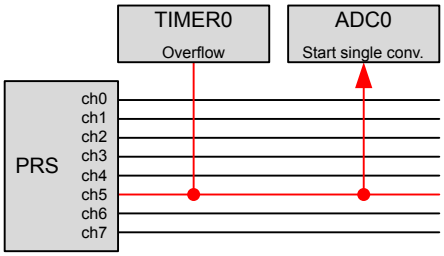


Figure 15.3. TIMER0 Overflow Starting ADC0 Single Conversions Through PRS Channel 5.

15.4 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_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x010	PRS_ROUTELOC0	RW	I/O Routing Location Register
0x014	PRS_ROUTELOC1	RW	I/O Routing Location Register
0x018	PRS_ROUTELOC2	RW	I/O Routing Location Register
0x020	PRS_CTRL	RW	Control Register
0x024	PRS_DMAREQ0	RW	DMA Request 0 Register
0x028	PRS_DMAREQ1	RW	DMA Request 1 Register
0x030	PRS_PEEK	R	PRS Channel Values
0x040	PRS_CH0_CTRL	RW	Channel Control Register
...	PRS_CHx_CTRL	RW	Channel Control Register
0x06C	PRS_CH11_CTRL	RW	Channel Control Register

15.5 Register Description

15.5.1 PRS_SWPULSE - Software Pulse Register

Offset	Bit Position																											
0x000	31	30	29	28	27	26	25	24	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
Access																					W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name																					CH11PULSE	CH10PULSE	CH9PULSE	CH8PULSE	CH7PULSE	CH6PULSE	CH5PULSE	CH4PULSE	CH3PULSE	CH2PULSE	CH1PULSE	CH0PULSE

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CH11PULSE	0	W1	**Channel 11 Pulse Generation**
	See bit 0.			
10	CH10PULSE	0	W1	**Channel 10 Pulse Generation**
	See bit 0.			
9	CH9PULSE	0	W1	**Channel 9 Pulse Generation**
	See bit 0.			
8	CH8PULSE	0	W1	**Channel 8 Pulse Generation**
	See bit 0.			
7	CH7PULSE	0	W1	**Channel 7 Pulse Generation**
	See bit 0.			
6	CH6PULSE	0	W1	**Channel 6 Pulse Generation**
	See bit 0.			
5	CH5PULSE	0	W1	**Channel 5 Pulse Generation**
	See bit 0.			
4	CH4PULSE	0	W1	**Channel 4 Pulse Generation**
	See bit 0.			
3	CH3PULSE	0	W1	**Channel 3 Pulse Generation**
	See bit 0.			
2	CH2PULSE	0	W1	**Channel 2 Pulse Generation**
	See bit 0.			
1	CH1PULSE	0	W1	**Channel 1 Pulse Generation**
	See bit 0.			
0	CH0PULSE	0	W1	**Channel 0 Pulse Generation**
	Write to 1 to generate one HFCLK 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.			

15.5.2 PRS_SWLEVEL - Software Level 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																					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																					CH11LEVEL	CH10LEVEL	CH9LEVEL	CH8LEVEL	CH7LEVEL	CH6LEVEL	CH5LEVEL	CH4LEVEL	CH3LEVEL	CH2LEVEL	CH1LEVEL	CH0LEVEL

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CH11LEVEL	0	RW	**Channel 11 Software Level**
	See bit 0.			
10	CH10LEVEL	0	RW	**Channel 10 Software Level**
	See bit 0.			
9	CH9LEVEL	0	RW	**Channel 9 Software Level**
	See bit 0.			
8	CH8LEVEL	0	RW	**Channel 8 Software Level**
	See bit 0.			
7	CH7LEVEL	0	RW	**Channel 7 Software Level**
	See bit 0.			
6	CH6LEVEL	0	RW	**Channel 6 Software Level**
	See bit 0.			
5	CH5LEVEL	0	RW	**Channel 5 Software Level**
	See bit 0.			
4	CH4LEVEL	0	RW	**Channel 4 Software Level**
	See bit 0.			
3	CH3LEVEL	0	RW	**Channel 3 Software Level**
	See bit 0.			
2	CH2LEVEL	0	RW	**Channel 2 Software Level**
	See bit 0.			
1	CH1LEVEL	0	RW	**Channel 1 Software Level**
	See bit 0.			
0	CH0LEVEL	0	RW	**Channel 0 Software Level**
	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.			

15.5.3 PRS_ROUTEPEN - I/O Routing Pin 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	7	6	5	4	3	2	1	0
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																					CH11PEN	CH10PEN	CH9PEN	CH8PEN	CH7PEN	CH6PEN	CH5PEN	CH4PEN	CH3PEN	CH2PEN	CH1PEN	CH0PEN

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CH11PEN	0	RW	**CH11 Pin Enable**
	When set, GPIO output from PRS channel 11 is enabled			
10	CH10PEN	0	RW	**CH10 Pin Enable**
	When set, GPIO output from PRS channel 10 is enabled			
9	CH9PEN	0	RW	**CH9 Pin Enable**
	When set, GPIO output from PRS channel 9 is enabled			
8	CH8PEN	0	RW	**CH8 Pin Enable**
	When set, GPIO output from PRS channel 8 is enabled			
7	CH7PEN	0	RW	**CH7 Pin Enable**
	When set, GPIO output from PRS channel 7 is enabled			
6	CH6PEN	0	RW	**CH6 Pin Enable**
	When set, GPIO output from PRS channel 6 is enabled			
5	CH5PEN	0	RW	**CH5 Pin Enable**
	When set, GPIO output from PRS channel 5 is enabled			
4	CH4PEN	0	RW	**CH4 Pin Enable**
	When set, GPIO output from PRS channel 4 is enabled			
3	CH3PEN	0	RW	**CH3 Pin Enable**
	When set, GPIO output from PRS channel 3 is enabled			
2	CH2PEN	0	RW	**CH2 Pin Enable**
	When set, GPIO output from PRS channel 2 is enabled			
1	CH1PEN	0	RW	**CH1 Pin Enable**
	When set, GPIO output from PRS channel 1 is enabled			
0	CH0PEN	0	RW	**CH0 Pin Enable**
	When set, GPIO output from PRS channel 0 is enabled			

15.5.4 PRS_ROUTELOC0 - I/O Routing Location 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			0x00								0x00								0x00								0x00					
Access			RW								RW								RW								RW					
Name			CH3LOC								CH2LOC								CH1LOC								CH0LOC					

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	CH3LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14

23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CH2LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

Value	Mode	Description
0	LOC0	Location 0
1	LOC1	Location 1
2	LOC2	Location 2

Bit	Name	Reset	Access	Description
	3	LOC3		Location 3
	4	LOC4		Location 4
	5	LOC5		Location 5
	6	LOC6		Location 6
	7	LOC7		Location 7
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CH1LOC	0x00	RW	**I/O Location**
	Decides the location of the channel I/O pin			
	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	LOC7		Location 7
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CH0LOC	0x00	RW	**I/O Location**
	Decides the location of the channel I/O pin			
	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	LOC7		Location 7
	8	LOC8		Location 8
	9	LOC9		Location 9
	10	LOC10		Location 10
	11	LOC11		Location 11
	12	LOC12		Location 12
	13	LOC13		Location 13

Bit	Name	Reset	Access	Description

15.5.5 PRS_ROUTELOC1 - I/O Routing Location 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								0x00								0x00								0x00					
Access			RW								RW								RW								RW					
Name			CH7LOC								CH6LOC								CH5LOC								CH4LOC					

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	CH7LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10

23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CH6LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

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

Bit	Name	Reset	Access	Description
	7	LOC7		Location 7
	8	LOC8		Location 8
	9	LOC9		Location 9
	10	LOC10		Location 10
	11	LOC11		Location 11
	12	LOC12		Location 12
	13	LOC13		Location 13
	14	LOC14		Location 14
	15	LOC15		Location 15
	16	LOC16		Location 16
	17	LOC17		Location 17
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CH5LOC	0x00	RW	**I/O Location**
	Decides the location of the channel I/O pin			
	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
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CH4LOC	0x00	RW	**I/O Location**
	Decides the location of the channel I/O pin			
	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

15.5.6 PRS_ROUTELOC2 - I/O Routing Location 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			0x00								0x00								0x00								0x00					
Access			RW								RW								RW								RW					
Name			CH11LOC								CH10LOC								CH9LOC								CH8LOC					

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	CH11LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

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

23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CH10LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

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

15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CH9LOC	0x00	RW	**I/O Location**

Decides the location of the channel I/O pin

Value	Mode	Description
0	LOC0	Location 0

Bit	Name	Reset	Access	Description
	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	LOC7		Location 7
	8	LOC8		Location 8
	9	LOC9		Location 9
	10	LOC10		Location 10
	11	LOC11		Location 11
	12	LOC12		Location 12
	13	LOC13		Location 13
	14	LOC14		Location 14
	15	LOC15		Location 15
	16	LOC16		Location 16
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CH8LOC	0x00	RW	**I/O Location**
	Decides the location of the channel I/O pin			
	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	LOC7		Location 7
	8	LOC8		Location 8
	9	LOC9		Location 9
	10	LOC10		Location 10

15.5.7 PRS_CTRL - Control 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																												0x0				0
Access																												RW				RW
Name																												SEVONPRSSEL				SEVONPRS

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4:1	SEVONPRSSEL	0x0	RW	**SEVONPRS PRS Channel Select**
	Selects PRS channel for SEVONPRS			

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

0	SEVONPRS	0	RW	**Set Event on PRS**
	When set, an event is generated to the CPU when the PRS channel selected by SEVONPRSSEL is high			

15.5.8 PRS_DMAREQ0 - DMA Request 0 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																							0x0									
Access																							RW									
Name																							PRSSEL									

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:6	PRSSEL	0x0	RW	**DMA Request 0 PRS Channel Select**

Selects PRS channel for DMA request 0 from the PRS (PRSREQ0).

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

5:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

15.5.9 PRS_DMAREQ1 - DMA Request 1 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																							0x0									
Access																							RW									
Name																							PRSSEL									

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:6	PRSSEL	0x0	RW	**DMA Request 1 PRS Channel Select**

Selects PRS channel for DMA request 1 from the PRS (PRSREQ1).

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

5:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

15.5.10 PRS_PEEK - PRS Channel Values

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
Access																					R	R	R	R	R	R	R	R	R	R	R	R
Name																					CH11VAL	CH10VAL	CH9VAL	CH8VAL	CH7VAL	CH6VAL	CH5VAL	CH4VAL	CH3VAL	CH2VAL	CH1VAL	CH0VAL

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CH11VAL	0	R	**Channel 11 Current Value**
	See bit 0.			
10	CH10VAL	0	R	**Channel 10 Current Value**
	See bit 0.			
9	CH9VAL	0	R	**Channel 9 Current Value**
	See bit 0.			
8	CH8VAL	0	R	**Channel 8 Current Value**
	See bit 0.			
7	CH7VAL	0	R	**Channel 7 Current Value**
	See bit 0.			
6	CH6VAL	0	R	**Channel 6 Current Value**
	See bit 0.			
5	CH5VAL	0	R	**Channel 5 Current Value**
	See bit 0.			
4	CH4VAL	0	R	**Channel 4 Current Value**
	See bit 0.			
3	CH3VAL	0	R	**Channel 3 Current Value**
	See bit 0.			
2	CH2VAL	0	R	**Channel 2 Current Value**
	See bit 0.			
1	CH1VAL	0	R	**Channel 1 Current Value**
	See bit 0.			
0	CH0VAL	0	R	**Channel 0 Current Value**
	When ASYNC = 0, sample the current output value of channel 0. Any enabled edge detection will not be visible. This value may be one or two clock delayed. When ASYNC = 1, no value is returned			

15.5.11 PRS_CHx_CTRL - Channel Control 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		0		0	0	0	0				0x0										0x00									0x0		
Access		RW		RW	RW	RW	RW				RW										RW									RW		
Name		ASYNC		ANDNEXT	ORPREV	INV	STRETCH				EDSEL										SOURCESEL									SIGSEL		

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30	ASYNC	0	RW	**Asynchronous Reflex**
	Set to enable asynchronous mode of this reflex signal			
29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28	ANDNEXT	0	RW	**And Next**
	If set, channel output is AND'ed with the next channel output			
27	ORPREV	0	RW	**Or Previous**
	If set, channel output is OR'ed with the previous channel output			
26	INV	0	RW	**Invert Channel**
	If set, channel output is inverted			
25	STRETCH	0	RW	**Stretch Channel Output**
	If set, stretches channel output to ensure that the target clock domain sees it.			
24:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	EDSEL	0x0	RW	**Edge Detect Select**
	Select edge detection.			

Value	Mode	Description
0	OFF	Signal is left as it is
1	POSEDGE	A one HFCLK cycle pulse is generated for every positive edge of the incoming signal
2	NEGEDGE	A one HFCLK clock cycle pulse is generated for every negative edge of the incoming signal
3	BOTHEDGES	A one HFCLK clock cycle pulse is generated for every edge of the incoming signal

19:15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
14:8	SOURCESEL	0x00	RW	**Source Select**

Select input source to PRS channel.

Value	Mode	Description
0b0000000	NONE	No source selected
0b0000001	PRSL	Peripheral Reflex System
0b0000010	PRSH	Peripheral Reflex System
0b0000110	ACMP0	Analog Comparator 0
0b0000111	ACMP1	Analog Comparator 1
0b0001000	ADC0	Analog to Digital Converter 0
0b0010000	USART0	Universal Synchronous/Asynchronous Receiver/Transmitter 0
0b0010001	USART1	Universal Synchronous/Asynchronous Receiver/Transmitter 1
0b0011100	TIMER0	Timer 0
0b0011101	TIMER1	Timer 1
0b0101001	RTCC	Real-Time Counter and Calendar
0b0110000	GPIOL	General purpose Input/Output
0b0110001	GPIOH	General purpose Input/Output
0b0110100	LETIMER0	Low Energy Timer 0
0b0110110	PCNT0	Pulse Counter 0
0b0111100	CRYOTIMER	CRYOTIMER
0b0111101	CMU	Clock Management Unit
0b1000011	CM4	

7:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	SIGSEL	0x0	RW	**Signal Select**

Select signal input to PRS channel. Selected signal depends on SOURCESEL as indicated.

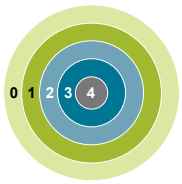
Value	Mode	Description
SOURCESEL =	*0b000000*	*(NONE)*
0bxxx	OFF	Channel input selection is turned off
SOURCESEL =	*0b0000001*	*(PRSL)*
0b000	PRSCH0	PRS channel 0 PRSCH0 (Asynchronous)
0b001	PRSCH1	PRS channel 1 PRSCH1 (Asynchronous)
0b010	PRSCH2	PRS channel 2 PRSCH2 (Asynchronous)
0b011	PRSCH3	PRS channel 3 PRSCH3 (Asynchronous)
0b100	PRSCH4	PRS channel 4 PRSCH4 (Asynchronous)
0b101	PRSCH5	PRS channel 5 PRSCH5 (Asynchronous)
0b110	PRSCH6	PRS channel 6 PRSCH6 (Asynchronous)

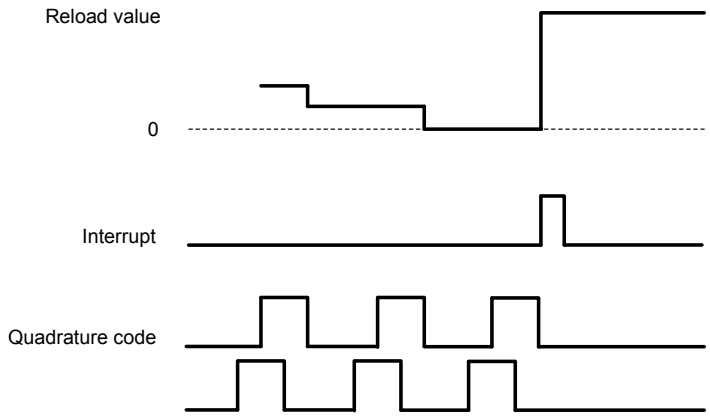
Bit	Name	Reset	Access	Description
	0b111	PRSCH7		PRS channel 7 PRSCH7 (Asynchronous)
	SOURCESEL =	*0b0000010*		*(PRSH)*
	0b000	PRSCH8		PRS channel 8 PRSCH8 (Asynchronous)
	0b001	PRSCH9		PRS channel 9 PRSCH9 (Asynchronous)
	0b010	PRSCH10		PRS channel 10 PRSCH10 (Asynchronous)
	0b011	PRSCH11		PRS channel 11 PRSCH11 (Asynchronous)
	SOURCESEL =	*0b0000110*		*(ACMP0)*
	0b000	ACMP0OUT		Analog comparator output ACMP0OUT (Asynchronous)
	SOURCESEL =	*0b0000111*		*(ACMP1)*
	0b000	ACMP1OUT		Analog comparator output ACMP1OUT (Asynchronous)
	SOURCESEL =	*0b0001000*		*(ADC0)*
	0b000	ADC0SINGLE		ADC single conversion done ADC0SINGLE
	0b001	ADC0SCAN		ADC scan conversion done ADC0SCAN
	SOURCESEL =	*0b0010000*		*(USART0)*
	0b000	USART0IRTX		USART 0 IRDA out USART0IRTX
	0b001	USART0TXC		USART 0 TX complete USART0TXC
	0b010	USART0RXDATAV		USART 0 RX Data Valid USART0RXDATAV
	0b011	USART0RTS		USART 0 RTS USART0RTS
	0b101	USART0TX		USART 0 TX USART0TX
	0b110	USART0CS		USART 0 CS USART0CS
	SOURCESEL =	*0b0010001*		*(USART1)*
	0b001	USART1TXC		USART 1 TX complete USART1TXC
	0b010	USART1RXDATAV		USART 1 RX Data Valid USART1RXDATAV
	0b011	USART1RTS		USART 0 RTS USART1RTS
	0b101	USART1TX		USART 1 TX USART1TX
	0b110	USART1CS		USART 1 CS USART1CS
	SOURCESEL =	*0b0011100*		*(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 =	*0b0011101*		*(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

Bit	Name	Reset	Access	Description
	0b100	TIMER1CC2		Timer 1 Compare/Capture 2 TIMER1CC2
	0b101	TIMER1CC3		Timer 1 Compare/Capture 3 TIMER1CC3
	SOURCESEL =	*0b0101001*		*(RTCC)*
	0b001	RTCCCCV0		RTCC Compare 0 RTCCCCV0 (Asynchronous)
	0b010	RTCCCCV1		RTCC Compare 1 RTCCCCV1 (Asynchronous)
	0b011	RTCCCCV2		RTCC Compare 2 RTCCCCV2 (Asynchronous)
	SOURCESEL =	*0b0110000*		*(GPIOL)*
	0b000	GPIOPIN0		GPIO pin 0 GPIOPIN0 (Asynchronous)
	0b001	GPIOPIN1		GPIO pin 1 GPIOPIN1 (Asynchronous)
	0b010	GPIOPIN2		GPIO pin 2 GPIOPIN2 (Asynchronous)
	0b011	GPIOPIN3		GPIO pin 3 GPIOPIN3 (Asynchronous)
	0b100	GPIOPIN4		GPIO pin 4 GPIOPIN4 (Asynchronous)
	0b101	GPIOPIN5		GPIO pin 5 GPIOPIN5 (Asynchronous)
	0b110	GPIOPIN6		GPIO pin 6 GPIOPIN6 (Asynchronous)
	0b111	GPIOPIN7		GPIO pin 7 GPIOPIN7 (Asynchronous)
	SOURCESEL =	*0b0110001*		*(GPIOH)*
	0b000	GPIOPIN8		GPIO pin 8 GPIOPIN8 (Asynchronous)
	0b001	GPIOPIN9		GPIO pin 9 GPIOPIN9 (Asynchronous)
	0b010	GPIOPIN10		GPIO pin 10 GPIOPIN10 (Asynchronous)
	0b011	GPIOPIN11		GPIO pin 11 GPIOPIN11 (Asynchronous)
	0b100	GPIOPIN12		GPIO pin 12 GPIOPIN12 (Asynchronous)
	0b101	GPIOPIN13		GPIO pin 13 GPIOPIN13 (Asynchronous)
	0b110	GPIOPIN14		GPIO pin 14 GPIOPIN14 (Asynchronous)
	0b111	GPIOPIN15		GPIO pin 15 GPIOPIN15 (Asynchronous)
	SOURCESEL =	*0b0110100*		*(LETIMER0)*
	0b000	LETIMER0CH0		LETIMER CH0 Out LETIMER0CH0 (Asynchronous)
	0b001	LETIMER0CH1		LETIMER CH1 Out LETIMER0CH1 (Asynchronous)
	SOURCESEL =	*0b0110110*		*(PCNT0)*
	0b000	PCNT0TCC		Triggered compare match PCNT0TCC (Asynchronous)
	0b001	PCNT0UFOF		Counter overflow or underflow PCNT0UFOF (Asynchronous)
	0b010	PCNT0DIR		Counter direction PCNT0DIR (Asynchronous)
	SOURCESEL =	*0b0111100*		*(CRYOTIMER)*
	0b000	CRYOTIMERPERIOD		CRYOTIMER Output CRYOTIMERPERIOD (Asynchronous)
	SOURCESEL =	*0b0111101*		*(CMU)*
	0b000	CMUCLKOUT0		Clock Output 0 CMUCLKOUT0 (Asynchronous)
	0b001	CMUCLKOUT1		Clock Output 1 CMUCLKOUT1 (Asynchronous)
	SOURCESEL =	*0b1000011*		*(CM4)*

Bit	Name	Reset	Access	Description
	0b000	CM4TXEV		CM4TXEV

16. 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 Active down to EM3 Stop.

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 a 16-bit up/down-counter to keep track of incoming pulses or rotations.

16.1 Introduction

The Pulse Counter (PCNT) can be used for counting incoming pulses on a single input or to decode quadrature encoded inputs in EM0 Active down to EM3 Stop. It can run from the internal LFACLK while counting pulses on the PCNTn_S0IN pin. Or, alternately, the PCNTn_S0IN pin may be used as an external clock source that runs both the PCNT counter and register access.

16.2 Features

- 16-bit counter with reload register
- Auxiliary counter for counting a single direction
- Single input oversampling up/down counter mode
- Externally clocked single input pulse up/down counter mode
- Quadrature decoder modes
  - Externally clocked quadrature decoder 1X mode
  - Oversampling quadrature decoder 1X, 2X and 4X modes
- 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
- Optional inputs from PRS
- Asynchronously triggered compare and clear

16.3 Functional Description

An overview of the PCNT module is shown in Figure 16.1 PCNT Overview on page 416.

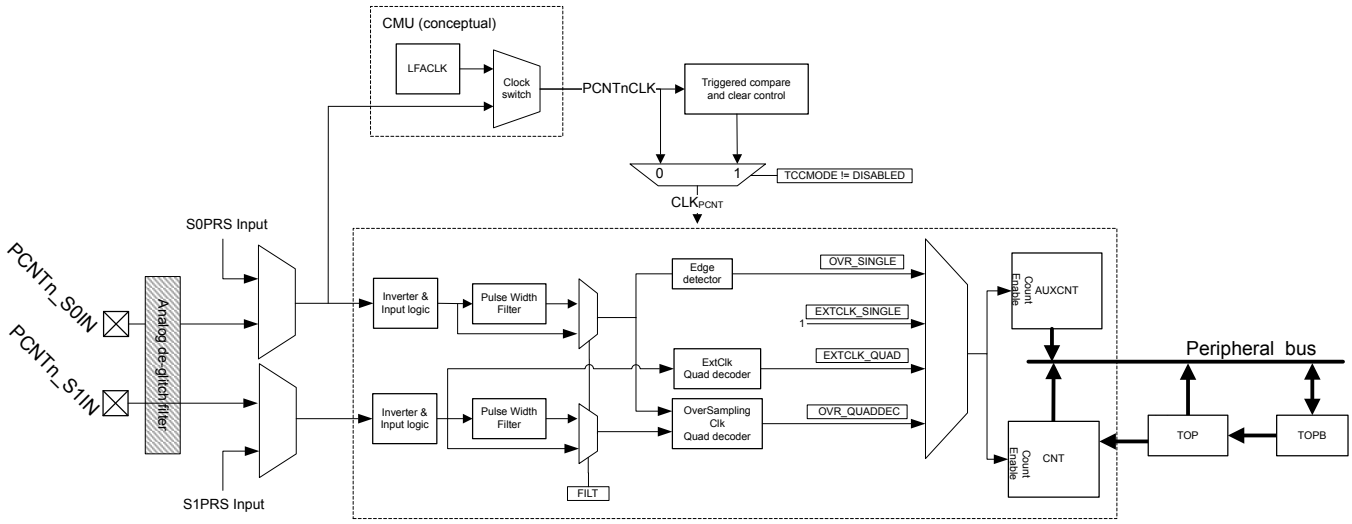


Figure 16.1. PCNT Overview

16.3.1 Pulse Counter Modes

The pulse counter can operate in single input oversampling mode (OVSSINGLE), externally clocked single input counter mode (EXTCLKSINGLE), externally clocked quadrature decoder mode (EXTCLKQUAD) and oversampling quadrature decoder modes(OVSQUAD1X, OVSQUAD2X and OVSQUAD4X). The following sections describe operation of each of these modes and how they are enabled. Input timing constraints are described in 16.3.6 Clock Sources and 16.3.7 Input Filter.

16.3.1.1 Single Input Oversampling Mode

This mode is enabled by writing OVSSINGLE to the MODE field in the PCNTn_CTRL register and disabled by writing DISABLE to the same field. The LFACLK clock source to the pulse counter is configured by clearing PCNT0CLKSEL in the CMU_PCNTCTRL in the Clock Management Unit (CMU).

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 in the PCNTn_CTRL register 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. 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.

16.3.1.2 Externally Clocked Single Input Counter Mode

This mode is enabled by writing EXTCLKSINGLE to the MODE field in the PCNTn_CTRL register and disabled by writing DISABLE to the same field. The external pin clock source is configured by setting PCNT0CLKSEL in the CMU_PCNTCTRL register (12. CMU - Clock Management Unit).

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 is set. If not, CNTDIR in PCNTn_CTRL solely defines count direction.

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.

16.3.1.3 Quadrature Decoder Modes

Two different types of quadrature decoding is supported in the pulse counter: the externally clocked (Asynchronous) quadrature decoding and the oversampling (Synchronous) quadrature decoding. The externally clocked mode supports 1X quadrature decoding whereas the oversampling mode supports 1X, 2X and 4X quadrature decoding. These modes are described in detail in 16.3.1.4 Externally Clocked Quadrature Decoder Mode and 16.3.1.5 Oversampling Quadrature Decoder Mode .

16.3.1.4 Externally Clocked Quadrature Decoder Mode

This mode is enabled by writing EXTCLKQUAD to the MODE field in PCNTn_CTRL and disabled by writing DISABLE to the same field. The external pin clock source is configured by setting PCNT0CLKSEL in the CMU_PCNTCTRL register (12. CMU - Clock Management Unit).

In this mode, both edges on PCNTn_S0IN pin are used to sample PCNTn_S1IN pin, in order to decode the quadrature code. A quadrature coded signal contains information about the relative speed and direction of a rotating shaft as illustrated by Figure 16.2 PCNT Quadrature Coding on page 418, hence the direction of the counter register PCNTn_CNT is controlled automatically.

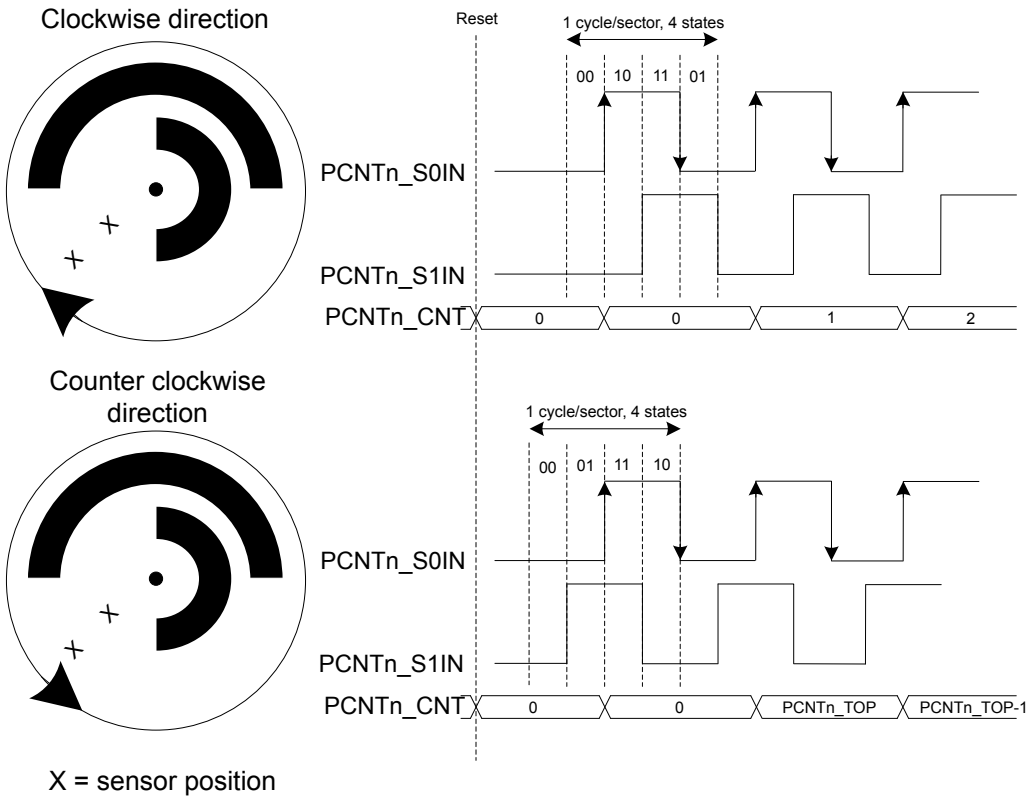


Figure 16.2. PCNT Quadrature Coding

If PCNTn_S0IN leads PCNTn_S1IN in phase, the direction is clockwise, and if it lags in phase the direction is counter-clockwise. Default behavior is illustrated by Figure 16.2 PCNT Quadrature Coding on page 418.

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 16.1 PCNT QUAD Mode Counter Control Function on page 418. Note that this function also filters some invalid inputs that may occur when the shaft changes direction or temporarily toggles direction.

Table 16.1. PCNT QUAD Mode Counter Control Function

Inputs		Control/Status	
S1IN posedge	S1IN negedge	Count Enable	CNTDIR status bit
0	0	0	0

Inputs		Control/Status	
S1IN posedge	S1IN negedge	Count Enable	CNTDIR status bit
0	1	1	0
1	0	1	1
1	1	0	0

Note: PCNTn_S1IN is sampled on both edges of PCNTn_S0IN.

16.3.1.5 Oversampling Quadrature Decoder Mode

There are three Oversampling Quadrature Decoder Modes supported: 1X , 2X and 4X. These modes are enabled by writing OVSQUAD1X, OVSQUAD2X and OVSQUAD4X, respectively, to the MODE field in PCNTn_CTRL and disabled by writing DISABLE to the same field. The LFACLK clock source to the pulse counter must be configured by clearing PCNT0CLKSEL in the CMU_PCNTCTRL in the Clock Management Unit (CMU), 12. CMU - Clock Management Unit .

The optional pulse width filter is enabled by setting the FILT bit in the PCNTn_CTRL register. The filter applies to both inputs PCNTn_S0IN and PCNTn_S1IN. The filter length is configured by FILTLEN in PCNTn_OVSCFG register.

Based on the modes selected, the decoder updates the counter on different events. In the OVSQUAD1X mode, the counter is updated on the rising edge of the PCNTn_S0IN input when counting up, and on the negedge of the PCNTn_S0IN input when counting down. In the OVSQUAD2X mode, the counter is updated on both edges of PCNTn_S0IN input. In the OVSQUAD4X mode the counter is updated on both edges of both inputs PCNTn_S0IN and PCNTn_S1IN. Table 16.2 PCNT OVSQUAD 1X, 2X and 4X Mode Counter Control Function on page 420 outlines the increment or decrement of the counter based on the Quadrature Mode selected.

Note: The decoding behavior of OVSQUAD1X mode is slightly different compared to EXTCLKQUAD mode(also 1X mode). In the EXTCLKQUAD mode, the counter is updated only on the posedge of S0IN input. However, in the OVSQUAD1X mode, the counter is updated on the posedge of S0IN when counting up and on the negedge of S0IN when counting down.

Table 16.2. PCNT OVSQUAD 1X, 2X and 4X Mode Counter Control Function

Direction	Previous State		Next State		OVSQUAD MODE		
	S1IN	S0IN	S1IN	S0IN	1X	2X	4X
Clockwise	0	0	0	1	+1	+1	+1
	0	1	1	1			+1
	1	1	1	0		+1	+1
	1	0	0	0			+1
Counter Clockwise	1	0	1	1		-1	-1
	1	1	0	1			-1
	0	1	0	0	-1	-1	-1
	0	0	1	0			-1

Figure 16.3 PCNT State Transitions for Different Oversampling Quadrature Decoder Modes on page 421 illustrates the different states of the quadrature input and the state transitions that updates the counter for the different modes. Each cycle of the input states results in 1 update, 2 updates and 4 updates of the counter for OVSQUAD1X, OVSQUAD2X and OVSQUAD4X modes respectively.

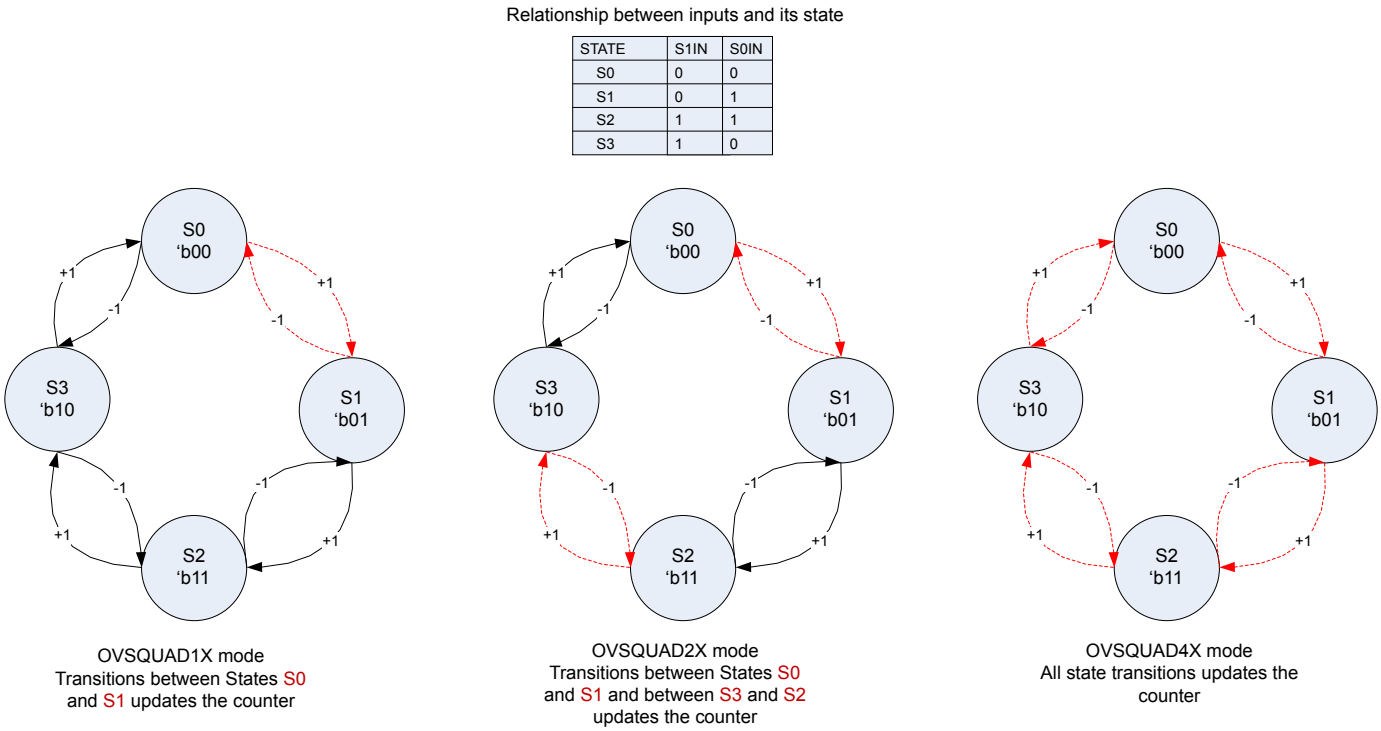


Figure 16.3. PCNT State Transitions for Different Oversampling Quadrature Decoder Modes

The counter direction can be read from the DIR bit in PCNTn_STATUS register. Additionally, the DIRCNG interrupt in the PCNTn_IF is generated when the direction change is detected. When a change is detected, the DIR bit in the PCNTn_STATUS register must be read to determine the new direction.

In the oversampling quadrature decoder modes, the maximum input toggle frequency supported is 8KHz. For frequencies of 8KHz and higher, incorrect decoding occurs. The different decoding modes and the counter updates are further illustrated by Figure 16.4 PCNT Oversampling Quadrature Decoder 1X Mode on page 421, Figure 16.5 PCNT Oversampling Quadrature Decoder 2X Mode on page 422 and Figure 16.6 PCNT Oversampling Quadrature Decoder 4X Mode on page 422.

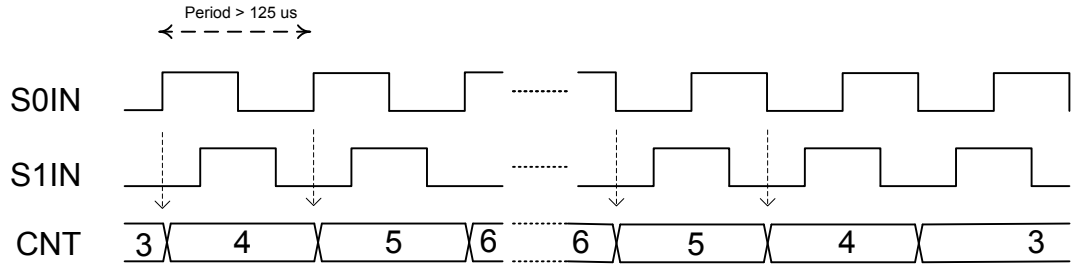


Figure 16.4. PCNT Oversampling Quadrature Decoder 1X Mode

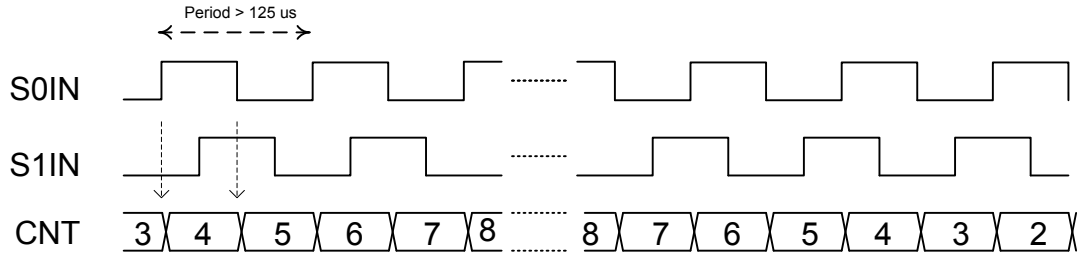


Figure 16.5. PCNT Oversampling Quadrature Decoder 2X Mode

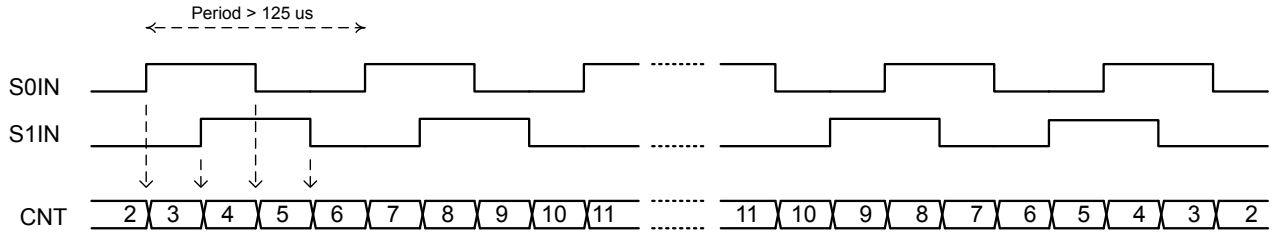


Figure 16.6. PCNT Oversampling Quadrature Decoder 4X Mode

The above modes, by default are prone to flutter effects in the inputs PCNTn_S0IN and PCNTn_S1IN. When this occurs, the counter changes directions rapidly causing DIRCNG interrupts and unnecessarily waking the core. To prevent this, set FLUTTERRM in PCNTn_OVSCFG register. When enabled, flutter is removed, thus preventing unnecessary wakeup of the core. The flutter removal logic works by preventing update of the counter value if the wheel keeps changing direction as a result of flutter. The counter is only updated if the current and previous state transition of the rotation are in the same direction. These state transitions are quadrature decoder mode specific. The highlighted state transitions in Figure 16.3 PCNT State Transitions for Different Oversampling Quadrature Decoder Modes on page 421 are the ones considered for the different quadrature decoder modes. Figure 16.7 PCNT Oversampling Quadrature Decoder with Flutter Removal on page 422 shows how the counter is updated for the different quadrature decoder modes with flutter removal FLUTTERRM enabled in PCNTn_OVSCFG.

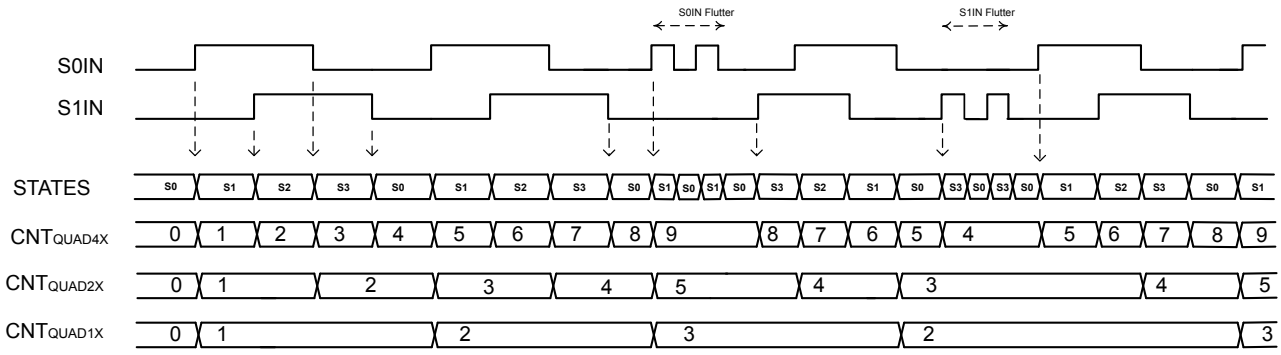


Figure 16.7. PCNT Oversampling Quadrature Decoder with Flutter Removal

16.3.2 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. In the latter scenario, if the counter changes directions around the overflow/underflow point, the system will have to wake up frequently to keep track of the rotations, resulting in higher current consumption.

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. Figure 16.8 PCNT Hysteresis behavior of Counter on page 423 illustrates the hysteresis behavior.

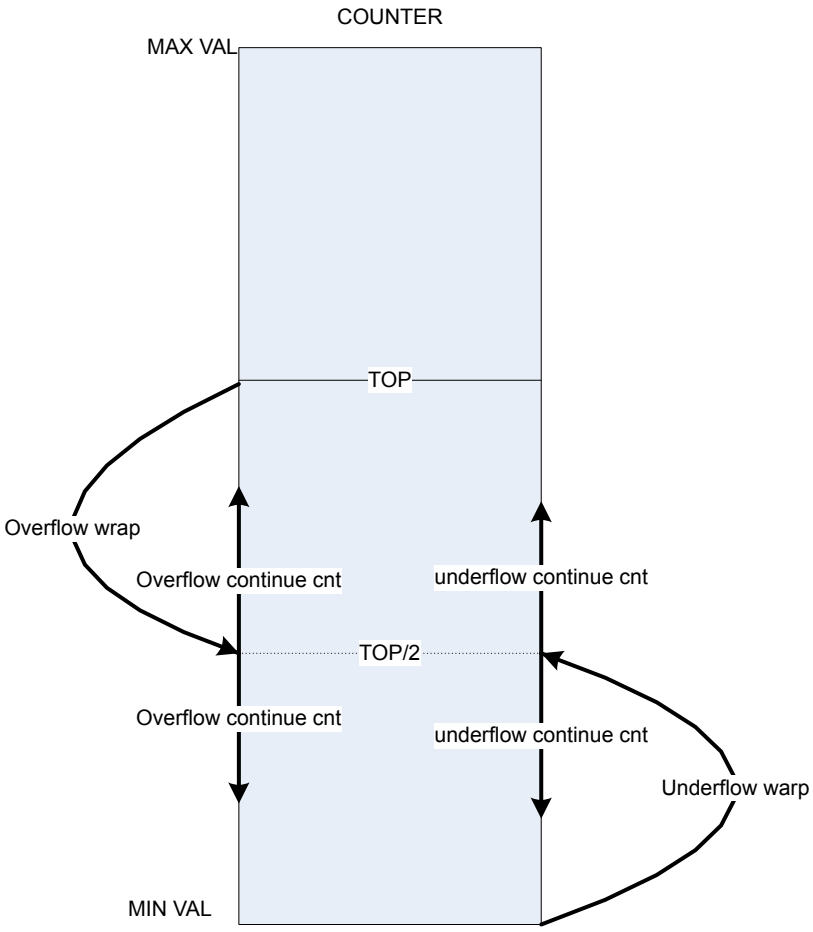


Figure 16.8. PCNT Hysteresis behavior of Counter

Given a starting value of 0 for the counter, the absolute count value when hysteresis is enabled can be calculated with the equations Figure 16.9 Absolute Position With Hysteresis and Even TOP Value on page 423 or Figure 16.10 Absolute Position With Hysteresis and Odd TOP Value on page 423, depending on whether the TOP value is even or odd.

$$CNT_{abs} = CNT - UF_{CNT} \times (TOP/2+1) + OF_{CNT} \times (TOP/2+1)$$

Figure 16.9. Absolute Position With Hysteresis and Even TOP Value

$$CNT_{abs} = CNT - UF_{CNT} \times (TOP/2+1) + OF_{CNT} \times (TOP/2+2)$$

Figure 16.10. Absolute Position With Hysteresis and Odd TOP Value

16.3.3 Auxiliary 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 auxiliary counter can be used. The pulse counter can, for instance, be configured to keep track of the absolute rotation of the wheel, while at the same time the auxiliary counter can keep track of how much the wheel has reversed.

The auxiliary 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 auxiliary counter can be read from the PCNTn_AUXCNT register.

Overflows on the auxiliary counter happen when the auxiliary counter passes the top value of the pulse counter, configured in PCNTn_TOP. In that event, the AUXOF interrupt flag is set, and the auxiliary counter wraps to 0.

As the auxiliary 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 auxiliary counter, to make the main counter count on only up and down events. The difference between the counters is that where the auxiliary counter will only count up, the main counter will count up or down depending on the direction of the count event.

16.3.4 Triggered Compare and Clear

The pulse counter features triggered compare and clear. When enabled, a configurable trigger will induce a comparison between the main counter, PCNTn_CNT, and the top value, PCNTn_TOP. After the comparison, the counter is cleared. The trigger for a compare and clear event is configured in the TCCMODE bit-field in PCNTn_CTRL. There are two options, LFA and PRS. If LFA is selected, the pulse counter will be compared with the top value, and cleared every 2^N LFA clock cycle (where N is the value of TCCPRESC in PCNTn_CTRL). If a PRS trigger is selected, the active PRS channel is configured in TCCPRSSEL in PCNTn_CTRL. The PRS input can be inverted by setting TCCPRSPOL, triggering the compare and clear on the negative edge of the PRS input. The PRS input can also be used as a gate for the pulse counter clock. This is enabled by setting PRSGATEEN in PCNTn_CTRL.

Note: When PRSGATEEN is set, the clock to the entire pulse counter will be gated by the PRS input, meaning that register writes will not take effect while the gated clock is inactive.

Comparison with PCNTn_TOP can be performed in three ways: range, greater than or equal, and less than or equal. TCCCOMP in PCNTn_CTRL configures comparison mode. Upon a compare match, the TCC interrupt is set, and the PRS output from the pulse counter is set. The PRS output will remain set until the next compare and clear event. Triggered compare and clear is intended for use when the pulse counter is configured to count up. In this mode, PCNTn_CNT will not wrap to 0 when hitting PCNTn_TOP, it will keep counting. In addition, the counter will not overflow, it will rather stop counting, just setting the overflow interrupt flag.

Figure 16.11 PCNT Triggered Compare and Clear on page 425 shows an overview of the control circuitry for triggered compare and clear. The control circuitry includes two positive edge detectors (PED) and glitch filters, used to generate clocks for the pulse counter. The two clock outputs are mutually exclusive: If both edge detectors receive a pulse at the same time, the output pulse from one of them will be postponed until the other edge detectors output pulse has completed.

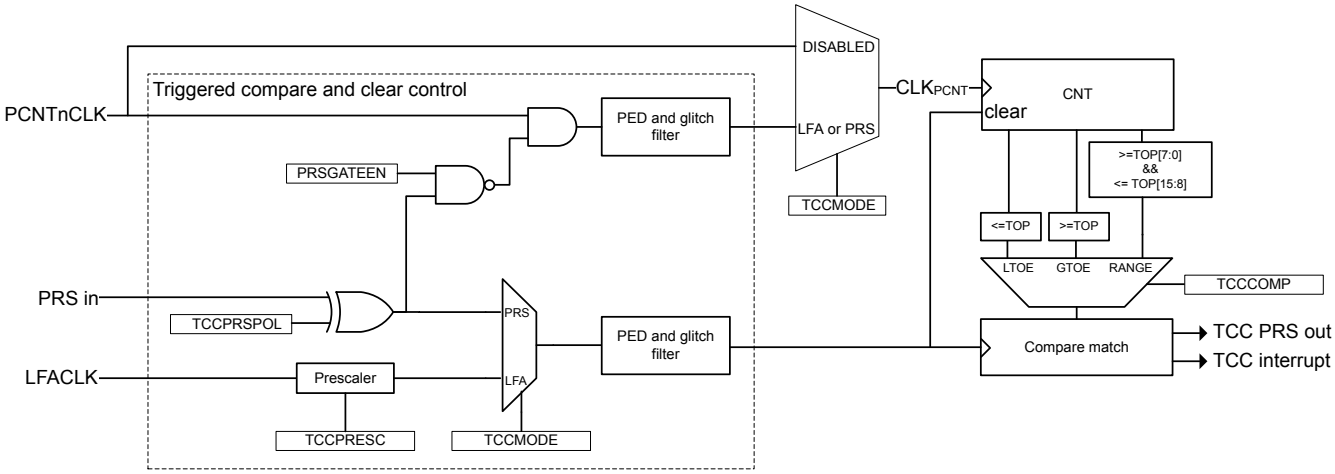


Figure 16.11. PCNT Triggered Compare and Clear

Note: TCCMODE, TCCPRESC, PRSGATEEN, TCCPRSPOL, and TCCPRSSEL in PCNTn_CTRL should only be altered when RSTEN in PCNTn_CTRL is set.

16.3.5 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 (12. CMU - Clock Management Unit).

When the RSTEN bit in the PCNTn_CTRL register is set, 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.

CNTRSTEN works in a similar manner as RSTEN, but only resetting the counter, CNT. Note that the counter is also reset by RSTEN.

AUXCNTRSTEN works in a similar manner as RSTEN, but only resetting the auxiliary counter, PCNTn_AUXCNT. Note that the auxiliary counter is also reset by RSTEN.

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. Refer to 4.3 Access to Low Energy Peripherals (Asynchronous Registers) 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.

16.3.6 Clock Sources

The pulse counter may be clocked from two possible clock sources: LFACLK or an external clock. The clock selection is configured by the PCNT0CLKSEL bit in the CMU_PCNTCTRL in the Clock Management Unit (CMU), 12. CMU - Clock Management Unit . 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 data sheet.

To use this module, the LE interface clock must be enabled in CMU_HFBUSCLKEN0, in addition to the module clock in CMU_PCNTCTRL.

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 de-asserting RSTEN. Changing clock source without asserting RSTEN results in undefined behaviour.

16.3.7 Input Filter

An optional pulse width filter is available in OVSSINGLE and OVSQUAD modes, when LFACLK is selected as a clock source for the Pulse Counter in CMU 12. CMU - Clock Management Unit . 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 and PCNTn_S1IN must be stable for a programmable number of consecutive clock cycles before the edge is passed to the edge detector. The filter length should be programmed in FILTLEN field of the PCNTn_OVSCFG register.

The filter length is given by Figure 16.12 PCNT Input Filter Length Equation on page 426:

Filter length = (FILTLEN + 5) LFACLK cycles

Figure 16.12. PCNT Input Filter Length Equation

The maximum filter length configured is 260 LFACLK cycles.

In EXTCLKSINGLE and EXTCLKQUAD mode, there is no digital pulse width filter available.

16.3.8 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 of PCNTn_S0IN input. When this bit is set, the pulse counter counts negative edges in OVSSINGLE mode. Also, when the EDGE bit is set in the OVSSINGLE and EXTCLKSINGLE modes, the PCNTn_S1IN input is inverted. In OVSQUAD 1X-4X modes the EDGE bit inverts both inputs.

Note: The EDGE bit in PCNTn_CTRL has no effect in EXTCLKQUAD mode.

16.3.9 PRS and PCNTn_S0IN,PCNTn_S1IN Inputs

It is possible to receive input from PRS on both PCNTn_S0IN (or PCNTn_S1IN) by setting S0PRSEN (or S1PRSEN) in PCNTn_INPUT. The PRS channel used can be selected using S0PRSSEL (or S1PRSSEL) in PCNTn_INPUT.

In the Oversampling quadrature decoder modes, the input frequency should be less than 8KHz to ensure correct functionality.

PCNT module generates three PRS outputs the TCC PRS output, the CNT OF/UF PRS output and the CNT DIR PRS output. The TCC PRS is generated on compare match of TCC event. The CNT OF/UF combined PRS is generated when the counter overflow or underflows. The CNT DIR PRS is a level PRS and indicates the current direction of count of counter CNT

Note: S0PRSEN,S1PRSEN,S0PRSSEL,S1PRSSEL should only be altered when RSTEN in PCNTn_CTRL is set.

16.3.10 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.

16.3.10.1 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.

16.3.10.2 Direction Change Interrupt

The PCNTn_PCNT module sets the DIRCNG interrupt flag (PCNTn_IF register) for EXTCLKQUAD and OVSQUAD1X-4X modes when the direction of the quadrature code changes. The behavior of this interrupt in the EXTCLKQUAD mode is illustrated by Figure 16.13 PCNT Direction Change Interrupt (DIRCNG) Generation on page 428.

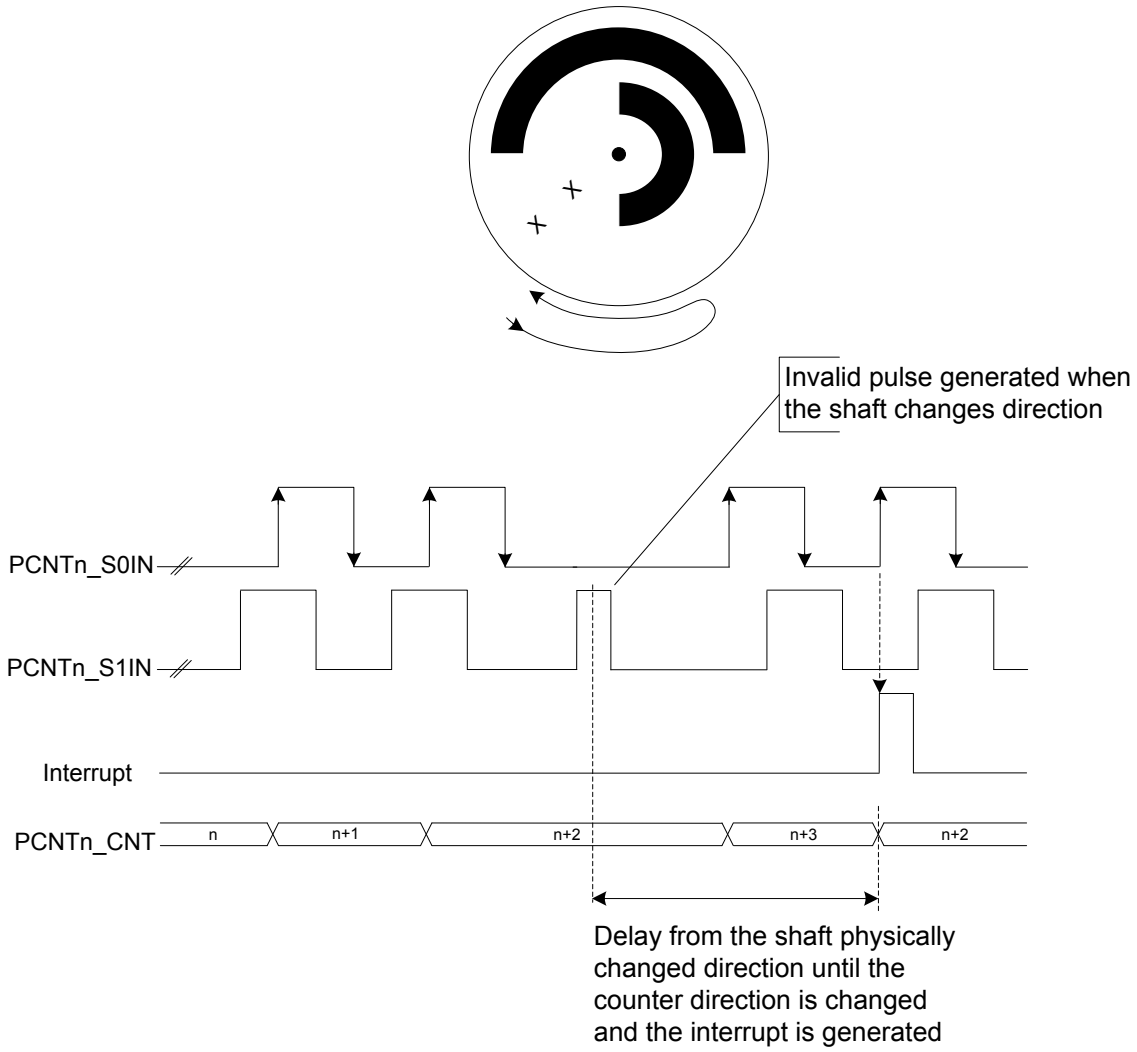


Figure 16.13. PCNT Direction Change Interrupt (DIRCNG) Generation

16.3.11 Cascading Pulse Counters

When two or more Pulse Counters are available, it is possible to cascade them. For example two 16-bit Pulse Counters can be cascaded to form a 32-bit pulse counter. This can be done with the help of the CNT UF/OF PRS and CNT DIR PRS ouputs. The figure Figure 16.14 PCNT Cascading to two 16-bit PCNT to form a 32-bit PCNT on page 429 illustrates this structure.

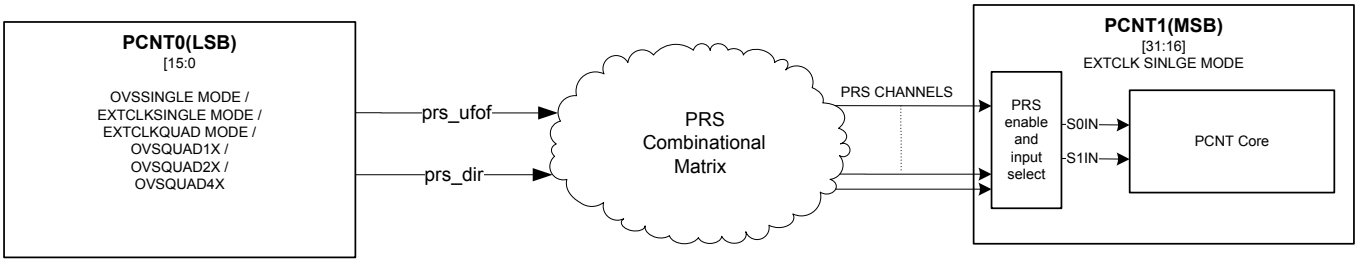


Figure 16.14. PCNT Cascading to two 16-bit PCNT to form a 32-bit PCNT

For cascading of Pulse Counters to work, the PCNT1 according to the figure Figure 16.14 PCNT Cascading to two 16-bit PCNT to form a 32-bit PCNT on page 429 should be programmed in EXTCLKSINGLE mode and its S0IN and S1IN inputs should be configured to prs_ufof and prs_dir of PCNT0 respectively. In addition to this, a strict programming sequence needs to be followed to ensure both PCNTs are in sync with each other.

- Configure PCNT0 registers. eg. PCNT0_INPUT,PCNT0_CTRL,PCNT0_OVSCFG etc.
- Wait for PCNT0_SYCNBUSY to be cleared to ensure the registers are synchronized to the asynchronous clock domain.
- Hold PCNT0 in sw reset by setting PCNT0_CTRL_RSTEN.
- Configure PCNT1_CTRL to EXTCLKSINLE mode with S1CDIR and CNTDIR bit set. Configure INPUT to accept "prs_ufof" and "prs_dir" of PCNT0 on S0IN and S1IN respectively.
- Wait for PCNTn_SYCNBUSY to be cleared to ensure the registers are synchronized to the asynchronous clock domain. Use three PRS_SWPULSE on the S0IN prs channel to ensure this synchronization.
- Hold PCNT1 in sw reset by setting PCNT1_CTRL_RSTEN.
- Clear PCNT1_CTRL_RSTEN and synchronize it by asserting two PRS_SWPULSE on the S0IN input.
- Finally clear PCNT0_CTRL_RSTEN and start counting.

Note: When RSTEN in PCNTn_CTRL is set, the TOP value in the Pulse Counter gets cleared. Therefore, in order to update the TOP value while RSTEN is set, assert TOPBHFEN bit in PCNTn_CTRL. This will update the TOP value with the TOPB value even without having to synchronize the TOPB value. This only works if TOPBHFEN and TOPB are configured while RSTEN in PCNTn_CTRL is set.

16.4 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	(R)W1	Interrupt Flag Clear Register
0x024	PCNTn_IEN	RW	Interrupt Enable Register
0x02C	PCNTn_ROUTELOC0	RW	I/O Routing Location Register
0x040	PCNTn_FREEZE	RW	Freeze Register
0x044	PCNTn_SYNCBUSY	R	Synchronization Busy Register
0x064	PCNTn_AUXCNT	R	Auxiliary Counter Value Register
0x068	PCNTn_INPUT	RW	PCNT Input Register
0x06C	PCNTn_OVSCFG	RW	Oversampling Config Register

16.5 Register Description

16.5.1 PCNTn_CTRL - Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

Offset	Bit Position																															
0x000	31	30	29	28	27	26	25	24	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				0	0	0x0			0x0			0x0		0	0	0x0		0x0		0	0	0	0	0	0	0	0x0		
Access	RW		RW				RW	RW	RW			RW			RW		RW	RW	RW		RW		RW	RW	RW	RW	RW	RW	RW	RW		
Name	TOPBHFSEL		TCCPRSSEL				TCCPRSPOL	PRSGATEEN	TCCCOMP			TCCPRESC			TCCMODE		EDGE	CNTDIR	AUXCNTEV		CNTEV		S1CDIR	HYST	DEBUGHALT	AUXCNTRSTEN	CNTRSTEN	RSTEN	FILT	MODE		

Bit	Name	Reset	Access	Description
31	TOPBHFSEL	0	RW	**TOPB High Frequency Value Select**
	Apply High frequency value of TOPB to TOP register. Should be used only when RSTEN in PCNTn_CTRL is set			
30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:26	TCCPRSSEL	0x0	RW	**TCC PRS Channel Select**
	Select PRS channel used as compare and clear trigger.			

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.

Bit	Name	Reset	Access	Description
25	TCCPRSPOL	0	RW	**TCC PRS Polarity Select**
	Configure which edge on the PRS input is used to trigger a compare and clear event			

Value	Mode	Description
0	RISING	Rising edge on PRS trigger compare and clear event.
1	FALLING	Falling edge on PRS trigger compare and clear event.

Bit	Name	Reset	Access	Description
24	PRSGATEEN	0	RW	**PRS Gate Enable**
	When set, the clock input to the pulse counter will be gated when the selected PRS input is the inverse of TCCPRSPOL.			
23:22	TCCCOMP	0x0	RW	**Triggered Compare and Clear Compare Mode**
	Selects the mode for comparison upon a compare and clear event.			

Value	Mode	Description
0	LTOE	Compare match if PCNT_CNT is less than, or equal to PCNT_TOP.
1	GTOE	Compare match if PCNT_CNT is greater than or equal to PCNT_TOP.
2	RANGE	Compare match if PCNT_CNT is less than, or equal to PCNT_TOP[15:8]], and greater than, or equal to PCNT_TOP[7:0].

21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:19	TCCPRESC	0x0	RW	**Set the LFA Prescaler for Triggered Compare and Clear**
	Selects the prescaler value for LFA compare and clear events			

Value	Mode	Description
0	DIV1	Compare and clear event each LFA cycle.
1	DIV2	Compare and clear performed on every other LFA cycle.
2	DIV4	Compare and clear performed on every 4th LFA cycle.
3	DIV8	Compare and clear performed on every 8th LFA cycle.

18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	TCCMODE	0x0	RW	**Sets the Mode for Triggered Compare and Clear**
	Selects whether compare and clear should be triggered on each LFA clock, or from PRS			

Value	Mode	Description
0	DISABLED	Triggered compare and clear not enabled.
1	LFA	Compare and clear performed on each (optionally prescaled) LFA clock cycle.
2	PRS	Compare and clear performed on positive PRS edges.

15	EDGE	0	RW	**Edge Select**
	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 used only in OVSSINGLE, EXTCLKSINGLE and OVSQUAD1X-4X modes.			

Value	Mode	Description
0	POS	Positive edges on the PCNTn_S0IN inputs are counted in OVSSINGLE mode. Does not invert PCNTn_S1IN input in OVSSINGLE and EXTCLKSINGLE modes
1	NEG	Negative edges on the PCNTn_S0IN inputs are counted in OVSSINGLE mode. Inverts the PCNTn_S1IN input in OVSSINGLE and EXTCLKSINGLE modes

Bit	Name	Reset	Access	Description
14	CNTDIR	0	RW	**Non-Quadrature Mode Counter Direction Control**

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.

Bit	Name	Reset	Access	Description
13:12	AUXCNTEV	0x0	RW	**Controls When the Auxiliary Counter Counts**

Selects whether the auxiliary 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.

Bit	Name	Reset	Access	Description
11:10	CNTEV	0x0	RW	**Controls When the Counter Counts**

Selects whether the regular counter responds to up-count events, down-count events or both

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.

Bit	Name	Reset	Access	Description
9	S1CDIR	0	RW	**Count Direction Determined By S1**

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

Bit	Name	Reset	Access	Description
8	HYST	0	RW	**Enable Hysteresis**

When hysteresis is enabled, the PCNT will always overflow and underflow to TOP/2.

Bit	Name	Reset	Access	Description
7	DEBUGHALT	0	RW	**Debug Mode Halt Enable**

Set to halt the PCNT in debug mode only in OVSSINGLE and OVSQUAD modes. When in EXTCLKSINGLE or EXTCLKQUAD modes, DEBUGHALT does not halt the Pulse Counter.

Value	Description
0	PCNT is running in debug mode.
1	PCNT is frozen in debug mode.

Bit	Name	Reset	Access	Description
6	AUXCNTRSTEN	0	RW	**Enable AUXCNT Reset**

The auxiliary counter, AUXCNT, 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 an external clock is used, the reset should be performed by setting and clearing the bit without pending for SYNCBUSY bit.

Bit	Name	Reset	Access	Description
5	CNTRSTEN	0	RW	**Enable CNT Reset**
	The counter, CNT, 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 an external clock is used, the reset should be performed by setting and clearing the bit without pending for SYNCBUSY bit. This action clears the counter to its reset value			
4	RSTEN	0	RW	**Enable PCNT Clock Domain Reset**
	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 an external clock is used, the reset should be performed by setting and clearing the bit without pending for SYNCBUSY bit.			
3	FILT	0	RW	**Enable Digital Pulse Width Filter**
	The filter passes all high and low periods that are at least (FILTLEN+5) clock cycles wide. This filter is only available in OVSSINGLE,OVSQUAD1X-4X modes.			
2:0	MODE	0x0	RW	**Mode Select**
	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-EM3).
2	EXTCLKSINGLE	Externally clocked single input counter mode (available in EM0-EM3).
3	EXTCLKQUAD	Externally clocked quadrature decoder mode (available in EM0-EM3).
4	OVSQUAD1X	LFACLK oversampling quadrature decoder 1X mode (available in EM0-EM3).
5	OVSQUAD2X	LFACLK oversampling quadrature decoder 2X mode (available in EM0-EM3).
6	OVSQUAD4X	LFACLK oversampling quadrature decoder 4X mode (available in EM0-EM3).

16.5.2 PCNTn_CMD - Command Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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
Access																															W1	W1
Name																															LTOPBIM	LCNTIM

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	LTOPBIM	0	W1	**Load TOPB Immediately**
	This bit has no effect since TOPB is not buffered and it is loaded directly into TOP.			
0	LCNTIM	0	W1	**Load CNT Immediately**
	Load PCNTn_TOP into PCNTn_CNT on the next counter clock cycle.			

16.5.3 PCNTn_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																																0
Access																																R
Name																																DIR

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	DIR	0	R	**Current Counter Direction**
	Current direction status of the counter. This bit is valid in EXTCLKQUAD mode only.			

Value	Mode	Description
0	UP	Up counter mode (clockwise in EXTCLKQUAD mode with the EDGE bit in PCNTn_CTRL set to 0).
1	DOWN	Down counter mode.

16.5.4 PCNTn_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																	R															
Name																	CNT															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	CNT	0x0000	R	**Counter Value**
	Gives read access to the counter.			

16.5.5 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 1.2 Conventions*		
15:0	TOP	0x00FF	R	**Counter Top Value**
	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.			

16.5.6 PCNTn_TOPB - Top Value Buffer Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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 1.2 Conventions*		
15:0	TOPB	0x00FF	RW	**Counter Top Buffer**
	Loaded automatically to TOP when written.			

16.5.7 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	0	0	0	0	0
Access																											R	R	R	R	R	R
Name																											OQSTERR	TCC	AUXOF	DIRCNG	OF	UF

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	OQSTERR	0	R	**Oversampling Quadrature State Error Interrupt**
	Set in the Oversampling Quadrature Mode when incorrect state transition occurs			
4	TCC	0	R	**Triggered Compare Interrupt Read Flag**
	Set upon triggered compare match			
3	AUXOF	0	R	**Auxiliary Overflow Interrupt Read Flag**
	Set when an Auxiliary CNT overflow occurs			
2	DIRCNG	0	R	**Direction Change Detect Interrupt Flag**
	Set when the count direction changes. Set in EXTCLKQUAD mode only.			
1	OF	0	R	**Overflow Interrupt Read Flag**
	Set when a CNT overflow occurs			
0	UF	0	R	**Underflow Interrupt Read Flag**
	Set when a CNT underflow occurs			

16.5.8 PCNTn_IFS - Interrupt Flag Set 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																											0	0	0	0	0	0
Access																											W1	W1	W1	W1	W1	W1
Name																											OQSTERR	TCC	AUXOF	DIRCNG	OF	UF

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	OQSTERR	0	W1	**Set OQSTERR Interrupt Flag**
	Write 1 to set the OQSTERR interrupt flag			
4	TCC	0	W1	**Set TCC Interrupt Flag**
	Write 1 to set the TCC interrupt flag			
3	AUXOF	0	W1	**Set AUXOF Interrupt Flag**
	Write 1 to set the AUXOF interrupt flag			
2	DIRCNG	0	W1	**Set DIRCNG Interrupt Flag**
	Write 1 to set the DIRCNG interrupt flag			
1	OF	0	W1	**Set OF Interrupt Flag**
	Write 1 to set the OF interrupt flag			
0	UF	0	W1	**Set UF Interrupt Flag**
	Write 1 to set the UF interrupt flag			

16.5.9 PCNTn_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	6	5	4	3	2	1	0
Reset																											0	0	0	0	0	0
Access																											(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name																											OQSTERR	TCC	AUXOF	DIRCNG	OF	UF

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	OQSTERR	0	(R)W1	**Clear OQSTERR Interrupt Flag**
	Write 1 to clear the OQSTERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	TCC	0	(R)W1	**Clear TCC Interrupt Flag**
	Write 1 to clear the TCC interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	AUXOF	0	(R)W1	**Clear AUXOF Interrupt Flag**
	Write 1 to clear the AUXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	DIRCNG	0	(R)W1	**Clear DIRCNG Interrupt Flag**
	Write 1 to clear the DIRCNG interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	OF	0	(R)W1	**Clear OF Interrupt Flag**
	Write 1 to clear the OF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	UF	0	(R)W1	**Clear UF Interrupt Flag**
	Write 1 to clear the UF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

16.5.10 PCNTn_IEN - Interrupt Enable 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																											0	0	0	0	0	0
Access																											RW	RW	RW	RW	RW	RW
Name																											OQSTERR	TCC	AUXOF	DIRCNG	OF	UF

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	OQSTERR	0	RW	**OQSTERR Interrupt Enable**
	Enable/disable the OQSTERR interrupt			
4	TCC	0	RW	**TCC Interrupt Enable**
	Enable/disable the TCC interrupt			
3	AUXOF	0	RW	**AUXOF Interrupt Enable**
	Enable/disable the AUXOF interrupt			
2	DIRCNG	0	RW	**DIRCNG Interrupt Enable**
	Enable/disable the DIRCNG interrupt			
1	OF	0	RW	**OF Interrupt Enable**
	Enable/disable the OF interrupt			
0	UF	0	RW	**UF Interrupt Enable**
	Enable/disable the UF interrupt			

16.5.11 PCNTn_ROUTELOC0 - I/O Routing Location 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																			0x00								0x00					
Access																			RW								RW					
Name																			S1INLOC								S0INLOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	S1INLOC	0x00	RW	**I/O Location**

Defines the location of the PCNT S1IN input pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	S0INLOC	0x00	RW	**I/O Location**

Defines the location of the PCNT S0IN input pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

16.5.12 PCNTn_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	0
Reset																																0
Access																																RW
Name																																REGFREEZE

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	REGFREEZE	0	RW	**Register Update Freeze** 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.

16.5.13 PCNTn_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	0
Reset																													0	0	0	0
Access																													R	R	R	R
Name																													OVSCFG	TOPB	CMD	CTRL

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	OVSCFG	0	R	**OVSCFG Register Busy**
	Set when the value written to OVSCFG is being synchronized.			
2	TOPB	0	R	**TOPB Register Busy**
	Set when the value written to TOPB is being synchronized.			
1	CMD	0	R	**CMD Register Busy**
	Set when the value written to CMD is being synchronized.			
0	CTRL	0	R	**CTRL Register Busy**
	Set when the value written to CTRL is being synchronized.			

16.5.14 PCNTn_AUXCNT - Auxiliary Counter Value 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																	0x0000															
Access																	R															
Name																	AUXCNT															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	AUXCNT	0x0000	R	**Auxiliary Counter Value**
	Gives read access to the auxiliary counter.			

16.5.15 PCNTn_INPUT - PCNT Input 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																					0		0x0				0		0x0			
Access																					RW		RW				RW		RW			
Name																					S1PRSEN		S1PRSSEL				S0PRSEN		S0PRSSEL			

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	S1PRSEN	0	RW	**S1IN PRS Enable**
	When set, the PRS channel is selected as input to S1IN.			
10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:6	S1PRSSEL	0x0	RW	**S1IN PRS Channel Select**
	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	S0PRSEN	0	RW	**S0IN PRS Enable**
	When set, the PRS channel is selected as input to S0IN.			
4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	S0PRSSEL	0x0	RW	**S0IN PRS Channel Select**
	Select PRS channel as input to S0IN.			

Value	Mode	Description

Bit	Name	Reset	Access	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.

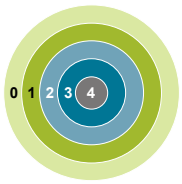
16.5.16 PCNTn_OVSCFG - Oversampling Config Register (Async Reg)

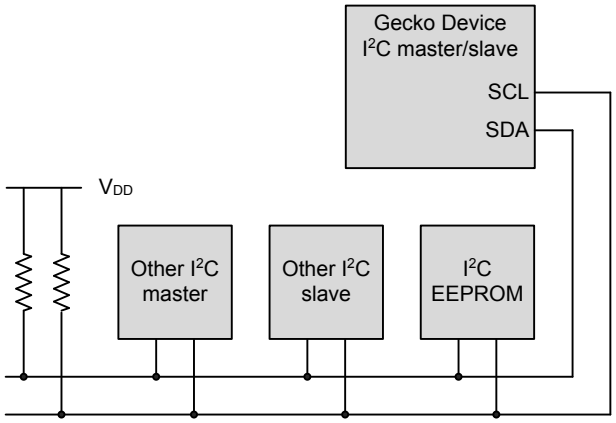
For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																				0					0x00						
Access																				RW					RW						
Name																				FLUTTERRM					FILTLEN						

Bit	Name	Reset	Access	Description
31:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	FLUTTERRM	0	RW	**Flutter Remove**
	When set, removes flutter from Quaddecoder inputs S0IN and S1IN. Available only in OVSQUAD1X-4X modes			
11:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	FILTLEN	0x00	RW	**Configure Filter Length for Inputs S0IN and S1IN**
	Used only in OVSINGLE,OVSQUAD1X-4X modes. To use this first enable FILT in PCNTn_CTRL register. Filter length = (FILTLEN + 5) LFACLK cycles			

17. I2C - Inter-Integrated Circuit Interface





Quick Facts

What?

The I²C interface allows communication on I²C-buses with the lowest energy consumption possible.

Why?

I²C 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 I²C interface allows I²C communication with minimal CPU intervention. Address recognition is available in all energy modes (except EM4), allowing the MCU to wait for data on the I²C-bus with sub-µA current consumption.

17.1 Introduction

The I²C module provides an interface between the MCU and a serial I²C-bus. It is capable of acting as both a master and a slave and supports multi-master buses. 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 I²C module allows precise control of the transmission process and highly automated transfers. Automatic recognition of slave addresses is provided in all energy modes (except EM4).

17.2 Features

- True multi-master capability
- Support for different bus speeds
  - Standard-mode (Sm) bit rate up to 100 kbit/s
  - Fast-mode (Fm) bit rate up to 400 kbit/s
  - Fast-mode Plus (Fm+) bit rate 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
- Separate receive/ transmit 2-level buffers, with additional separate shift registers
- Full DMA support

17.3 Functional Description

An overview of the I2C module is shown in Figure 17.1 I2C Overview on page 448.

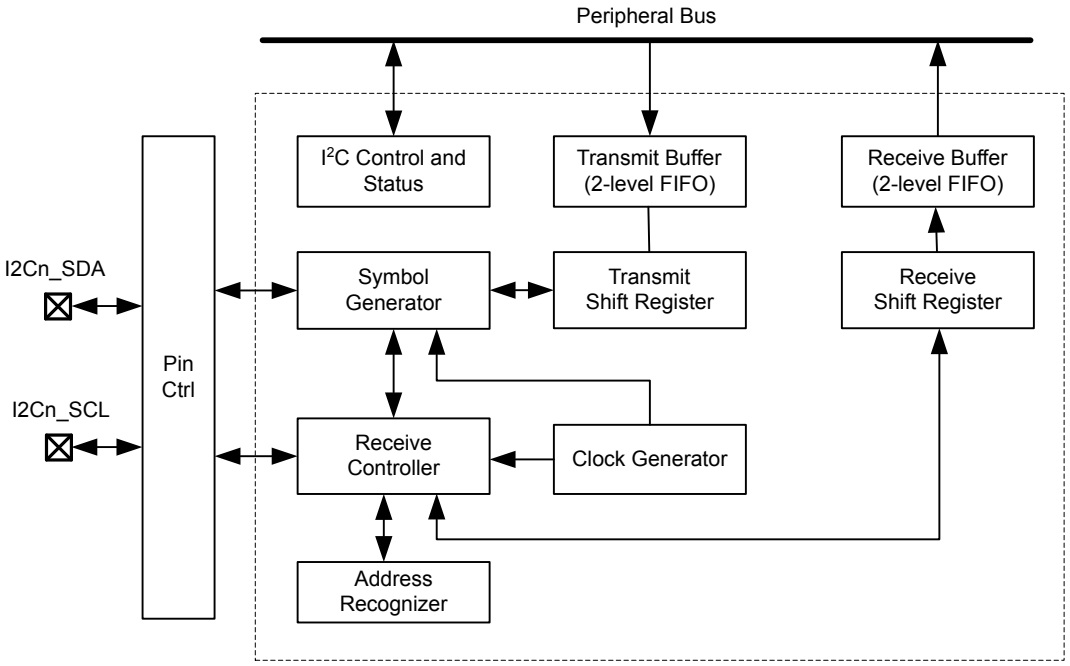


Figure 17.1. I2C Overview

17.3.1 I2C-Bus Overview

The I²C-bus uses two wires for communication; a serial data line (SDA) and a serial clock line (SCL) as shown in Figure 17.2 I2C-Bus Example on page 449. 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.

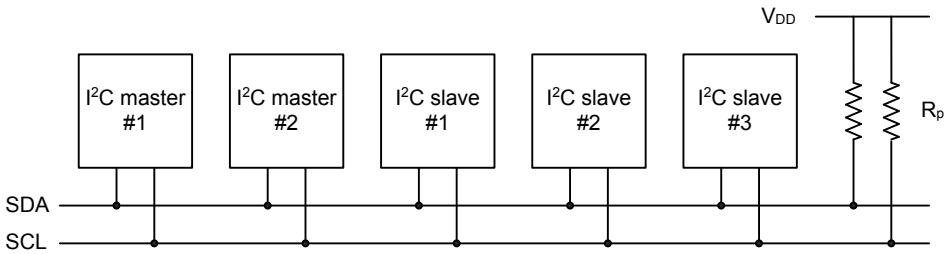


Figure 17.2. I2C-Bus Example

Each device on the bus is addressable by a unique address, and an I²C 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 **tr** for the given bus speed, and the estimated bus capacitance **Cb** as shown in Figure 17.3 I2C Pull-up Resistor Equation on page 449.

$$Rp(max) = t_r / (0.8473 \times Cb)$$

Figure 17.3. I2C Pull-up Resistor Equation

The maximal rise times for 100 kHz, 400 kHz and 1 MHz I²C are 1 µs, 300 ns and 120 ns respectively.

Note:

- The GPIO drive strength can be used to control slew rate.
- If V_{dd} drops below the voltage on SCL and SDA lines, the MCU could become back powered and pull the SCL and SDA lines low.

17.3.1.1 START and STOP Conditions

START and STOP conditions are used to initiate and stop transactions on the I²C-bus. All transactions on the bus begin with a START condition (S) and end with a STOP condition (P). As shown in Figure 17.4 I2C START and STOP Conditions on page 450, 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.

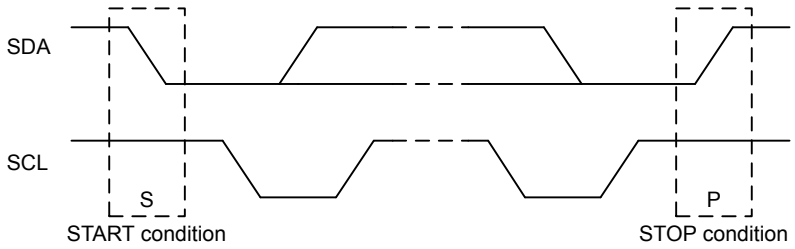


Figure 17.4. I2C START and STOP Conditions

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 I²C-bus as shown in Figure 17.5 I2C Bit Transfer on I²C-Bus on page 450.

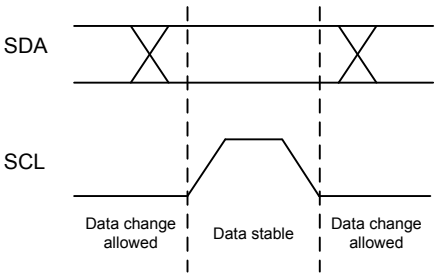


Figure 17.5. I2C Bit Transfer on I²C-Bus

17.3.1.2 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 bits (one 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^2C transfers are shown in Figure 17.6 I2C Single Byte Write to Slave on page 451, Figure 17.7 I2C Double Byte Read from Slave on page 451, and Figure 17.8 I2C Single Byte Write, then Repeated Start and Single Byte Read on page 451. 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 17.6. I2C Single Byte Write to Slave



Figure 17.7. I2C Double Byte Read from Slave

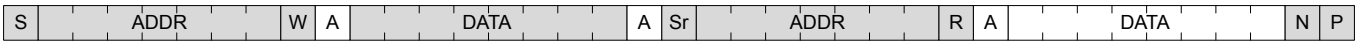


Figure 17.8. I2C Single Byte Write, then Repeated Start and Single Byte Read

17.3.1.3 Addresses

I²C 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 that the master wants to contact. In the 7-bit address space, several addresses are reserved. These addresses are summarized in Table 17.1 I2C Reserved I²C Addresses on page 452, and include a General Call address which can be used to broadcast a message to all slaves on the I²C-bus.

Table 17.1. I2C Reserved I²C Addresses

I²C 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

17.3.1.4 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 17.9 I2C Master Transmitter/Slave Receiver with 10-bit Address on page 452.

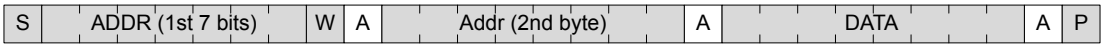


Figure 17.9. I2C Master Transmitter/Slave Receiver with 10-bit Address

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 17.10 I2C Master Receiver/Slave Transmitter with 10-bit Address on page 452.

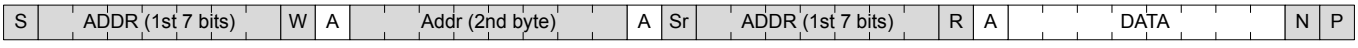


Figure 17.10. I2C Master Receiver/Slave Transmitter with 10-bit Address

17.3.1.5 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^2C module for both masters and slaves. Clock synchronization and clock stretching is also supported.

17.3.2 Enable and Reset

The I^2C is enabled by setting the EN bit in the I2Cn_CTRL register. Whenever this bit is cleared, the internal state of the I^2C is reset, terminating any ongoing transfers.

Note: When enabling the I^2C, the ABORT command or the Bus Idle Timeout feature must be applied prior to use even if the BUSY flag is not set.

17.3.3 Safely Disabling and Changing Slave Configuration

The I^2C slave is partially asynchronous, and some precautions are necessary to always ensure a safe slave disable or slave configuration change. These measures should be taken, if (while the slave is enabled) the user cannot guarantee that an address match will not occur at the exact time of slave disable or slave configuration change.

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 I2Cn_CTRL must be reset. This should be done regardless of whether the slave is going to be re-enabled or not.

17.3.4 Clock Generation

The SCL signal generated by the I^2C master determines the maximum transmission rate on the bus. The clock is generated as a division of the peripheral clock, and is given by the following equation:

$$f_{SCL} = f_{HFPERCLK}/(((N_{low} + N_{high}) \times (DIV + 1)) + 8),$$

Figure 17.11. I2C Maximum Transmission Rate

N_{low} and N_{high} in combination with the synchronization cycles (discussed below) 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:

$$T_{high} >= ((N_{high}) \times (DIV + 1) + 4)/f_{HFPERCLK},$$

$$T_{low} >= (N_{low} \times (DIV + 1) + 4)/f_{HFPERCLK}.$$

Figure 17.12. I2C High and Low Cycles Equations

In worst case, T_{high} and T_{low} can be 1 $f_{HFPERCLK}$ cycle longer than the number found by above equations due to synchronization uncertainty (i.e., if the synchronization takes 3 $f_{HFPERCLK}$ cycles instead of 2). Similarly, in the worst case the number 8 in the denominator in f_{SCL} equation can be 9 (if the synchronization cycles were 3 instead of 2 in T_{high} or T_{low}) or 10 (if synchronization cycles were 3 in both T_{high} and T_{low}). 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 I2Cn_CTRL register.

Note: DIV must be set to 1 during slave mode operation.

17.3.5 Arbitration

Arbitration is enabled by default, but can be disabled by setting the ARBDIS bit in I2Cn_CTRL. When arbitration is enabled, the value on SDA is sensed every time the I2C module attempts to change its value. If the sensed value is different than the value the I2C module tried to output, it is interpreted as a simultaneous transmission by another device, and that the I2C module has lost arbitration.

Whenever arbitration is lost, the ARBLOST interrupt flag in I2Cn_IF is set, any lines held are released, and the I2C device goes idle. If an I2C 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.

17.3.6 Buffers

The I2C peripheral includes separate receive and transmit buffers and shift registers.

17.3.6.1 Transmit Buffer and Shift Register

The I2C transmitter has a 2-level FIFO transmit buffer and a transmit shift register as shown in Figure 17.1 I2C Overview on page 448. A byte is loaded into the transmit buffer by writing to I2Cn_TXDATA or 2 bytes can be loaded simultaneously in the transmit buffer by writing to I2Cn_TXDOUBLE. Figure 17.13 I2C Transmit Buffer Operation on page 454 shows the basics of the transmit buffer. When the transmit shift register is empty and ready for new data, the byte from the transmit buffer is then loaded into the shift register. 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 in the transmit buffer). If the transmit buffer is empty, then the shift register also remains empty. The TXC flag in I2Cn_STATUS and the TXC interrupt flags in I2Cn_IF are then set, signaling that the transmit shift register is out of data. TXC is cleared when new data becomes available, but the TXC interrupt flag must be cleared by software.

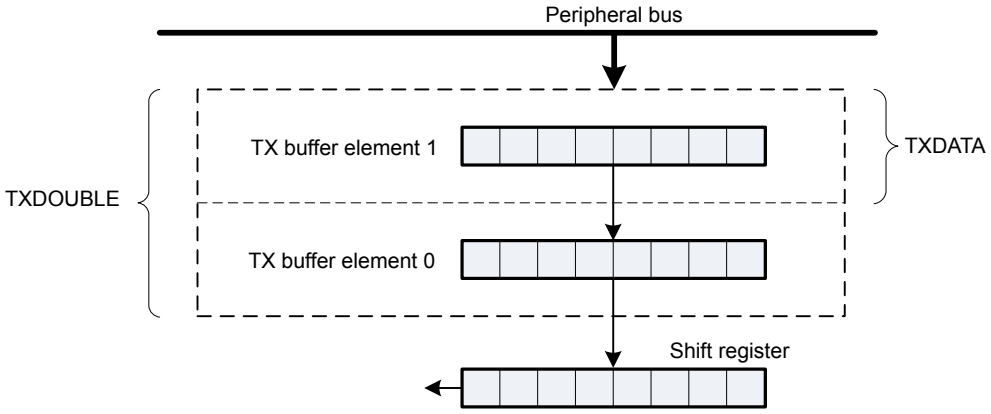


Figure 17.13. I2C Transmit Buffer Operation

The TXBL flags in the I2Cn_STATUS and I2Cn_IF are used to indicate the level of the transmit buffer. TXBIL in I2Cn_CTRL controls the level at which these flag bits are set. If TXBIL is cleared, the flags are set whenever the transmit buffer becomes empty (used when transmitting using I2Cn_TXDOUBLE). If TXBIL is set, the flags are set whenever the transmit buffer goes from full to half-empty or empty (used when transmitting with I2Cn_TXDATA). Both the TXBL status flag and the TXBL interrupt flag are cleared automatically when the condition becomes false.

If an attempt is made to write more bytes to the transmit buffer than the space available, the TXOF interrupt flag in I2Cn_IF is set, indicating the overflow. The data already in the buffer remains preserved, and no new data is written.

The transmit buffer and the transmit shift register can be cleared by setting command bit CLEARTX in I2Cn_CMD. This will prevent the I2C module from transmitting the data in the buffer and the 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.

17.3.6.2 Receive Buffer and Shift Register

The I^{2}C receiver uses a 2-level FIFO receive buffer and a receive shift register as shown in Figure 17.14 I2C Receive Buffer Operation on page 455. 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, making the shift register empty to receive another byte. Otherwise, the byte waits in the shift register until space becomes available in the buffer.

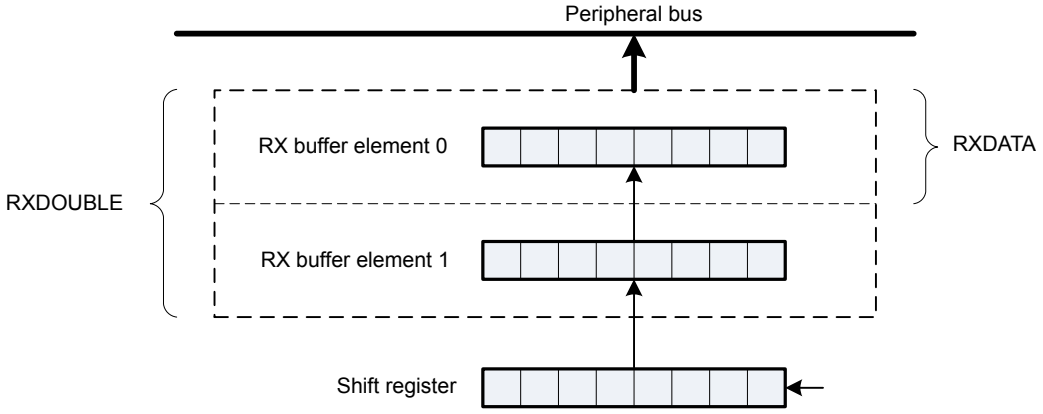


Figure 17.14. I2C Receive Buffer Operation

When a byte becomes available in the receive buffer, the RXDATAV in I2Cn_STATUS and RXDATAV interrupt flag in I2Cn_IF are set. When the buffer becomes full, RXFULL in the I2Cn_STATUS and I2Cn_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 byte.

The data can be fetched from the buffer in two ways. I2Cn_RXDATA gives access to the received byte (if two bytes are received then the one received first is fetched first). I2Cn_RXDOUBLE makes it possible to read the two received bytes simultaneously. If an attempt is made to read more bytes from the buffer than available, the RXUF interrupt flag in I2Cn_IF is set to signal the underflow, and the data read from the buffer is undefined.

When using I2Cn_RXDOUBLE to pick data, AUTOACK in I2Cn_CTRL should be set to 1. This ensures that an ACK is automatically sent out after the first byte is received so that the reception of the next byte can begin. In order to stop receiving data bytes, a NACK must be sent out through the I2Cn_CMD register.

I2Cn_RXDATAP and I2Cn_RXDOUBLEP 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 and I2Cn_RXDOUBLEP, but the data read through I2Cn_RXDATAP when the receive buffer is empty is still undefined.

Once a transaction is complete (STOP sent or received), the receive buffer needs to be flushed (all received data must be read) before starting a new transaction.

17.3.7 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^2C module generate a start condition whenever the bus becomes free.

The I^2C-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^2C-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. When operating in the master mode, HFPERCLK frequency must be higher than 2 MHz for Standard-mode, 9 MHz for Fast-mode, and 20 MHz for Fast-mode Plus.

17.3.7.1 Master State Machine

The master state machine is shown in Figure 17.15 I2C Master State Machine on page 457. 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 I²C-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.

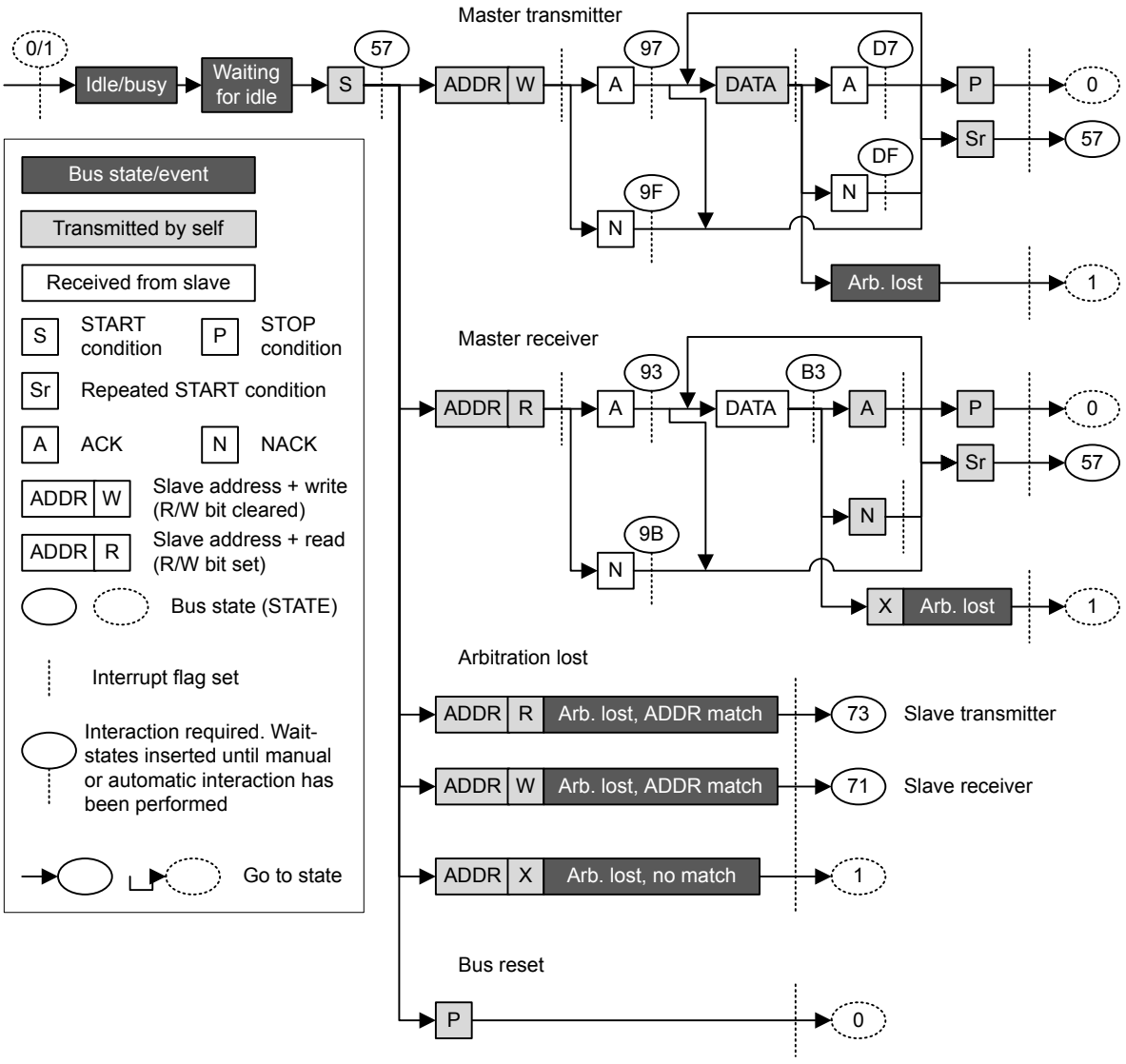


Figure 17.15. I2C Master State Machine

17.3.7.2 Interactions

Whenever the I²C 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 the of the I²C module. This state can be read from the I2Cn_STATE register.

As an example, Table 17.3 I2C Master Transmitter on page 460 shows the different states the I²C 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 I²C 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 I²C module are listed in Table 17.2 I2C Interactions in Prioritized Order on page 458 in a prioritized order. If the I²C module is in such a state that multiple courses of action are possible, then the action chosen is the one that has the highest priority. For example, after sending out a START, if an address is present in the buffer and a STOP is also pending, then the I²C will send out the STOP since it has the higher priority.

Table 17.2. I2C 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/ TXDOUBLE	9	Write data to the transmit buffer	Data is available in transmit buffer
RXDATA/ RXDOUBLE	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 17.2 I2C Interactions in Prioritized Order on page 458 can be issued before an interaction is required. When such a command is issued before it can be used/consumed by the I²C 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 I²C 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 17.2 I2C Interactions in Prioritized Order on page 458 is applied to the bus.

Pending commands can be cleared by setting the CLEARPC command bit in I2Cn_CMD.

17.3.7.3 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 is used when data is picked using I2Cn_RXDOUBLE and can also be used with I2Cn_RXDATA in order to reduce the amount of software interaction required during a transfer.

17.3.7.4 Reset State

After a reset, the state of the I^2C-bus is unknown. To avoid interrupting transfers on the I^2C-bus after a reset of the I^2C module or the entire MCU, the I^2C-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^2C-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^2C module detects that the bus is idle can be significant. There are two ways of assuring that the I^2C module gets out of the busy state.

- Use the ABORT command in I2Cn_CMD. When the ABORT command is issued, the I^2C module is instructed that the bus is idle. The I^2C 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.

17.3.7.5 Master Transmitter

To transmit data to a slave, the master must operate as a master transmitter. Table 17.3 I2C Master Transmitter on page 460 shows the states the I²C 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 I²C 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 + the R/W bit is then required by the I²C 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 I²C 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. It can send data by placing it in I2Cn_TXDATA/ I2Cn_TXDOUBLE (the master should check the TXBL interrupt flag before writing to the transmit buffer), this data is then 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 the master wishes to make another transfer immediately after the current, the preferred way is to start a new transfer directly by transmitting a repeated START instead of a STOP followed by a START. This is so because if a STOP is sent out, then any master wishing to initiate a transfer on the bus can try to gain control of it.

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 I²C, 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 17.3. I2C Master Transmitter

I2Cn_STATE	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	

I2Cn_STATE	Description	I2Cn_IF	Required interaction	Response
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
			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

17.3.7.6 Master Receiver

To receive data from a slave, the master must operate as a master receiver, see Table 17.4 I2C Master Receiver on page 462. 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 17.4. I2C Master Receiver

I2Cn_STATE	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

I2Cn_STATE	Description	I2Cn_IF	Required interaction	Response
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	
			START	START will be sent when bus becomes idle
-	Arbitration lost	ARBLOST interrupt flag	None	
			START	START will be sent when bus becomes idle

17.3.8 Bus States

The I2Cn_STATE register can be used to determine which state the I²C module and the I²C bus are in at a given time. The register consists of the STATE bit-field, which shows which state the I²C module is at 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 I²C module waiting for a software response.

The possible values of the STATE field are summarized in Table 17.5 I2C STATE Values on page 464. When this field is cleared, the I²C module is not a part of any ongoing transmission. The remaining status bits in the I2Cn_STATE register are listed in Table 17.6 I2C Transmission Status on page 464.

Table 17.5. I2C 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 17.6. I2C 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 I²C 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 I²C module, and therefore only held constant as long as the bus is held, i.e., as long as BUSHOLD in I2Cn_STATUS is set.

17.3.9 Slave Operation

The I²C module operates in master mode by default. To enable slave operation, i.e., to allow the device to be addressed as an I²C slave, the SLAVE bit in I2Cn_CTRL must be set. In this case the I²C module operates in a mixed mode, both capable of starting transmissions as a master, and being addressed as a slave. When operating in the slave mode, HFPERCLK frequency must be higher than 2 MHz for Standard-mode, 5 MHz for Fast-mode, and 14 MHz for Fast-mode Plus.

17.3.9.1 Slave State Machine

The slave state machine is shown in Figure 17.16 I2C Slave State Machine on page 465. The dotted lines show where I²C-specific interrupt flags are set. The full-drawn circles show places where interaction may be required by software to let the transmission proceed.

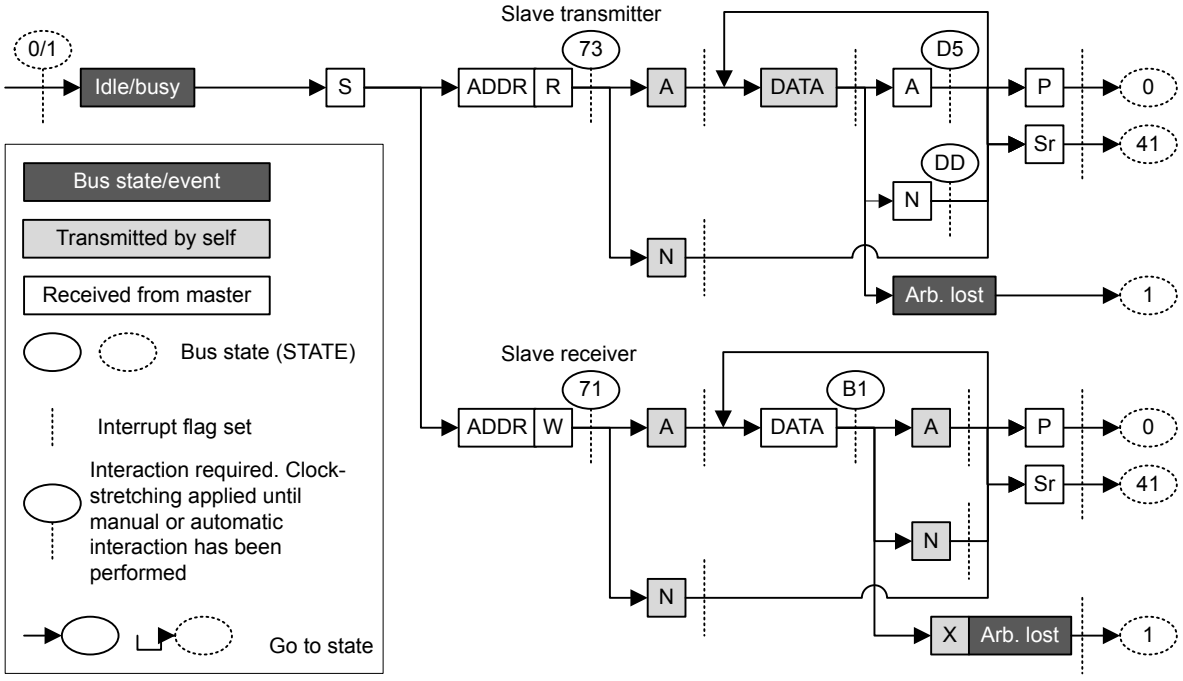


Figure 17.16. I2C Slave State Machine

17.3.9.2 Address Recognition

The I²C 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 17.3.11 Using 10-bit Addresses. Address recognition is supported in all energy modes (except EM4).

The slave address, i.e., the address which the I²C 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, i.e., the 0-masked bits are ignored.

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 not set, 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 and and the address mask.

When an address is accepted by the address comparator, the decision of whether to ACK or NACK the address is passed to software.

17.3.9.3 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. 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^2C 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^2C.

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 17.7 I2C Slave Transmitter on page 466 for more information.

Table 17.7. I2C Slave Transmitter

I2Cn_STATE	Description	I2Cn_IF	Required interaction	Response
0x41	Repeated START received	RSTART interrupt flag (BUSHOLD interrupt flag)	RXDATA	Receive and compare address
0x75	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

I2Cn_STATE	Description	I2Cn_IF	Required interaction	Response
-	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

17.3.9.4 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 17.8 I2C - Slave Receiver on page 468 for more information.

Table 17.8. I2C - Slave Receiver

I2Cn_STATE	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

17.3.10 Transfer Automation

The I^2C can be set up to complete transfers with a minimal amount of interaction.

17.3.10.1 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.

17.3.10.2 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.

17.3.10.3 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^2C 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^2C 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.

17.3.11 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.

17.3.12 Error Handling

Note: The setting of GCAMEN and SLAVE fields in the I2Cn_CTRL register and the registers I2Cn_SADDR and I2Cn_ROUTELOC0 are considered static. This means that these need to be set before an I^2C transaction starts and need to stay stable during the entire transaction.

17.3.12.1 ABORT Command

Some bus errors may require software intervention to be resolved. The I^2C 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^2C module is in the middle of a transmission it cannot get out of, or for some other reason the I^2C wants to abort a transmission, the ABORT command can be used.

Setting the ABORT command will make the I^2C 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^2C module forget about any ongoing transfers.

17.3.12.2 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.

17.3.12.3 I2C-Bus Errors

An I^2C-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^2C-bus. If the I^2C 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 17.9 I2C Bus Error Response on page 470.

Table 17.9. I2C Bus Error Response

	Misplaced START	Misplaced STOP
In a master/slave operation	Treated as START. Receive address.	Go idle. Perform any pending actions.

17.3.12.4 Bus Lockup

A lockup occurs when a master or slave on the I^2C-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^2C-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 17.3.12.6 Clock Low Timeout

17.3.12.5 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^2C module out of the busy-state it enters when reset, see 17.3.7.4 Reset State.

17.3.12.6 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.

17.3.12.7 Clock Low Error

The I^{2}C module can continue transmission in parallel with another device for the entire transaction, as long as the two communications are identical. A case may arise when (before an arbitration has been decided upon) the I^{2}C module decides to send out a repeated START or a STOP condition while the other device is still sending data. In the I^{2}C protocol specifications, such a combination results in an undefined condition. The I^{2}C deals with this by generating a clock low error. This means that if the I^{2}C is transmitting a repeated START or a STOP condition and another device (another master or a misbehaving slave) pulls SCL low before the I^{2}C sends out the START/STOP condition on SDA, a clock low error is generated. The CLERR interrupt flag is then set in the I2Cn_IF register, any held lines are released and the I^{2}C device goes to idle.

17.3.13 DMA Support

The I^{2}C module has full DMA support. A request for the DMA controller to write to the I^{2}C transmit buffer can come from TXBL (transmit buffer has room for more data). The DMA controller can write to the transmit buffer using the I2Cn_TXDATA or the I2Cn_TXDOUBLE register. In order to write to the I2Cn_TXDOUBLE register (i.e., transferring 2 bytes simultaneously to the transmit buffer using the DMA), DMA_USEBURSTS needs to be set to 1 for the selected DMA channel. This ensures that the transfer is made to the transmit buffer only when both buffer elements are empty. For performing a DMA write to the I2Cn_TXDATA register, DMA_USEBURSTC needs to be set to 1 for the selected DMA channel. This ensures that a DMA transfer is made even when the transmit buffer is half-empty.

A request for the DMA controller to read from the I^{2}C receive buffer can come from RXDATAV (data available in the receive buffer). To receive from I2Cn_RXDOUBLE (i.e., receive only when both buffer elements are full), DMA_USEBURSTS needs to be set to 1 for the selected DMA channel. In order to receive from I2Cn_RXDATA through the DMA, DMA_USEBURSTC needs to be set to 1. This ensures that the data gets picked up even when the receive buffer is half-full.

17.3.14 Interrupts

The interrupts generated by the I^{2}C module are combined into one interrupt vector, I2C_INT. If I^{2}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.

17.3.15 Wake-up

The I^{2}C receive section can be active all the way down to energy mode EM3 Stop, and can wake up the CPU on address interrupt. All address match modes are supported.

17.4 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(a)	Receive Buffer Data Register
0x020	I2Cn_RXDOUBLE	R(a)	Receive Buffer Double Data Register
0x024	I2Cn_RXDATAP	R	Receive Buffer Data Peek Register
0x028	I2Cn_RXDOUBLEP	R	Receive Buffer Double Data Peek Register
0x02C	I2Cn_TXDATA	W	Transmit Buffer Data Register
0x030	I2Cn_TXDOUBLE	W	Transmit Buffer Double Data Register
0x034	I2Cn_IF	R	Interrupt Flag Register
0x038	I2Cn_IFS	W1	Interrupt Flag Set Register
0x03C	I2Cn_IFC	(R)W1	Interrupt Flag Clear Register
0x040	I2Cn_IEN	RW	Interrupt Enable Register
0x044	I2Cn_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x048	I2Cn_ROUTELOC0	RW	I/O Routing Location Register

17.5 Register Description

17.5.1 I2Cn_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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			0		0x0				0x0		0	0	0	0	0	0	0	0
Access														RW			RW		RW				RW		RW	RW	RW	RW	RW	RW	RW	RW
Name														CLTO			GIBITO		BITO				CLHR		TXBIL	GCAMEN	ARBDIS	AUTOSN	AUTOSE	AUTOACK	SLAVE	EN

Bit	Name	Reset	Access	Description
31:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18:16	CLTO	0x0	RW	**Clock Low Timeout**

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. The timeout value can be calculated by

$$timeout = PCC/(f_{SCL} \times (N_{low} + N_{high}))$$

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	320PCC	Timeout after 320 prescaled clock cycles. In standard mode at 100 kHz, this results in a 400us timeout.
5	1024PCC	Timeout after 1024 prescaled clock cycles. In standard mode at 100 kHz, this results in a 1280us timeout.

Bit	Name	Reset	Access	Description
15	GIBITO	0	RW	**Go Idle on Bus Idle Timeout**

When set, the bus automatically goes idle on a bus idle timeout, 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^2C module that the bus is idle, allowing new transfers to be initiated.

Bit	Name	Reset	Access	Description
14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
13:12	BITO	0x0	RW	**Bus Idle Timeout**

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. The timeout value can be calculated by

$$timeout = PCC/(f_{SCL} \times (N_{low} + N_{high}))$$

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.

11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	CLHR	0x0	RW	**Clock Low High Ratio**

Determines the ratio between the low and high parts of the clock signal generated on SCL as master.

Value	Mode	Description
0	STANDARD	The ratio between low period and high period counters (N_{low}:N_{high}) is 4:4
1	ASYMMETRIC	The ratio between low period and high period counters (N_{low}:N_{high}) is 6:3
2	FAST	The ratio between low period and high period counters (N_{low}:N_{high}) is 11:6

7	TXBIL	0	RW	**TX Buffer Interrupt Level**

Determines the interrupt and status level of the transmit buffer.

Value	Mode	Description
0	EMPTY	TXBL status and the TXBL interrupt flag are set when the transmit buffer becomes empty. TXBL is cleared when the buffer becomes non-empty.
1	HALFFULL	TXBL status and the TXBL interrupt flag are set when the transmit buffer goes from full to half-full or empty. TXBL is cleared when the buffer becomes full.

6	GCAMEN	0	RW	**General Call Address Match Enable**

Set to enable address match on general call in addition to the programmed slave address.

Value	Description
0	General call address will be NACK'ed if it is not included by the slave address and address mask.

Bit	Name	Reset	Access	Description
	1			When a general call address is received, a software response is required.
5	ARBDIS	0	RW	**Arbitration Disable**
	A master or slave will not release the bus upon losing arbitration.			
	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	**Automatic STOP on NACK**
	Write to 1 to make a master transmitter send a STOP when 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	**Automatic STOP When Empty**
	Write to 1 to make a master transmitter send 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	**Automatic Acknowledge**
	Set to enable automatic acknowledges.			
	Value			Description
	0			Software must give one ACK command for each ACK transmitted on the I^2C bus.
	1			Addresses that are not automatically NACK'ed, and all data is automatically acknowledged.
1	SLAVE	0	RW	**Addressable as Slave**
	Set this bit to allow the device to be selected as an I^2C 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	**I^2C Enable**
	Use this bit to enable or disable the I^2C module.			

Bit	Name	Reset	Access	Description
	Value			Description
	0			The I^2C module is disabled. And its internal state is cleared
	1			The I^2C module is enabled.

17.5.2 I2Cn_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																									0	0	0	0	0	0	0	0
Access																									W1	W1	W1	W1	W1	W1	W1	W1
Name																									CLEARPC	CLEARTX	ABORT	CONT	NACK	ACK	STOP	START

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	CLEARPC	0	W1	**Clear Pending Commands**
	Set to clear pending commands.			
6	CLEARTX	0	W1	**Clear TX**
	Set to clear transmit buffer and shift register. Will not abort ongoing transfer.			
5	ABORT	0	W1	**Abort Transmission**
	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	**Continue Transmission**
	Set to continue transmission after a NACK has been received.			
3	NACK	0	W1	**Send NACK**
	Set to transmit a NACK the next time an acknowledge is required.			
2	ACK	0	W1	**Send ACK**
	Set to transmit an ACK the next time an acknowledge is required.			
1	STOP	0	W1	**Send Stop Condition**
	Set to send stop condition as soon as possible.			
0	START	0	W1	**Send Start Condition**
	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.			

17.5.3 I2Cn_STATE - State 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																									0x0			0	0	0	0	1
Access																									R			R	R	R	R	R
Name																									STATE			BUSHOLD	NACKED	TRANSMITTER	MASTER	BUSY

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:5	STATE	0x0	R	**Transmission State** The state of any current transmission. Cleared if the I²C 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 I²C 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 I²C master. When cleared, the system may be operating as an I²C slave.
0	BUSY	1	R	**Bus Busy** Set when the bus is busy. Whether the I²C 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 I²C module out of the BUSY state.

17.5.4 I2Cn_STATUS - Status 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	1	0	0	0	0	0	0	0
Access																							R	R	R	R	R	R	R	R	R	R
Name																							RXFULL	RXDATAV	TXBL	TXC	PABORT	PCONT	PNACK	PACK	PSTOP	PSTART

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	RXFULL	0	R	**RX FIFO Full**
	Set when the receive buffer 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.			
8	RXDATAV	0	R	**RX Data Valid**
	Set when data is available in the receive buffer. Cleared when the receive buffer is empty.			
7	TXBL	1	R	**TX Buffer Level**
	Indicates the level of the transmit buffer. Set when the transmit buffer is empty, and cleared when it is full.			
6	TXC	0	R	**TX Complete**
	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	**Pending Abort**
	An abort is pending and will be transmitted as soon as possible.			
4	PCONT	0	R	**Pending Continue**
	A continue is pending and will be transmitted as soon as possible.			
3	PNACK	0	R	**Pending NACK**
	A not-acknowledge is pending and will be transmitted as soon as possible.			
2	PACK	0	R	**Pending ACK**
	An acknowledge is pending and will be transmitted as soon as possible.			
1	PSTOP	0	R	**Pending STOP**
	A stop condition is pending and will be transmitted as soon as possible.			
0	PSTART	0	R	**Pending START**
	A start condition is pending and will be transmitted as soon as possible.			

17.5.5 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 1.2 Conventions*		
8:0	DIV	0x000	RW	**Clock Divider**
	Specifies the clock divider for the I^{2}C. Note that DIV must be 1 or higher when slave is enabled.			

17.5.6 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 1.2 Conventions*		
7:1	ADDR	0x00	RW	**Slave Address**
	Specifies the slave address of the device.			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

17.5.7 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
Reset																									0x00							
Access																									RW							
Name																									MASK							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:1	MASK	0x00	RW	**Slave Address Mask**
	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 1.2 Conventions*		

17.5.8 I2Cn_RXDATA - Receive Buffer Data Register (Actionable Reads)

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 1.2 Conventions*		
7:0	RXDATA	0x00	R	**RX Data**
	Use this register to read from the receive buffer. Buffer is emptied on read access.			

17.5.9 I2Cn_RXDOUBLE - Receive Buffer Double Data Register (Actionable Reads)

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																	0x00								0x00							
Access																	R								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 1.2 Conventions*		
15:8	RXDATA1	0x00	R	**RX Data 1**
	Second byte read from buffer. Buffer is emptied on read access.			
7:0	RXDATA0	0x00	R	**RX Data 0**
	First byte read from buffer. Buffer is emptied on read access.			

17.5.10 I2Cn_RXDATAP - Receive Buffer Data Peek 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																									0x00							
Access																									R							
Name																									RXDATAP							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	RXDATAP	0x00	R	**RX Data Peek**
	Use this register to read from the receive buffer. Buffer is not emptied on read access.			

17.5.11 I2Cn_RXDOUBLEP - Receive Buffer Double Data Peek 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																	0x00								0x00							
Access																	R								R							
Name																	RXDATAP1								RXDATAP0							

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:8	RXDATAP1	0x00	R	**RX Data 1 Peek**
	Second byte read from buffer. Buffer is not emptied on read access.			
7:0	RXDATAP0	0x00	R	**RX Data 0 Peek**
	First byte read from buffer. Buffer is not emptied on read access.			

17.5.12 I2Cn_TXDATA - Transmit Buffer Data 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																									0x00							
Access																									W							
Name																									TXDATA							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TXDATA	0x00	W	**TX Data**
	Use this register to write a byte to the transmit buffer.			

17.5.13 I2Cn_TXDOUBLE - Transmit Buffer Double Data 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																	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 1.2 Conventions*		
15:8	TXDATA1	0x00	W	**TX Data**
	Second byte to write to buffer.			
7:0	TXDATA0	0x00	W	**TX Data**
	First byte to write to buffer.			

17.5.14 I2Cn_IF - Interrupt Flag 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														0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
Access														R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Name														CLERR	RXFULL	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK	RXDATAV	TXBL	TXC	ADDR	RSTART	START

Bit	Name	Reset	Access	Description
31:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	CLERR	0	R	**Clock Low Error Interrupt Flag**
	Set when the clock is pulled low before a START or a STOP condition could be transmitted.			
17	RXFULL	0	R	**Receive Buffer Full Interrupt Flag**
	Set when the receive buffer becomes full.			
16	SSTOP	0	R	**Slave STOP Condition Interrupt Flag**
	Set when a STOP condition has been received. Will be set regardless of the slave being involved in the transaction or not.			
15	CLTO	0	R	**Clock Low Timeout Interrupt Flag**
	Set on each clock low timeout. The timeout value can be set in CLTO bit field in the I2Cn_CTRL register.			
14	BITO	0	R	**Bus Idle Timeout Interrupt Flag**
	Set on each bus idle timeout. The timeout value can be set in the BITO bit field in the I2Cn_CTRL register.			
13	RXUF	0	R	**Receive Buffer Underflow Interrupt Flag**
	Set when data is read from the receive buffer through the I2Cn_RXDATA register while the receive buffer is empty. It is also set when data is read through the I2Cn_RXDOUBLE while the buffer is not full.			
12	TXOF	0	R	**Transmit Buffer Overflow Interrupt Flag**
	Set when data is written to the transmit buffer while the transmit buffer is full.			
11	BUSHOLD	0	R	**Bus Held Interrupt Flag**
	Set when the bus becomes held by the I^2C module.			
10	BUSERR	0	R	**Bus Error Interrupt Flag**
	Set when a bus error is detected. The bus error is resolved automatically, but the current transfer is aborted.			
9	ARBLOST	0	R	**Arbitration Lost Interrupt Flag**
	Set when arbitration is lost.			
8	MSTOP	0	R	**Master STOP Condition Interrupt Flag**
	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	**Not Acknowledge Received Interrupt Flag**
	Set when a NACK has been received.			
6	ACK	0	R	**Acknowledge Received Interrupt Flag**
	Set when an ACK has been received.			

Bit	Name	Reset	Access	Description
5	RXDATAV	0	R	**Receive Data Valid Interrupt Flag**
	Set when data is available in the receive buffer. Cleared automatically when the receive buffer is read.			
4	TXBL	1	R	**Transmit Buffer Level Interrupt Flag**
	Set when the transmit buffer becomes empty. Cleared automatically when new data is written to the transmit buffer.			
3	TXC	0	R	**Transfer Completed Interrupt Flag**
	Set when the transmit shift register becomes empty and there is no more data in the transmit buffer.			
2	ADDR	0	R	**Address Interrupt Flag**
	Set when incoming address is accepted, i.e. own address or general call address is received.			
1	RSTART	0	R	**Repeated START Condition Interrupt Flag**
	Set when a repeated start condition is detected.			
0	START	0	R	**START Condition Interrupt Flag**
	Set when a start condition is successfully transmitted.			

17.5.15 I2Cn_IFS - Interrupt Flag Set 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														0	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	W1
Name														CLERR	RXFULL	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK			TXC	ADDR	RSTART	START

Bit	Name	Reset	Access	Description
31:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	CLERR	0	W1	**Set CLERR Interrupt Flag**
	Write 1 to set the CLERR interrupt flag			
17	RXFULL	0	W1	**Set RXFULL Interrupt Flag**
	Write 1 to set the RXFULL interrupt flag			
16	SSTOP	0	W1	**Set SSTOP Interrupt Flag**
	Write 1 to set the SSTOP interrupt flag			
15	CLTO	0	W1	**Set CLTO Interrupt Flag**
	Write 1 to set the CLTO interrupt flag			
14	BITO	0	W1	**Set BITO Interrupt Flag**
	Write 1 to set the BITO interrupt flag			
13	RXUF	0	W1	**Set RXUF Interrupt Flag**
	Write 1 to set the RXUF interrupt flag			
12	TXOF	0	W1	**Set TXOF Interrupt Flag**
	Write 1 to set the TXOF interrupt flag			
11	BUSHOLD	0	W1	**Set BUSHOLD Interrupt Flag**
	Write 1 to set the BUSHOLD interrupt flag			
10	BUSERR	0	W1	**Set BUSERR Interrupt Flag**
	Write 1 to set the BUSERR interrupt flag			
9	ARBLOST	0	W1	**Set ARBLOST Interrupt Flag**
	Write 1 to set the ARBLOST interrupt flag			
8	MSTOP	0	W1	**Set MSTOP Interrupt Flag**
	Write 1 to set the MSTOP interrupt flag			
7	NACK	0	W1	**Set NACK Interrupt Flag**
	Write 1 to set the NACK interrupt flag			
6	ACK	0	W1	**Set ACK Interrupt Flag**
	Write 1 to set the ACK interrupt flag			
5:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
3	TXC	0	W1	**Set TXC Interrupt Flag**
	Write 1 to set the TXC interrupt flag			
2	ADDR	0	W1	**Set ADDR Interrupt Flag**
	Write 1 to set the ADDR interrupt flag			
1	RSTART	0	W1	**Set RSTART Interrupt Flag**
	Write 1 to set the RSTART interrupt flag			
0	START	0	W1	**Set START Interrupt Flag**
	Write 1 to set the START interrupt flag			

17.5.16 I2Cn_IFC - Interrupt Flag Clear 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														0	0	0	0	0	0	0	0	0	0	0	0	0			0	0	0	0
Access														(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1			(R)W1	(R)W1	(R)W1	(R)W1
Name														CLERR	RXFULL	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK			TXC	ADDR	RSTART	START

Bit	Name	Reset	Access	Description
31:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	CLERR	0	(R)W1	**Clear CLERR Interrupt Flag**
	Write 1 to clear the CLERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
17	RXFULL	0	(R)W1	**Clear RXFULL Interrupt Flag**
	Write 1 to clear the RXFULL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
16	SSTOP	0	(R)W1	**Clear SSTOP Interrupt Flag**
	Write 1 to clear the SSTOP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
15	CLTO	0	(R)W1	**Clear CLTO Interrupt Flag**
	Write 1 to clear the CLTO interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
14	BITO	0	(R)W1	**Clear BITO Interrupt Flag**
	Write 1 to clear the BITO interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
13	RXUF	0	(R)W1	**Clear RXUF Interrupt Flag**
	Write 1 to clear the RXUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
12	TXOF	0	(R)W1	**Clear TXOF Interrupt Flag**
	Write 1 to clear the TXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
11	BUSHOLD	0	(R)W1	**Clear BUSHOLD Interrupt Flag**
	Write 1 to clear the BUSHOLD interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
10	BUSERR	0	(R)W1	**Clear BUSERR Interrupt Flag**
	Write 1 to clear the BUSERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	ARBLOST	0	(R)W1	**Clear ARBLOST Interrupt Flag**
	Write 1 to clear the ARBLOST interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

Bit	Name	Reset	Access	Description
8	MSTOP	0	(R)W1	**Clear MSTOP Interrupt Flag**
	Write 1 to clear the MSTOP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	NACK	0	(R)W1	**Clear NACK Interrupt Flag**
	Write 1 to clear the NACK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
6	ACK	0	(R)W1	**Clear ACK Interrupt Flag**
	Write 1 to clear the ACK interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	TXC	0	(R)W1	**Clear TXC Interrupt Flag**
	Write 1 to clear the TXC interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	ADDR	0	(R)W1	**Clear ADDR Interrupt Flag**
	Write 1 to clear the ADDR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	RSTART	0	(R)W1	**Clear RSTART Interrupt Flag**
	Write 1 to clear the RSTART interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	START	0	(R)W1	**Clear START Interrupt Flag**
	Write 1 to clear the START interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

17.5.17 I2Cn_IEN - Interrupt Enable 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														0	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	RW
Name														CLERR	RXFULL	SSTOP	CLTO	BITO	RXUF	TXOF	BUSHOLD	BUSERR	ARBLOST	MSTOP	NACK	ACK	RXDATAV	TXBL	TXC	ADDR	RSTART	START

Bit	Name	Reset	Access	Description
31:19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18	CLERR	0	RW	**CLERR Interrupt Enable**
	Enable/disable the CLERR interrupt			
17	RXFULL	0	RW	**RXFULL Interrupt Enable**
	Enable/disable the RXFULL interrupt			
16	SSTOP	0	RW	**SSTOP Interrupt Enable**
	Enable/disable the SSTOP interrupt			
15	CLTO	0	RW	**CLTO Interrupt Enable**
	Enable/disable the CLTO interrupt			
14	BITO	0	RW	**BITO Interrupt Enable**
	Enable/disable the BITO interrupt			
13	RXUF	0	RW	**RXUF Interrupt Enable**
	Enable/disable the RXUF interrupt			
12	TXOF	0	RW	**TXOF Interrupt Enable**
	Enable/disable the TXOF interrupt			
11	BUSHOLD	0	RW	**BUSHOLD Interrupt Enable**
	Enable/disable the BUSHOLD interrupt			
10	BUSERR	0	RW	**BUSERR Interrupt Enable**
	Enable/disable the BUSERR interrupt			
9	ARBLOST	0	RW	**ARBLOST Interrupt Enable**
	Enable/disable the ARBLOST interrupt			
8	MSTOP	0	RW	**MSTOP Interrupt Enable**
	Enable/disable the MSTOP interrupt			
7	NACK	0	RW	**NACK Interrupt Enable**
	Enable/disable the NACK interrupt			
6	ACK	0	RW	**ACK Interrupt Enable**
	Enable/disable the ACK interrupt			

Bit	Name	Reset	Access	Description
5	RXDATAV	0	RW	**RXDATAV Interrupt Enable**
	Enable/disable the RXDATAV interrupt			
4	TXBL	0	RW	**TXBL Interrupt Enable**
	Enable/disable the TXBL interrupt			
3	TXC	0	RW	**TXC Interrupt Enable**
	Enable/disable the TXC interrupt			
2	ADDR	0	RW	**ADDR Interrupt Enable**
	Enable/disable the ADDR interrupt			
1	RSTART	0	RW	**RSTART Interrupt Enable**
	Enable/disable the RSTART interrupt			
0	START	0	RW	**START Interrupt Enable**
	Enable/disable the START interrupt			

17.5.18 I2Cn_ROUTEPEN - I/O Routing Pin Enable 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																															0	0
Access																															RW	RW
Name																															SCLPEN	SDAPEN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	SCLPEN	0	RW	**SCL Pin Enable**
	When set, the SCL pin of the I^2C is enabled.			
0	SDAPEN	0	RW	**SDA Pin Enable**
	When set, the SDA pin of the I^2C is enabled.			

17.5.19 I2Cn_ROUTELOC0 - I/O Routing Location 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																			0x00								0x00					
Access																			RW								RW					
Name																			SCLLOC								SDALOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	SCLLOC	0x00	RW	**I/O Location**

Decides the location of the I^2C SCL pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

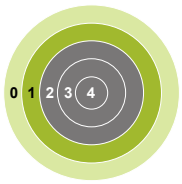
Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	SDALOC	0x00	RW	**I/O Location**

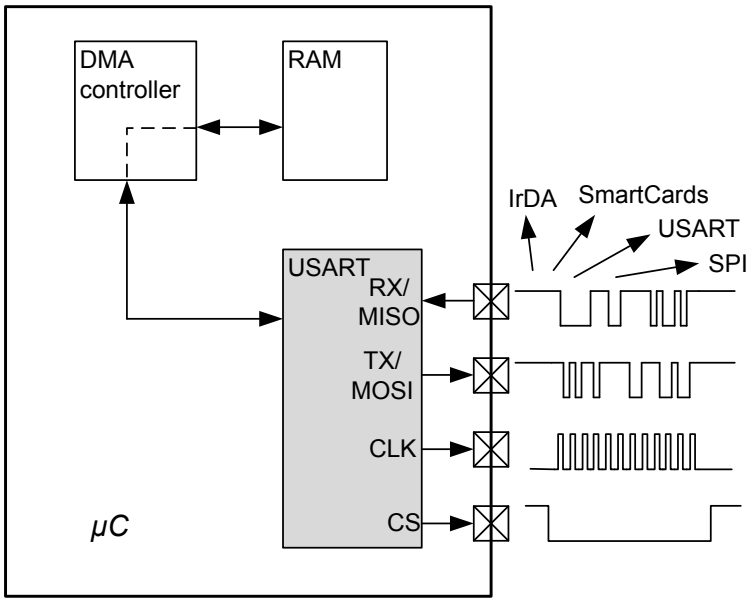
Decides the location of the I^2C SDA pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

18. 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 multiprocessor 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 Sleep.

18.1 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.

18.2 Features

- Asynchronous and synchronous (SPI) communication
- Full duplex and half duplex
- Separate TX/RX enable
- Separate receive / transmit multiple entry buffers, with additional separate shift registers
- Programmable baud rate, generated as an fractional division from the peripheral clock ($HFPERCLK_{USARTn}$)
- 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
- SmartCard (ISO7816) mode
- I2S mode
- Separate interrupt vectors for receive and transmit interrupts
- Loopback mode
  - Half duplex communication
  - Communication debugging
- PRS RX input
- 8 bit Timer
- Hardware Flow Control
- Automatic Baud Rate Detection

18.3 Functional Description

An overview of the USART module is shown in Figure 18.1 USART Overview on page 497.

This section describes all possible USART features. Refer to the device data sheet to see what features a specific USART instance supports.

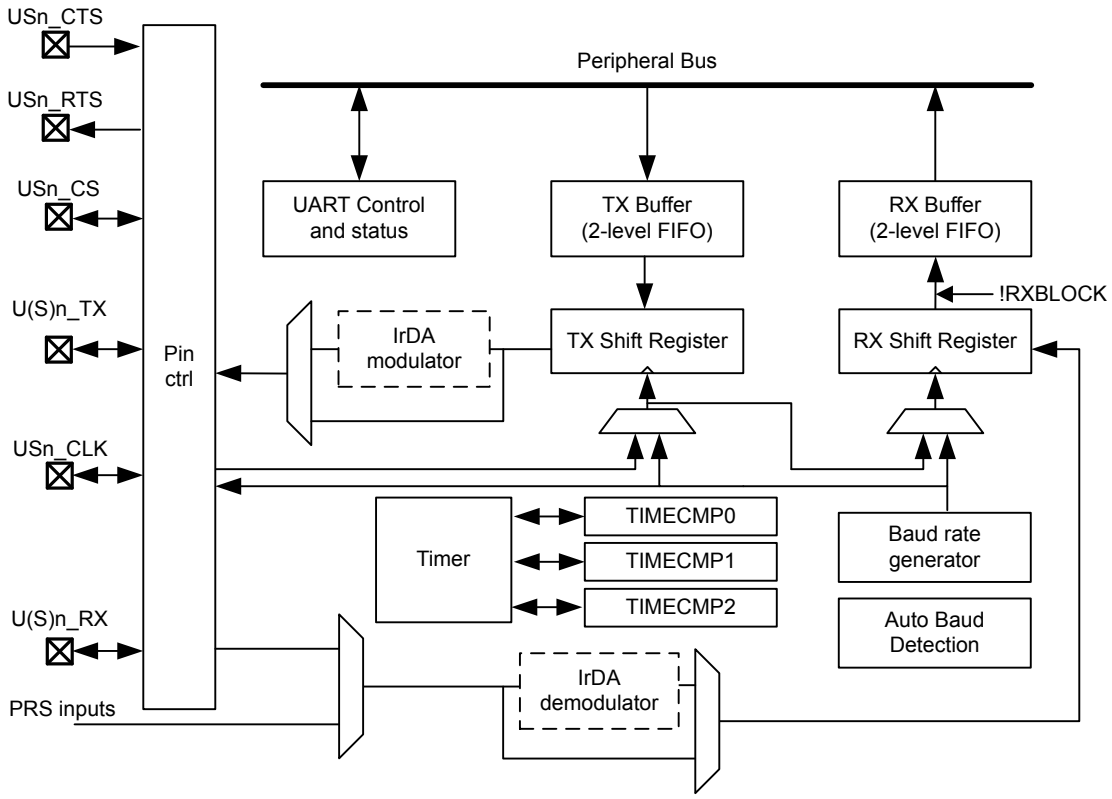


Figure 18.1. USART Overview

18.3.1 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 18.1 USART Asynchronous Vs. Synchronous Mode on page 498. Full duplex and half duplex communication is supported in both asynchronous and synchronous mode.

Table 18.1. 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 18.2 USART Pin Usage on page 498 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 18.3.2.14 Local Loopback and 18.3.3.3 Master Mode respectively.

Table 18.2. 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]
0	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]

18.3.2 Asynchronous Operation

The USART operates in asynchronous mode when SYNC in USARTn_CTRL is cleared to 0.

18.3.2.1 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 18.2 USART Asynchronous Frame Format on page 499.

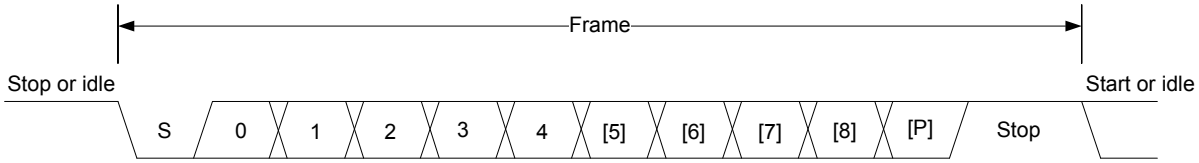


Figure 18.2. USART Asynchronous Frame Format

The number of data bits in a frame is set by DATABITS in USARTn_FRAME, see Table 18.3 USART Data Bits on page 499, and the number of stop-bits is set by STOPBITS in USARTn_FRAME, see Table 18.4 USART Stop Bits on page 499. 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 18.3. 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 18.4. 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.

18.3.2.2 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 18.5 USART Parity Bits on page 500. 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 18.5. USART Parity Bits

PARITY BITS [1:0]	Description
00	No parity bit (Default)
01	Reserved
10	Even parity
11	Odd parity

18.3.2.3 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 Figure 18.3 USART Baud Rate on page 501.

$$br = f_{HFPERCLK}/(oversample \times (1 + USARTn_CLKDIV/256))$$

Figure 18.3. USART Baud Rate

where $f_{HFPERCLK}$ is the peripheral clock ($HFPERCLK_{USARTn}$) frequency and oversample is the oversampling rate as defined by OVS in USARTn_CTRL, see Table 18.6 USART Oversampling on page 501.

Table 18.6. 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 20-bit value, with a 15-bit integral part and an 5-bit fractional part. The fractional part is configured in the lower 5 bits of DIV in USART_CLKDIV.

Fractional clock division is implemented by distributing the selected fraction over thirty two 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 brdesired, the clock divider USARTn_CLKDIV can be calculated by using Figure 18.4 USART Desired Baud Rate on page 501:

$$USARTn_CLKDIV = 256 \times (f_{HFPERCLK}/(oversample \times brdesired) - 1)$$

Figure 18.4. USART Desired Baud Rate

Table 18.7 USART Baud Rates @ 4MHz Peripheral Clock With 20 Bit CLKDIV on page 501 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 18.7. USART Baud Rates @ 4MHz Peripheral Clock With 20 Bit CLKDIV

Desired baud rate [baud/s]	USARTn_OVS =00			USARTn_OVS =01		
	USARTn_CLKDIV/256 (to 32nd position)	Actual baud rate [baud/s]	Error %	USARTn_CLKDIV/256 (to 32nd position)	Actual baud rate [baud/s]	Error %
600	415.6563	600.015	0.003	832.3438	599.9925	-0.001
1200	207.3438	1199.94	-0.005	415.6563	1200.03	0.003
2400	103.1563	2400.24	0.010	207.3438	2399.88	-0.005
4800	51.09375	4799.04	-0.020	103.1563	4800.48	0.010
9600	25.03125	9603.842	0.040	51.09375	9598.08	-0.020
14400	16.375	14388.49	-0.080	33.71875	14401.44	0.010
19200	12.03125	19184.65	-0.080	25.03125	19207.68	0.040
28800	7.6875	28776.98	-0.080	16.375	28776.98	-0.080

Desired baud rate [baud/s]	USARTn_OVS =00			USARTn_OVS =01		
	USARTn_CLKDIV/256 (to 32nd position)	Actual baud rate [baud/s]	Error %	USARTn_CLKDIV/256 (to 32nd position)	Actual baud rate [baud/s]	Error %
38400	5.5	38461.54	0.160	12.03125	38369.3	-0.080
57600	3.34375	57553.96	-0.080	7.6875	57553.96	-0.080
76800	2.25	76923.08	0.160	5.5	76923.08	0.160
115200	1.15625	115942	0.644	3.34375	115107.9	-0.080
230400	0.09375	228571.4	-0.794	1.15625	231884.1	0.644

18.3.2.4 Auto Baud Detection

Setting AUTOBAUDEN in USARTn_CLKDIV uses the first frame received to automatically set the baud rate provided that it contains 0x55 (IrDA uses 0x00). AUTOBAUDEN can be used in a simple LIN configuration to auto detect the SYNC byte. The receiver will measure the number of local clock cycles between the beginning of the START bit and the beginning of the 8th data bit. The DIV field in USARTn_CLKDIV will be overwritten with the new value. The OVS in USARTn_CTRL and the +1 count of the Baud Rate equation are already factored into the result that gets written into the DIV field. To restart autobaud detection, clear AUTOBAUDEN and set it high again. Since the auto baud detection is done over 8 baud times, only the upper 3 bits of the fractional part of the clock divider are populated.

18.3.2.5 Data Transmission

Asynchronous data transmission is initiated by writing data to the transmit buffer using one of the methods described in 18.3.2.6 Transmit Buffer Operation. 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 transmission is complete. The TXC status flag is cleared when a new frame becomes available for transmission, but the TXC interrupt flag must be cleared by software.

18.3.2.6 Transmit Buffer Operation

The transmit-buffer is a multiple entry FIFO buffer. A frame can be loaded into the buffer by writing to USARTn_TXDATA, USARTn_TXDATAX, USARTn_TXDOUBLE or USARTn_TXDOUBLEX. Using USARTn_TXDATA allows 8 bits to be written to the buffer, while using USARTn_TXDOUBLE 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_TXDOUBLEX 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_TXDOUBLEX allows two frames, complete with control bits to be written at once. When data is written to the transmit buffer using USARTn_TXDATAX and USARTn_TXDOUBLEX, 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 18.5 USART Transmit Buffer Operation on page 503 shows the basics of the transmit buffer when DATABITS in USARTn_FRAME is configured to less than 10 bits.

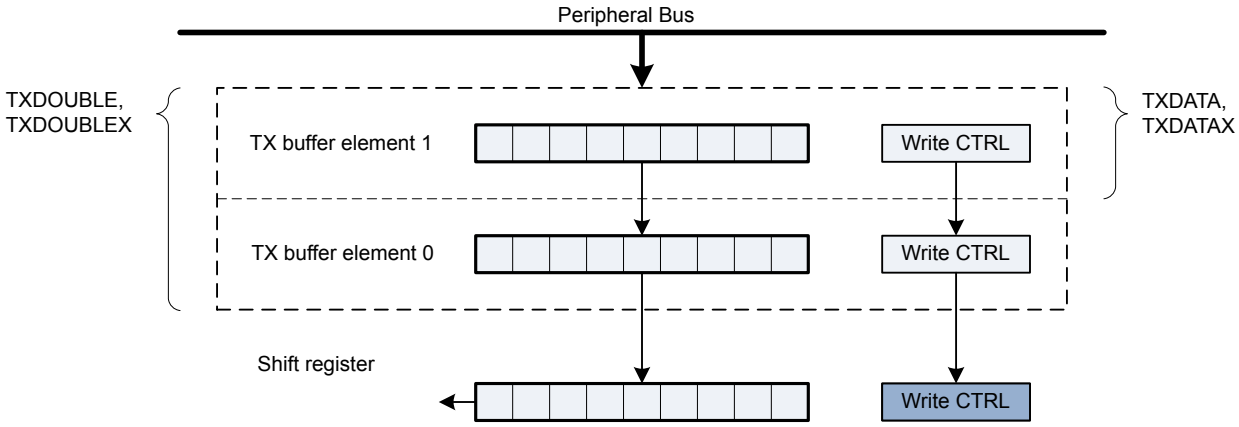


Figure 18.5. USART Transmit Buffer Operation

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 transmission is complete, 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.

There is a TXIDLE status bit in USARTn_STATUS to provide an indication of when the transmitter is idle. The combined count of TX buffer element 0, TX buffer element 1, and TX shift register is called TXBUFCNT in USARTn_STATUS. For large frames, the count is only of TX buffer entry 0 and the TX shifter register.

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.

18.3.2.7 Frame Transmission Control

The transmission control bits, which can be written using USARTn_TXDATAX and USARTn_TXDOUBLEX, 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.

18.3.2.8 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.

18.3.2.9 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_RXDATAX 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_RXDATAX, 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_RXDATAXP and USARTn_RXDOUBLEXP. USARTn_RXDATAXP 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_RXDATAXP 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 18.6 USART Receive Buffer Operation on page 505.

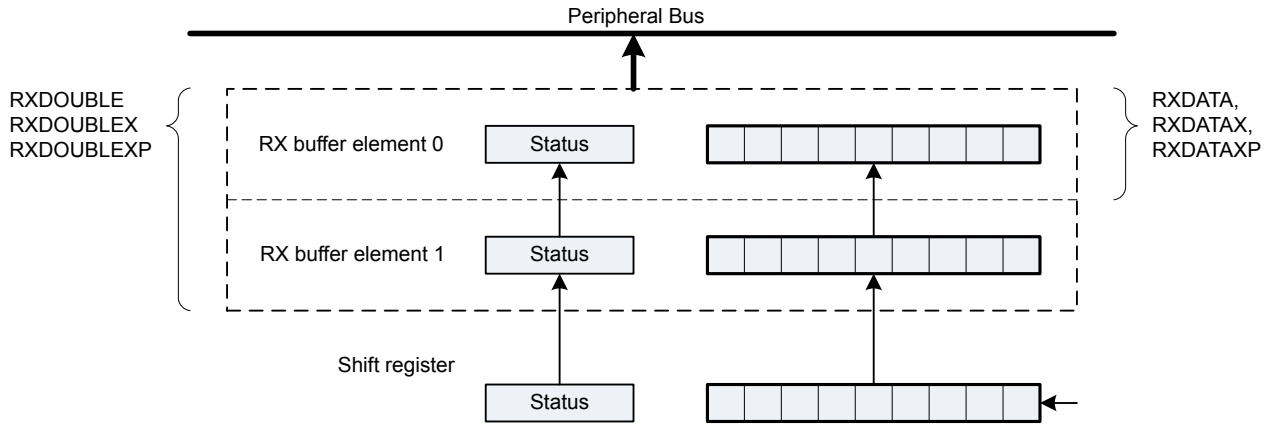


Figure 18.6. USART Receive Buffer Operation

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.

18.3.2.10 Blocking Incoming Data

When using hardware frame recognition, as detailed in 18.3.2.20 Multi-Processor Mode and 18.3.2.21 Collision Detection, 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 RXDATAV flag in USARTn_STATUS or the RXDATAV 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 18.3.2.20 Multi-Processor Mode 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.

18.3.2.11 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 18.7 USART Sampling of Start and Data Bits on page 507. 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 18.7 USART Sampling of Start and Data Bits on page 507.

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.

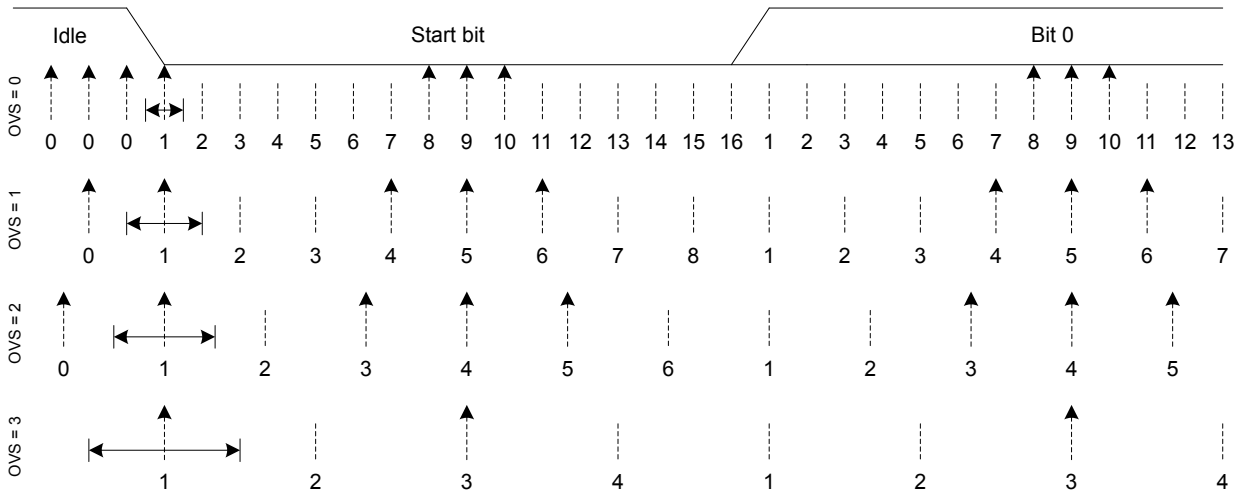


Figure 18.7. USART Sampling of Start and Data Bits

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 18.8 USART Sampling of Stop Bits when Number of Stop Bits are 1 or More on page 508. 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 18.8 USART Sampling of Stop Bits when Number of Stop Bits are 1 or More on page 508, 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.

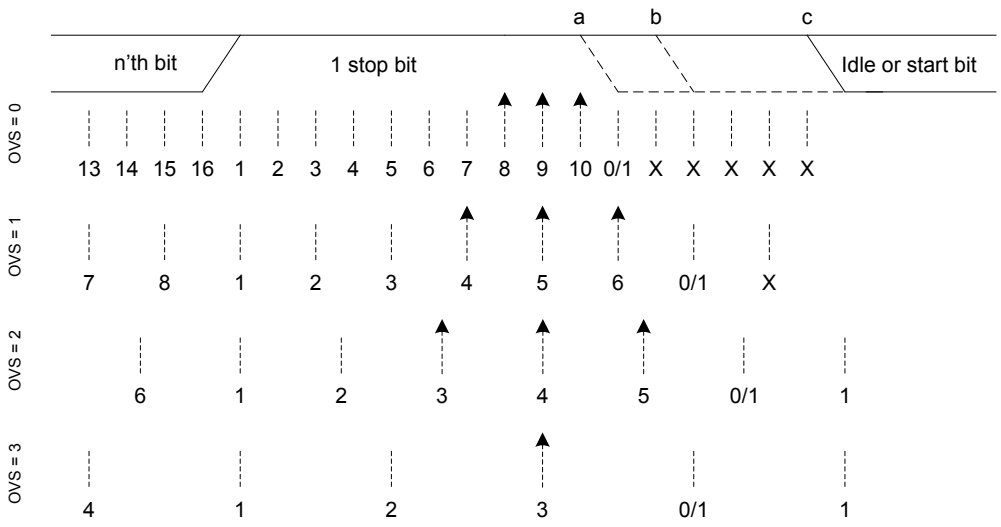


Figure 18.8. USART Sampling of Stop Bits when Number of Stop Bits are 1 or More

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.

18.3.2.12 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.

18.3.2.13 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.

18.3.2.14 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 18.9 USART Local Loopback on page 509. 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.

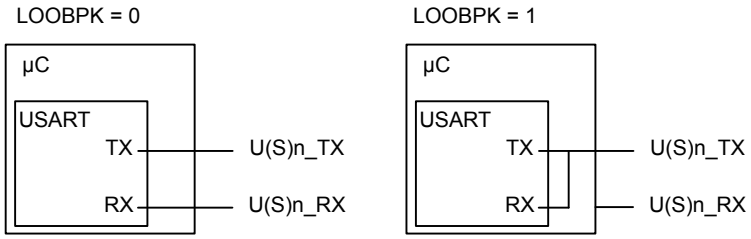


Figure 18.9. USART Local Loopback

18.3.2.15 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.

18.3.2.16 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_TXDATAX, 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.

The timer, 18.3.10 Timer, can also be used to add delay between the RX and TX frames so that the interrupt service routine has time to process data that was just received before transmitting more data. Also hardware flow control is another method to insert time for processing the frame. RTS and CTS can be used to halt either the link partner's transmitter or the local transmitter. See the section on hardware flow control,18.3.4 Hardware Flow Control, for more details.

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.

18.3.2.17 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 a configurable number of baud periods before the transmitter starts transmitting data, and deactivated a configurable number of baud periods after the last bit has been transmitted and there is no more data in the transmit buffer to transmit. The number of baud periods are controlled by CSSETUP and CSHOLD in USARTn_TIMING. This feature can be used to turn the external driver on when transmitting data, and turn it off when the data has been transmitted.

The timer, 18.3.10 Timer, can also be used to configure CSSETUP and CSHOLD values between 1 to 256 baud-times by using TCMPVAL0, TCMPVAL1, or TCMPVAL2 for the TX sequencer.

USn_CS is immediately deasserted when the transmitter becomes disabled.

Figure 18.10 USART Half Duplex Communication with External Driver on page 510 shows an example configuration where USn_CS is used to automatically enable and disable an external driver.

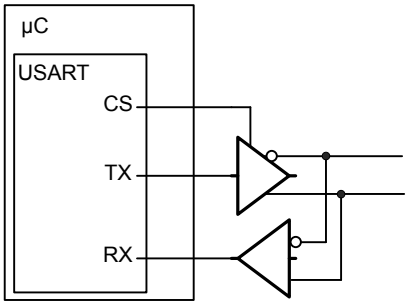


Figure 18.10. USART Half Duplex Communication with External Driver

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).

18.3.2.18 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.

TXARXnEN in USARTn_TRIGCTRL may be used to automatically start transmission after the end of the RX frame plus any TXSTDELAY and CSSETUP delay in USARTn_TIMING. For enabling the receiver either use RXENAT in USARTn_TXDATAX or RXATXnEN in USARTn_TRIGCTRL.

18.3.2.19 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 18.11 USART Transmission of Large Frames on page 511. The first element in the transmit buffer, i.e. element 0 in Figure 18.11 USART Transmission of Large Frames on page 511 is the first element written to the FIFO, or the least significant byte when writing two bytes at a time using USARTn_TXDOUBLE.

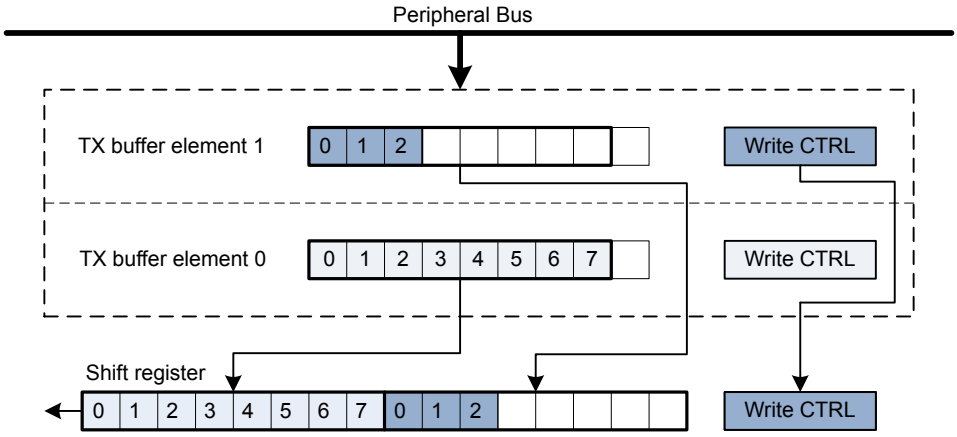


Figure 18.11. USART Transmission of Large Frames

As shown in Figure 18.11 USART Transmission of Large Frames on page 511, 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 TXDATAX0 bitfield then refers to buffer element 0, and TXDATAX1 refers to buffer element 1.

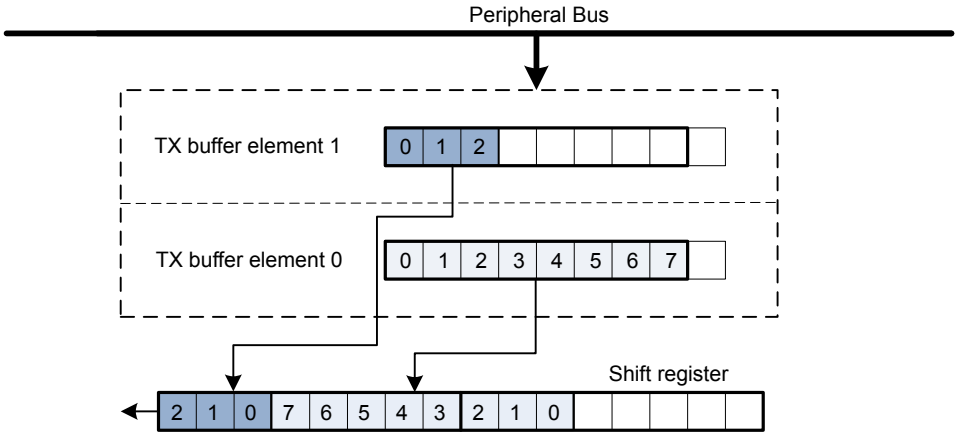


Figure 18.12. USART Transmission of Large Frames, MSBF

Figure 18.12 USART Transmission of Large Frames, MSBF on page 511 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 18.13 USART Reception of Large Frames on page 512. 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.

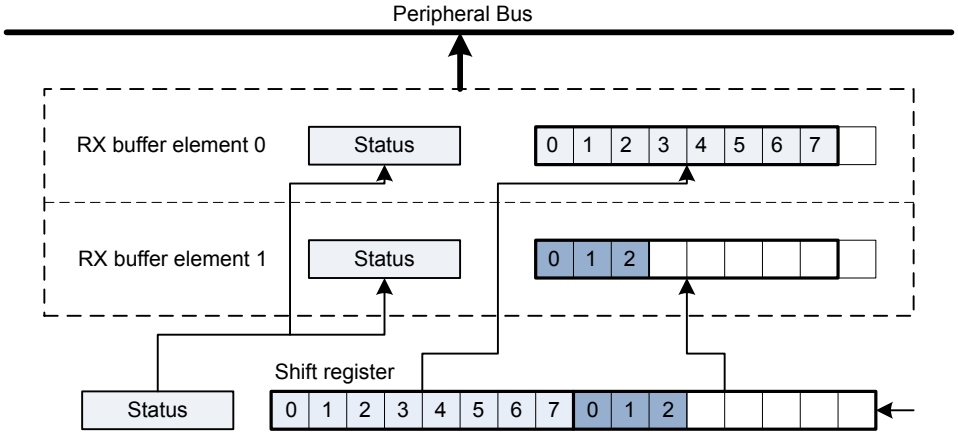


Figure 18.13. USART Reception of Large Frames

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.

18.3.2.20 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.

Basic usage of the multi-processor mode is as follows:

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.

18.3.2.21 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.

18.3.2.22 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 18.14 USART ISO 7816 Data Frame Without Error on page 514. 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.

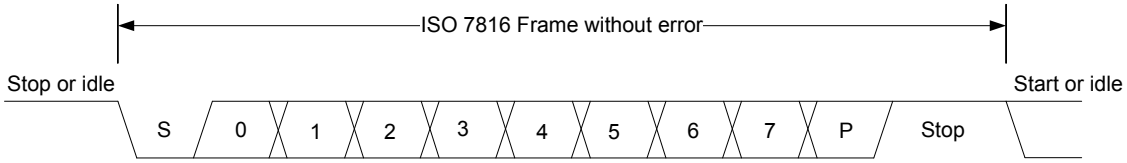


Figure 18.14. USART ISO 7816 Data Frame Without Error

If a parity error is detected by the receiver, it pulls the line I/O line low after half a stop bit, see Figure 18.15 USART ISO 7816 Data Frame With Error on page 514. 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.

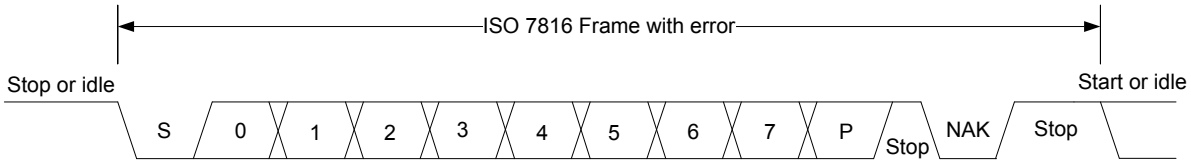


Figure 18.15. USART ISO 7816 Data Frame With Error

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 18.16 USART SmartCard Stop Bit Sampling on page 515. 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 SKIPPERRF 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.

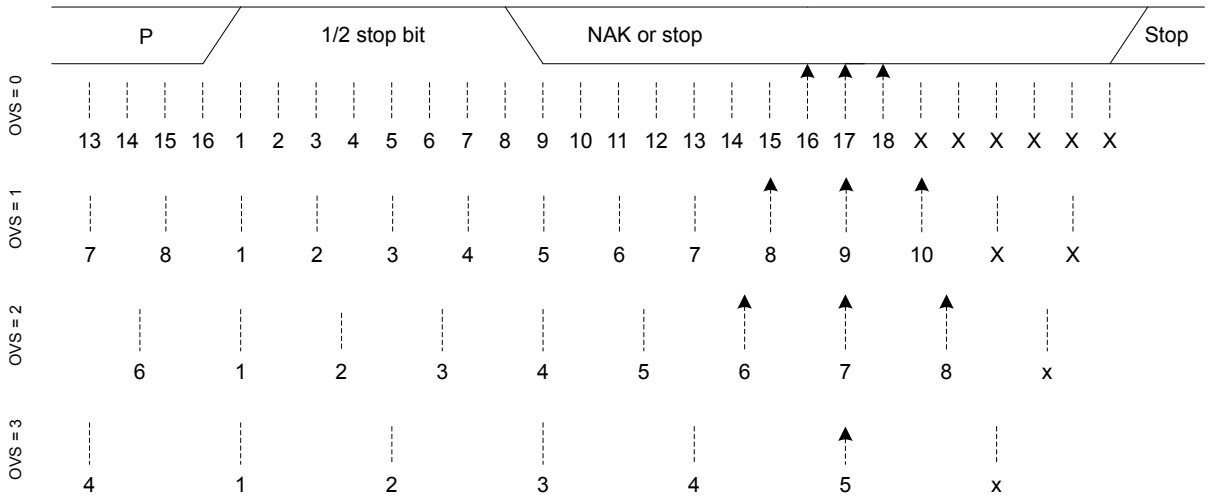


Figure 18.16. USART SmartCard Stop Bit Sampling

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.

18.3.3 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.

18.3.3.1 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.

18.3.3.2 Clock Generation

The bit-rate in synchronous mode is given by Figure 18.17 USART Synchronous Mode Bit Rate on page 516. As in the case of asynchronous operation, the clock division factor have a 15-bit integral part and a 5-bit fractional part.

$$br = f_{HFPERCLK}/(2 \times (1 + USARTn_CLKDIV/256))$$

Figure 18.17. USART Synchronous Mode Bit Rate

Given a desired baud rate brdesired, the clock divider USARTn_CLKDIV can be calculated using Figure 18.18 USART Synchronous Mode Clock Division Factor on page 516

$$USARTn_CLKDIV = 256 \times (f_{HFPERCLK}/(2 \times brdesired) - 1)$$

Figure 18.18. USART Synchronous Mode Clock Division Factor

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: $br_{max} = f_{HFPERCLK}/2$
- Slave mode: $br_{max} = f_{HFPERCLK}/8$

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 18.8 USART SPI Modes on page 516. Figure 18.19 USART SPI Timing on page 516 shows the resulting timing of data set-up and sampling relative to the bus clock.

Table 18.8. 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

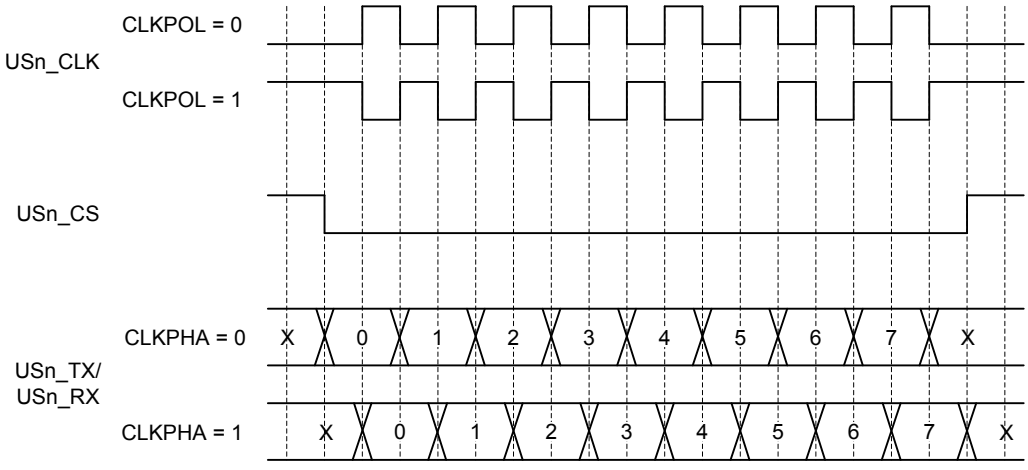


Figure 18.19. USART SPI Timing

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.

18.3.3.3 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.

18.3.3.4 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 before a transmission begins, and deactivated after the last bit has been transmitted and there is no more data in the transmit buffer.

The time between when CS is asserted and the first bit is transmitted can be controlled using the USART Timer and with CSSETUP in USARTn_TIMING. Any of the three comparators can be used to set this delay. If new data is ready for transmission before CS is deasserted, the data is sent without deasserting CS in between. CSHOLD in USARTn_TIMING keeps CS asserted after the end of frame for the number of baud-times specified.

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.

18.3.3.5 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.

18.3.3.6 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.

18.3.3.7 Synchronous Half Duplex Communication

Half duplex communication in synchronous mode is very similar to half duplex communication in asynchronous mode as detailed in 18.3.2.15 Asynchronous Half Duplex Communication. 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.

18.3.3.8 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 a 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.

18.3.3.9 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.

18.3.3.10 Major Modes

The USART supports a set of different I2S formats as shown in Table 18.9 USART I2S Modes on page 519, 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 bee seen in figures Figure 18.22 USART Left-Justified I2S Waveform on page 520 and Figure 18.23 USART Right-Justified I2S Waveform on page 520. 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 18.9. 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 18.20 USART Standard I2S Waveform on page 519 and Figure 18.21 USART Standard I2S Waveform (Reduced Accuracy) on page 519. 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

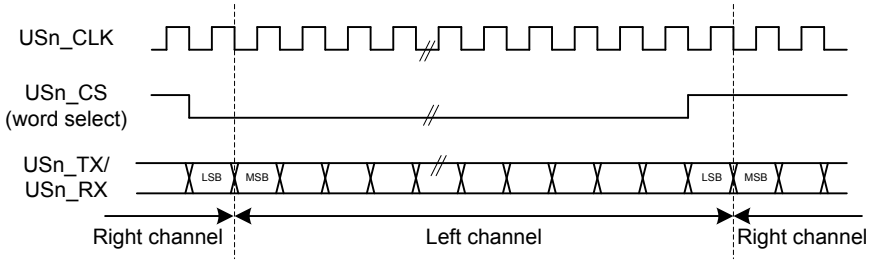


Figure 18.20. USART Standard I2S Waveform

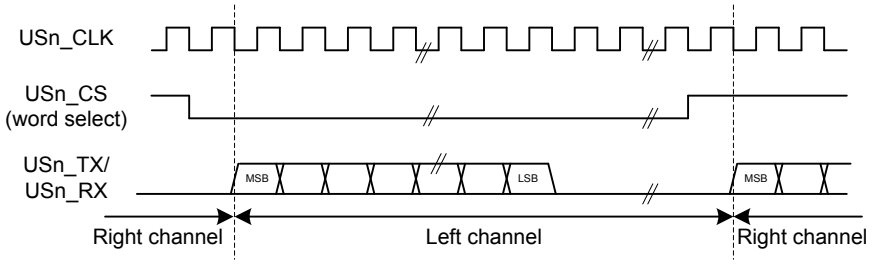


Figure 18.21. USART Standard I2S Waveform (Reduced Accuracy)

A left-justified stream is shown in Figure 18.22 USART Left-Justified I2S Waveform on page 520. 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.

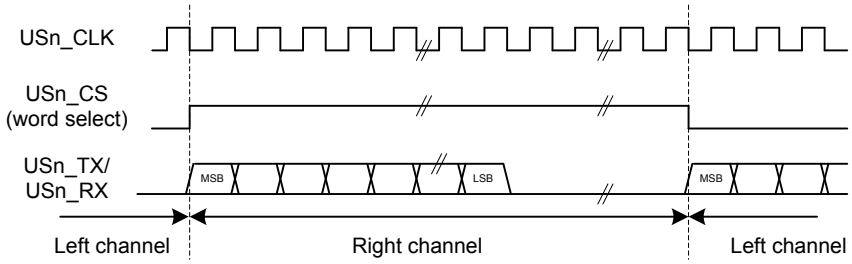


Figure 18.22. USART Left-Justified I2S Waveform

A right-justified stream is shown in Figure 18.23 USART Right-Justified I2S Waveform on page 520. The left and right justified streams are equal when the data-size is equal to the word-width.

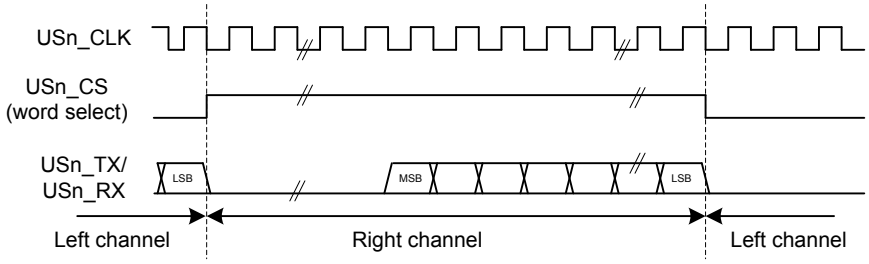


Figure 18.23. USART Right-Justified I2S Waveform

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 18.24 USART Mono I2S Waveform on page 520.

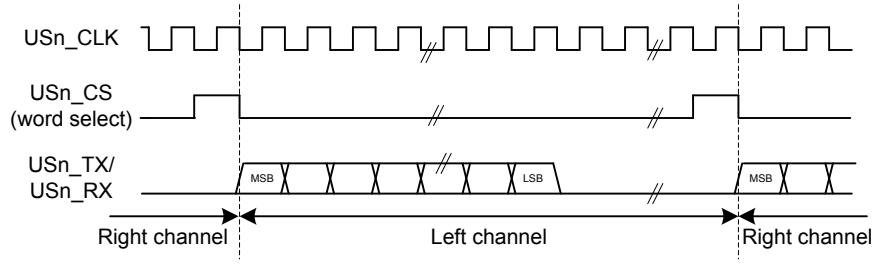


Figure 18.24. USART Mono I2S Waveform

18.3.3.11 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 RXFULL-RIGHT 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.

18.3.4 Hardware Flow Control

Hardware flow control can be used to hold off the link partner's transmission until RX buffer space is available. Use RTSPEN and CTSPEN in USARTn_ROUTEPEN to allocate the hardware flow control to GPIOs. RTS is an out going signal which indicates that RX buffer space is available to receive a frame. The link partner is being requested to send its data when RTS is asserted. CTS is an incoming signal to stop the next TX data from going out. When CTS is negated, the frame currently being transmitted is completed before stopping. CTS indicates that the link partner has RX buffer space available, and the local transmitter is clear to send. Also use CTSEN in USARTn_CTLX to enable the CTS input into the TX sequencer. For debug use set DBGHALT in USARTn_CTRLX which will force the RTS to request one frame from the link partner when the CPU core single steps.

18.3.5 Debug Halt

When DBGHALT in USART_CTRLX is clear, RTS is only dependent on the RX buffer having space available to receive data. Incoming data is always received until both the RX buffer is full and the RX shift register is full regardless of the state of DBGHALT or chip halt. Additional incoming data is discarded. When DBGHALT is set, RTS deasserts on RX buffer full or when chip halt is high. However, a low pulse detected on chip halt will keep RTS asserted when no frame is being received. At the start of frame reception, RTS will deas-sert if chip halt is high and DBGHALT is set. This behavior allows single stepping to pulse the chip halt low for a cycle, and receive the next frame. The link partner must stop transmitting when RTS is deasserted, or the RX buffer could overflow. All data in the transmit buffer is sent out even when chip halt is asserted; therefore, the DMA will need to be set to stop sending the USART TX data during chip halt.

18.3.6 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

18.3.7 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 RXPRSSEL 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.

18.3.8 PRS CLK Input

The USART can be configured to receive clock directly from a PRS channel by setting CLKPRS in USARTn_INPUT. The PRS channel used is selected using CLKPRSSEL in USARTn_INPUT. This is useful in synchronous slave mode and can together with RX PRS input be used to input data from PRS.

18.3.9 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. This does not check the TXBIL for half full. For DMA use, it is either full or empty.
- 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.

For Synchronous mode full duplex operation, if both receive buffer and transmit buffer are served by DMA, to make sure receive buffer is not overflowed the settings below should be followed.

- The DMA channel that serves receive buffer should have higher priority than the DMA channel that serves transmit buffer.
- TXBL should be used as write request for transmit buffer DMA channel.
- IGNORESREQ should be set for both DMA channel.

18.3.10 Timer

In addition to the TX sequence timer, there is a versatile 8 bit timer that can generate up to three event pulses. These pulses can be used to create timing for a variety of uses such as RX timeout, break detection, response timeout, and RX enable delay. Transmission delay, CS setup, inter-character spacing, and CS hold use the TX sequence counter. The TX sequencer counter can use the three 8 bit compare values or preset values for delays. There is one general counter with three comparators. Each comparator has a start source, a stop source, a restart enable, and a timer compare value. The start source enables the comparator, resets the counter, and starts the counter. If the counter is already running, the start source will reset the counter and restart it.

Any comparator could start the counter using the same start source but have different timing events programmed into TCMPVALn in USARTn_TIMECMPn. The TCMP0, TCMP1, or TCMP2 events can be preempted by using the comparator stop source to disable the comparator before the counter reaches TCMPVAL0, TCMPVAL1, or TCMPVAL2. If one comparator gets disabled while the other comparator is still enabled, the counter continues counting. By default the counter will count up to 256 and stop unless a RESTARTEN is set in one of the USARTn_TIMECMPn registers. By using RESTARTEN and an interval programmed into TCMPVAL, an interval timer can be set up. The TSTART field needs to be changed to DISABLE to stop the interval timer. The timer stops running once all of the comparators are disabled. If a comparator's start and stop sources both trigger the same cycle, the TCMPn event triggers, the comparator stays enabled, and the counter begins counting from zero.

The TXDELAY, CSSETUP, ICS, and CSHOLD in USARTn_TIMING are used to program start of transmission delay, chip select setup delay, inter-character space, and chip select hold delay. Either a preset value of 0, 1, 2, 3, or 7 can be used for any of these delays; or the value in TCMPVALn may be used to set the delay. Using the preset values leaves the TCMPVALn free for other uses. The same TCMPVALn may be used for multiple events that require the same timing. The transmit sequencer's counter can run in parallel with the timer's counter. The counters and controls are shown in Figure 18.25 USART Timer Block Diagram on page 524.

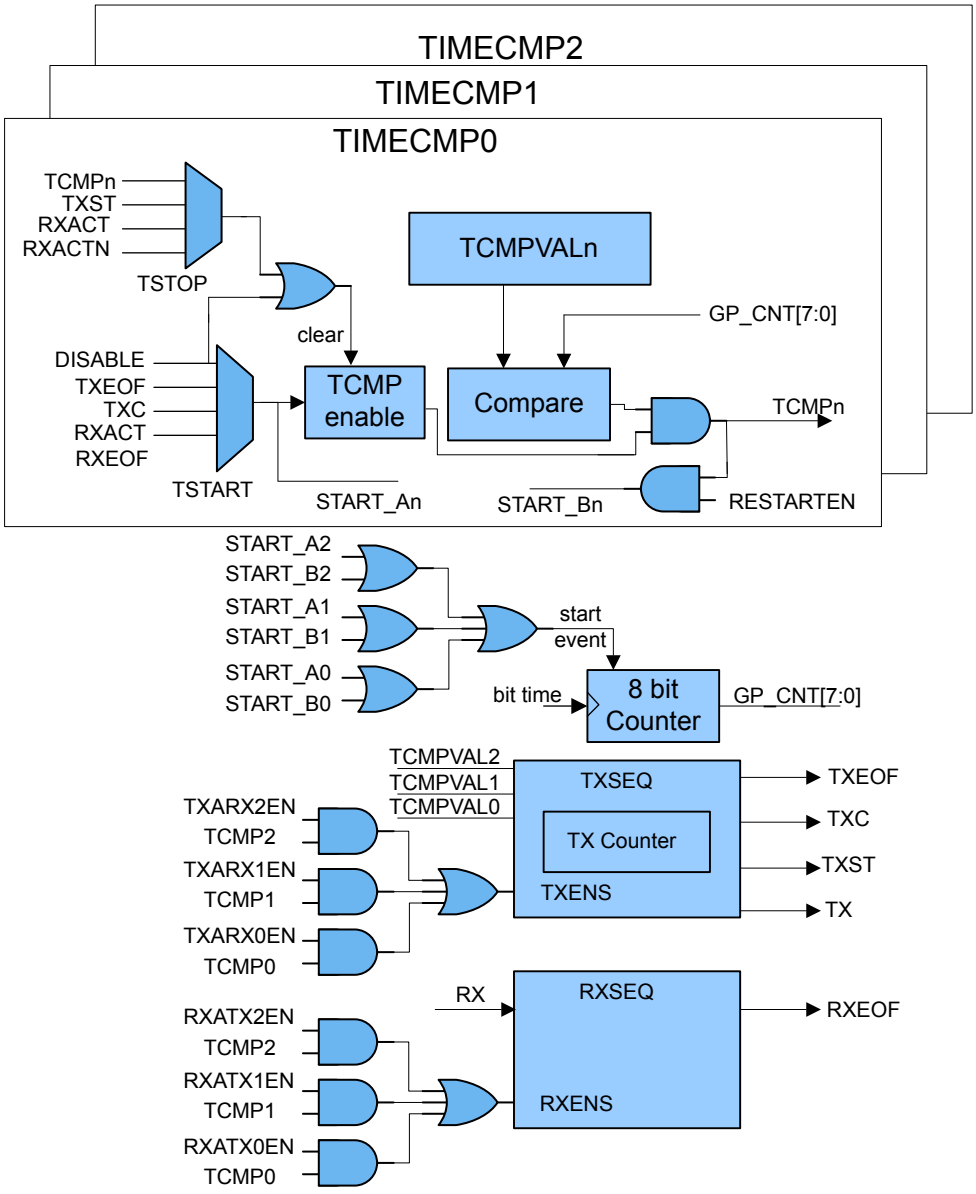


Figure 18.25. USART Timer Block Diagram

The following sections will go into more details on programming the various usage cases.

Table 18.10. USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn

Application	TSTARTn	TSTOPn	TCMPVALn	Other
Response Timeout	TSTART0 = TXEOF	TSTOP0 = RXACT	TCMPVAL0 = 0x08	TCMP0 in USARTn_IEN
Receiver Timeout	TSTART1 = RXEOF	TSTOP1 = RXACT	TCMPVAL1 = 0x08	TCMP1 in USARTn_IEN
Large Receiver Timeout	TSTART1 = RXEOF, TCMP1	TSTOP1 = RXACT	TCMPVAL1 = 0xFF	TCMP1 in USARTn_IEN; TIMERRESTARTED in USARTn_STATUS; RESTART1EN in USARTn_TIMECMP1

Application	TSTARTn	TSTOPn	TCMPVALn	Other
Break Detect	TSTART1 = RXACT	TSTOP1 = RXACTN	TCMPVAL1 = 0x0C	TCMP1 in USARTn_IEN
TX delayed start of transmission and CS setup	TSTART0 = DISABLE, TSTART1 = DISABLE	TSTOP0 = TCMP0, TSTOP1 = TCMP1	TCMPVAL0 = 0x04, TCMPVAL1 = 0x02	TXDELAY = TCMP0, CSSETUP = TCMP1 in USARTn_TIMING; AUTOCS in USARTn_CTRL
TX inter-character spacing	TSTART2 = DISABLE	TSTOP2 = TCMP2	TCMPVAL2 = 0x03	ICS = TCMP2 in USARTn_TIMING; AUTOCS in USARTn_CTRL
TX Chip Select End Delay	TSTART1 = DISABLE	TSTOP1 = TCMP1	TCMPVAL1 = 0x04	CSHOLD = TCMP1 in USARTn_TIMING; AUTOCS in USARTn_CTRL
Response Delay	TSTART1 = RXEOF	TSTOP1 = TCMP1	TCMPVAL1 = 0x08	TXARX1EN in USARTn_TRIGCTRL
Combined TX and RX Example	TSTART1 = RXEOF, TSTART0 = TXEOF	TSTOP1 = TCMP1, TSTOP0 = TCMP0	TCMPVAL1 = 0x1C, TCMPVAL0 = 0x10	TXARX1EN, RXATX0EN in USARTn_TRIGCTRL; CSSETUP = 0x7, CSHOLD = 0x3 in USARTn_TIMING
Combined Delayed TX and Receiver Timeout Example	TSTART0 = TCMPVAL0, TSTART1 = RXEOF	TSTOP0 = RXACTN, TSTOP1 = RXACT	TCMPVAL0 = 0x20, TCMPVAL1 = 0x0C	TXARX0EN in USARTn_TRIGCTRL; TCMP0 in USARTn_IEN

Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 shows some examples of how the USART timer can be programmed for various applications. The following sections will describe more details for each applications shown in the table.

18.3.10.1 Response Timeout

Response Timeout is when a UART master sends a frame and expects the slave to respond within a certain number of baud-times. Refer to Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for specific register settings. Comparator 0 will be looking for TX end of frame to use as the timer start source. For this example, a receiver start of frame RXACT has not been detected for 8 baud-times, and the TCMP0 interrupt in USARTn_IF is set. If an RX start bit is detected before the 8 baud-times, comparator 0 is disabled before the TCMP0 event can trigger.

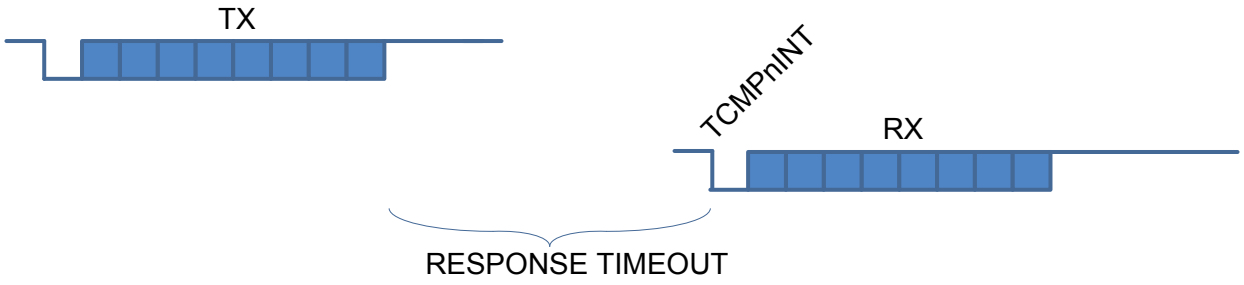


Figure 18.26. USART Response Timeout

18.3.10.2 RX Timeout

A receiver timeout function can be implemented by using the RX end of frame to start comparator 1 and look for the RX start bit RXACT to disable the comparator. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example. As long as the next RX start bit occurs before the counter reaches the comparator 1 value TCMPVAL1, the interrupt will not get set. In this example the RX Timeout was set to 8 baud-times. To get an RX timeout larger than 256 baud-times, RESTART1EN in USARTn_TIMER can used to restart the counter when it reaches TCMPVAL1. By setting TCMPVAL1 in USARTn_TIMING to 0xFF, an interrupt will be generated after 256 baud-times. An interrupt service routine can then increment a memory location until the desired timeout is reached. Once the RX start bit is detected, comparator 1 will be disabled. If TIMERRESTARTED in USARTn_STATUS is clear, the TCMP1 interrupt is the first interrupt after RXEOF.

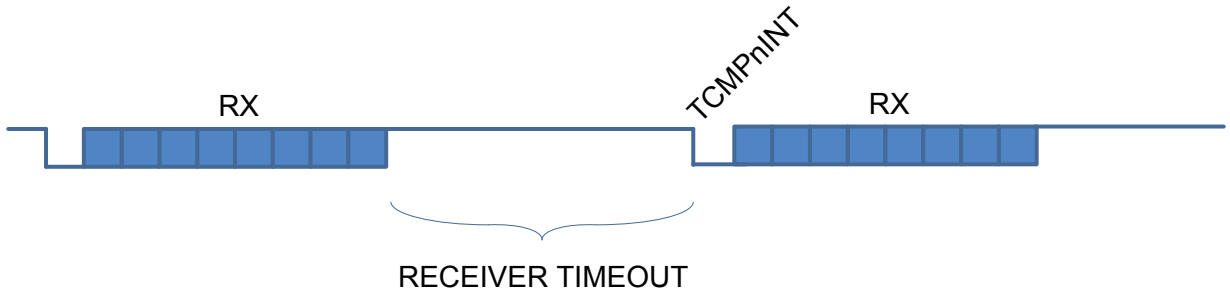


Figure 18.27. USART RX Timeout

18.3.10.3 Break Detect

LIN bus and half-duplex UARTs can take advantage of the timer configured for break detection where RX is held low for a number of baud-times to indicate a break condition. Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 shows the settings for this mode. Each time RX is active (default of low) such as for a start bit, the timer begins counting. If the counter reaches 12 baud-times before RX goes to inactive RXACTN (default of high), an interrupt is asserted.

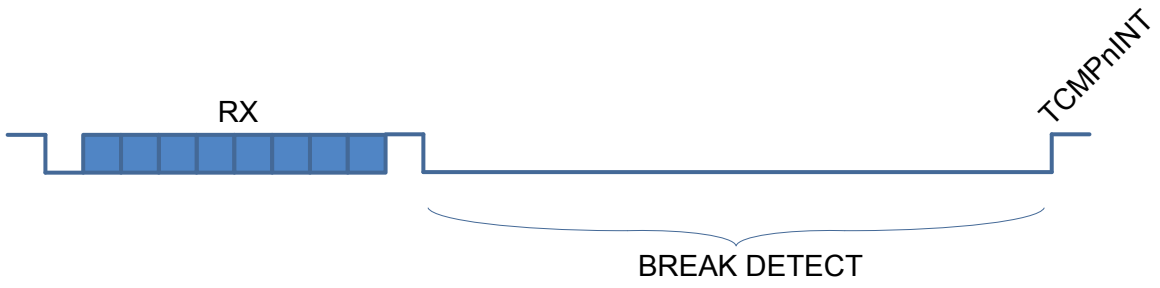


Figure 18.28. USART Break Detection

18.3.10.4 TX Start Delay

Some applications may require a delay before the start of transmission. This example in Figure 18.29 USART TXSEQ Timing on page 527 shows the TXSEQ timer used to delay the start of transmission by 4 baud times before the start of CS, and by 2 baud times with CS asserted. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on how to configure this mode. The TX sequencer could be enabled on PRS and start the TXSEQ counter running for 4 baud times as programmed in TCMPVAL0. Then CS is asserted for 2 baud times before the transmitter begins sending TX data. TXDELAY in USARTn_TIMING is the initial delay before any CS assertion, and CSSETUP is the delay during CS assertion. There are several small preset timing values such as 1, 2, 3, or 7 that can be used for some of the TX sequencer timing which leaves TCMPVAL0, TCMPVAL1, and TCMPVAL2 free for other uses.



Figure 18.29. USART TXSEQ Timing

18.3.10.5 Inter-Character Space

In addition to delaying the start of frame transmission, it is sometimes necessary to also delay the time between each transmit character (inter-character space). After the first transmission, the inter-character space will delay the start of all subsequent transmissions until the transmit buffer is empty. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example. For this example in Figure 18.29 USART TXSEQ Timing on page 527 ICS is set to TCMP2 in USARTn_TIMING. To keep CS asserted during the inter-character space, set AUTOCS in USARTn_CTRL. There are a few small pre-set timing values provided for TX sequence timing. Using these preset timing values can free up the TCMPVALn for other uses. For this example, the inter-character space is set to 0x03 and a preset value could be used.

18.3.10.6 TX Chip Select End Delay

The assertion of CS can be extended after the final character of the frame by using CSHOLD in USARTn_TIMING. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example. AUTOCS in USARTn_CTRL needs to be set to extend the CS assertion after the last TX character is transmitted as shown in Figure 18.29 USART TXSEQ Timing on page 527.

18.3.10.7 Response Delay

A response delay can be used to hold off the transmitter until a certain number of baud-times after the RX frame. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example. TXARX1EN in USARTn_TRIGCTRL tells the TX sequencer to trigger after RX EOF plus tcmp1val baud times.

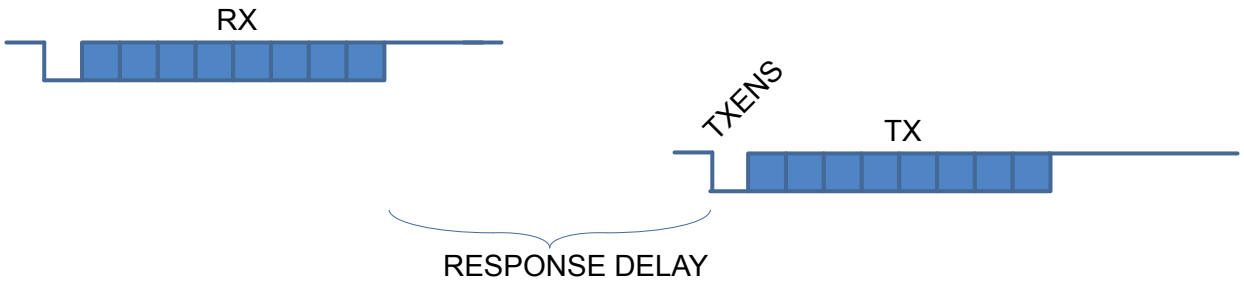


Figure 18.30. USART Response Delay

18.3.10.8 Combined TX and RX Example

This example describes how to alternate between TX and RX frames. This has a 28 baud-time space after RX and a 16 baud-time space after TX. The TSTART1 in USARTn_TIMECMP1 is set to RXEOF which uses the the receiver end of frame to start the timer. The TSTOP1 is set to TCMP1 to generate an event after 28 baud times. Set TXARX1EN in USARTn_TRIGCTRL, and the transmitter is held off until 28 baud times. TCMPVAL in USARTn_TIMECMP1 is set to 0x1C for 28 baud times. By setting TSTART0 in USARTn_TIMECMP0 to TXEOF, the timer will be started after the transmission has completed. RXATX0EN in USARTn_TRIGCTRL is used to delay enabling of the receiver until 16 baud times after the transmitter has completed. Write 0x10 into TCMPVAL of USARTn_TIMECMP0 for a 16 baud time delay. CS is also asserted 7 baud-times before start of transmission by setting CSSETUP to 0x7 in USARTn_TIMING. To keep CS asserted for 3 baud-times after transmission completes, CSHOLD is set to 0x3 in USARTn_TIMING. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example.

18.3.10.9 Combined TX Delay and RX Break Detect

This example describes how to delay TX transmission after an RX frame and how to have a break condition signal an interrupt. See Table 18.10 USART Application Settings for USARTn_TIMING and USARTn_TIMECMPn on page 524 for details on setting up this example. The TX delay is set up by using transmit after RX, TXARX0EN in USARTn_TRIGCTRL to start the timer. TSTART0 in USARTn_TIMECMP0 is set to RXEOF which enables the transitter of the timer delay. For this example TCMPVAL in USARTn_TIMECMP0 is set to 0x20 to create a 32 baud-time delay between the end of the RX frame and the start of the TX frame. The break detect is configured by setting TSTART1 to RXACT to detect the start bit, and setting TSTOP1 to RXACTN to detect RX going high. In this case the interrupt asserts after RX stays low for 12 baud-times, so TCMPVAL1 is set to 0x0C.

18.3.10.10 Other Stop Conditions

There is also a timer stop on TX start using the TXST setting in TSTOP of USARTn_TIMECMPn. This can be used to see that the DMA has not written to the TXBUFFER for a given time.

18.3.11 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
- TXIDLE

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
- TCMPn

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.

18.3.12 IrDA Modulator/ Demodulator

The IrDA modulator 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 the USART. In the same way, the input signal is demodulated before it enters the actual USART module. The modulator 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 18.31 USART Example RZI Signal for a given Asynchronous USART Frame on page 529.

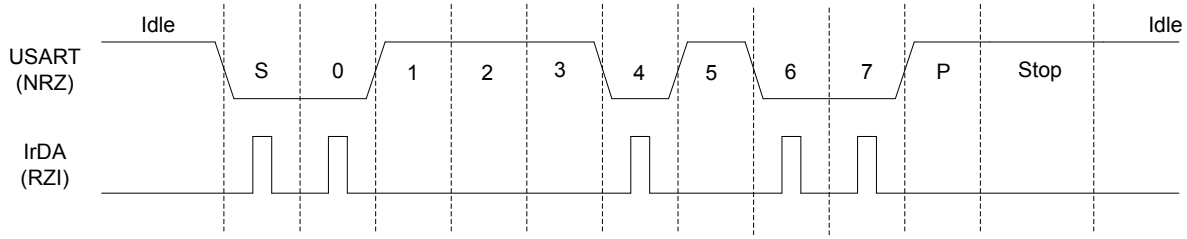


Figure 18.31. USART Example RZI Signal for a given Asynchronous USART Frame

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 18.11 USART IrDA Pulse Widths on page 529.

Table 18.11. 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.

18.4 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	RWH	Clock Control Register
0x018	USARTn_RXDATAX	R(a)	RX Buffer Data Extended Register
0x01C	USARTn_RXDATA	R(a)	RX Buffer Data Register
0x020	USARTn_RXDOUBLEX	R(a)	RX Buffer Double Data Extended Register
0x024	USARTn_RXDOUBLE	R(a)	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	(R)W1	Interrupt Flag Clear Register
0x04C	USARTn_IEN	RW	Interrupt Enable Register
0x050	USARTn_IRCTRL	RW	IrDA Control Register
0x058	USARTn_INPUT	RW	USART Input Register
0x05C	USARTn_I2SCTRL	RW	I2S Control Register
0x060	USARTn_TIMING	RW	Timing Register
0x064	USARTn_CTRLX	RW	Control Register Extended
0x068	USARTn_TIMECMP0	RW	Used to Generate Interrupts and Various Delays
0x06C	USARTn_TIMECMP1	RW	Used to Generate Interrupts and Various Delays
0x070	USARTn_TIMECMP2	RW	Used to Generate Interrupts and Various Delays
0x074	USARTn_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x078	USARTn_ROUTELOC0	RW	I/O Routing Location Register
0x07C	USARTn_ROUTELOC1	RW	I/O Routing Location Register

18.5 Register Description

18.5.1 USARTn_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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		0x0		0	0	0	0	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
Name	SMSDELAY	MVDIS	AUTOTX	BYTESWAP			SSSEARLY	ERRSTX	ERRSRX	ERRSDMA	BIT8DV	SKIPPERRF	SCRETRANS	SCMODE	AUTOTRI	AUTOCS	CSINV	TXINV	RXINV	TXBIL	CSMA	MSBF	CLKPHA	CLKPOL		OVS		MPAB	MPM	CCEN	LOOPBK	SYNC

Bit	Name	Reset	Access	Description
31	SMSDELAY	0	RW	**Synchronous Master Sample Delay**
	Delay Synchronous Master sample point to the next setup edge to improve timing and allow communication at higher speeds			
30	MVDIS	0	RW	**Majority Vote Disable**
	Disable majority vote for 16x, 8x and 6x oversampling modes.			
29	AUTOTX	0	RW	**Always Transmit When RX Not Full**
	Transmits as long as RX is not full. If TX is empty, underflows are generated.			
28	BYTESWAP	0	RW	**Byteswap in Double Accesses**
	Set to switch the order of the bytes in double accesses.			

Value	Description
0	Normal byte order
1	Byte order swapped

27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	SSSEARLY	0	RW	**Synchronous Slave Setup Early**
	Setup data on sample edge in synchronous slave mode to improve MOSI setup time			
24	ERRSTX	0	RW	**Disable TX on Error**
	When set, the transmitter is disabled on framing and parity errors (asynchronous mode only) in the receiver.			

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	**Disable RX on Error**
	When set, the receiver is disabled on framing and parity errors (asynchronous mode only).			

Value	Description
0	Framing and parity errors have no effect on receiver

Bit	Name	Reset	Access	Description
	1			Framing and parity errors disable the receiver
22	ERRSDMA	0	RW	**Halt DMA on Error**

When set, DMA requests will be cleared on framing and parity errors (asynchronous mode only).

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	**Bit 8 Default Value**

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	SKIPPERRF	0	RW	**Skip Parity Error Frames**

When set, the receiver discards frames with parity errors (asynchronous mode only). The PERR interrupt flag is still set.

19	SCRETRANS	0	RW	**SmartCard Retransmit**

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	**SmartCard Mode**

Use this bit to enable or disable SmartCard mode.

17	AUTOTRI	0	RW	**Automatic TX Tristate**

When enabled, TXTRI is set by hardware whenever the transmitter is idle, and TXTRI is cleared by hardware when transmission starts.

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	**Automatic Chip Select**

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	**Chip Select Invert**

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	**Transmitter Output Invert**

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

Bit	Name	Reset	Access	Description
	1			Output from the transmitter is inverted before it is passed to U(S)n_TX
13	RXINV	0	RW	**Receiver Input Invert**

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	**TX Buffer Interrupt Level**

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	**Action on Slave-Select in Master Mode**

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	**Most Significant Bit First**

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	**Clock Edge for Setup/Sample**

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	**Clock Polarity**

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

Bit	Name	Reset	Access	Description
	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 1.2 Conventions*		
6:5	OVS	0x0	RW	**Oversampling**
	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
	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	**Multi-Processor Address-Bit**
	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	**Multi-Processor Mode**
	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	**Collision Check Enable**
	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	**Loopback Enable**
	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	**USART Synchronous Mode**
	Determines whether the USART is operating in asynchronous or synchronous mode.			
	Value			Description
	0			The USART operates in asynchronous mode

Bit	Name	Reset	Access	Description
	1			The USART operates in synchronous mode

18.5.2 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	6	5	4	3	2	1	0
Reset																			0x1				0x0						0x5			
Access																			RW				RW						RW			
Name																			STOPBITS				PARITY						DATABITS			

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:12	STOPBITS	0x1	RW	**Stop-Bit Mode**

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
3	TWO	The transmitter generates two stop bits. The receiver checks the first stop-bit only

Bit	Name	Reset	Access	Description
11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	PARITY	0x0	RW	**Parity-Bit Mode**

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.

Bit	Name	Reset	Access	Description
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	DATABITS	0x5	RW	**Data-Bit Mode**

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

Bit	Name	Reset	Access	Description
	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

18.5.3 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	6	5	4	3	2	1	0
Reset													0x0							0	0	0	0	0	0	0	0	0				
Access													RW							RW	RW	RW	RW	RW	RW	RW	RW	RW				
Name													TSEL							RXATX2EN	RXATX1EN	RXATX0EN	TXARX2EN	TXARX1EN	TXARX0EN	AUTOTXTEN	TXTEN	RXTEN				

Bit	Name	Reset	Access	Description
31:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:16	TSEL	0x0	RW	**Trigger PRS Channel Select**

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
8	PRSCH8	PRS Channel 8 selected
9	PRSCH9	PRS Channel 9 selected
10	PRSCH10	PRS Channel 10 selected
11	PRSCH11	PRS Channel 11 selected

15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	RXATX2EN	0	RW	**Enable Receive Trigger After TX End of Frame Plus TCMPVAL2 Baud-times**

When set, a TX end of frame will trigger the receiver after a TCMPVAL2 baud-time delay

11	RXATX1EN	0	RW	**Enable Receive Trigger After TX End of Frame Plus TCMPVAL1 Baud-times**

When set, a TX end of frame will trigger the receiver after a TCMPVAL1 baud-time delay

10	RXATX0EN	0	RW	**Enable Receive Trigger After TX End of Frame Plus TCMPVAL0 Baud-times**

When set, a TX end of frame will trigger the receiver after a TCMPVAL0 baud-time delay

Bit	Name	Reset	Access	Description
9	TXARX2EN	0	RW	**Enable Transmit Trigger After RX End of Frame Plus TCMP2VAL**
	When set, an RX end of frame will trigger the transmitter after TCMP2VAL bit times to force a minimum response delay			
8	TXARX1EN	0	RW	**Enable Transmit Trigger After RX End of Frame Plus TCMP1VAL**
	When set, an RX end of frame will trigger the transmitter after TCMP1VAL bit times to force a minimum response delay			
7	TXARX0EN	0	RW	**Enable Transmit Trigger After RX End of Frame Plus TCMP0VAL**
	When set, an RX end of frame will trigger the transmitter after TCMP0VAL bit times to force a minimum response delay			
6	AUTOTXTEN	0	RW	**AUTOTX Trigger Enable**
	When set, AUTOTX is enabled as long as the PRS channel selected by TSEL has a high value			
5	TXTEN	0	RW	**Transmit Trigger Enable**
	When set, the PRS channel selected by TSEL sets TXEN, enabling the transmitter on positive trigger edges.			
4	RXTEN	0	RW	**Receive Trigger Enable**
	When set, the PRS channel selected by TSEL sets RXEN, enabling the receiver on positive trigger edges.			
3:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

18.5.4 USARTn_CMD - 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	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
Access																					W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1	W1
Name																					CLEARRX	CLEARTX	TXTRIDIS	TXTRIEN	RXBLOCKDIS	RXBLOCKEN	MASTERDIS	MASTEREN	TXDIS	TXEN	RXDIS	RXEN

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CLEARRX	0	W1	**Clear RX**
	Set to clear receive buffer and the RX shift register.			
10	CLEARTX	0	W1	**Clear TX**
	Set to clear transmit buffer and the TX shift register.			
9	TXTRIDIS	0	W1	**Transmitter Tristate Disable**
	Disables tristating of the transmitter output.			
8	TXTRIEN	0	W1	**Transmitter Tristate Enable**
	Tristates the transmitter output.			
7	RXBLOCKDIS	0	W1	**Receiver Block Disable**
	Set to clear RXBLOCK, resulting in all incoming frames being loaded into the receive buffer.			
6	RXBLOCKEN	0	W1	**Receiver Block Enable**
	Set to set RXBLOCK, resulting in all incoming frames being discarded.			
5	MASTERDIS	0	W1	**Master Disable**
	Set to disable master mode, clearing the MASTER status bit and putting the USART in slave mode.			
4	MASTEREN	0	W1	**Master Enable**
	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	**Transmitter Disable**
	Set to disable transmission.			
2	TXEN	0	W1	**Transmitter Enable**
	Set to enable data transmission.			
1	RXDIS	0	W1	**Receiver Disable**
	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	**Receiver Enable**
	Set to activate data reception on U(S)n_RX.			

18.5.5 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset															0x0			0	1	0	0	0	0	0	0	1	0	0	0	0	0	0
Access															R			R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Name															TXBUFCNT			TIMERRESTARTED	TXIDLE	RXFULLRIGHT	RXDATAVRIGHT	TXBSRIGHT	TXBDRIGHT	RXFULL	RXDATAV	TXBL	TXC	TXTRI	RXBLOCK	MASTER	TXENS	RXENS

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	TXBUFCNT	0x0	R	**TX Buffer Count**
	Count of TX buffer entry 0, entry 1, and TX shift register. For large frames, the count is only of TX buffer entry 0 and the TX shifter register.			
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	TIMERRESTARTED	0	R	**The USART Timer Restarted Itself**
	When the timer is restarting itself on each TCMP event, a TIMERRESTARTED value of 0x0 indicates the first TCMP event in the sequence of multiple TCMP events. Any non TCMP timer start events will clear TIMERRESTARTED. When there is a TCMP interrupt and TIMERRESTARTED is 0x0, an interrupt service routine can set a TCMP event counter variable in memory to 0x1 to indicate the first TCMP interrupt of the sequence.			
13	TXIDLE	1	R	**TX Idle**
	Set when TX idle			
12	RXFULLRIGHT	0	R	**RX Full of Right Data**
	When set, the entire RX buffer contains right data. Only used in I2S mode			
11	RXDATAVRIGHT	0	R	**RX Data Right**
	When set, reading RXDATA or RXDATAX gives right data. Else left data is read. Only used in I2S mode			
10	TXBSRIGHT	0	R	**TX Buffer Expects Single Right Data**
	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	**TX Buffer Expects Double Right Data**
	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	**RX FIFO Full**
	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	**RX Data Valid**
	Set when data is available in the receive buffer. Cleared when the receive buffer is empty.			
6	TXBL	1	R	**TX Buffer Level**
	Indicates the level of the transmit buffer. If TXBIL is 0x0, TXBL is set whenever the transmit buffer is completely empty. Otherwise TXBL is set whenever the TX Buffer becomes half full.			

Bit	Name	Reset	Access	Description
5	TXC	0	R	**TX Complete**
	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	**Transmitter Tristated**
	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	**Block Incoming Data**
	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	**SPI Master Mode**
	Set when the USART operates as a master. Set using the MASTEREN command and clear using the MASTERDIS command.			
1	TXENS	0	R	**Transmitter Enable Status**
	Set when the transmitter is enabled.			
0	RXENS	0	R	**Receiver Enable Status**
	Set when the receiver is enabled.			

18.5.6 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	0									0x00000																						
Access	RW									RWH																						
Name	AUTOBAUDEN									DIV																						

Bit	Name	Reset	Access	Description
31	AUTOBAUDEN	0	RW	**AUTOBAUD Detection Enable**
	Detects the baud rate based on receiving a 0x55 frame (0x00 for IrDA). This is used in Asynchronous mode.			
30:23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:3	DIV	0x00000	RWH	**Fractional Clock Divider**
	Specifies the fractional clock divider for the USART. Setting AUTOBAUDEN in USARTn_CLKDIV will overwrite the DIV field.			
2:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

18.5.7 USARTn_RXDATAX - RX Buffer Data Extended Register (Actionable Reads)

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 1.2 Conventions*		
15	FERR	0	R	**Data Framing Error**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
14	PERR	0	R	**Data Parity Error**
	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 1.2 Conventions*		
8:0	RXDATA	0x000	R	**RX Data**
	Use this register to access data read from the USART. Buffer is cleared on read access.			

18.5.8 USARTn_RXDATA - RX Buffer Data Register (Actionable Reads)

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 1.2 Conventions*		
7:0	RXDATA	0x00	R	**RX Data**
	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.			

18.5.9 USARTn_RXDOUBLEX - RX Buffer Double Data Extended Register (Actionable Reads)

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	0	0										0x000					0	0										0x000				
Access	R	R										R					R	R										R				
Name	FERR1	PERR1										RXDATA1					FERR0	PERR0										RXDATA0				

Bit	Name	Reset	Access	Description
31	FERR1	0	R	**Data Framing Error 1**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
30	PERR1	0	R	**Data Parity Error 1**
	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 1.2 Conventions*		
24:16	RXDATA1	0x000	R	**RX Data 1**
	Second frame read from buffer.			
15	FERR0	0	R	**Data Framing Error 0**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
14	PERR0	0	R	**Data Parity Error 0**
	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 1.2 Conventions*		
8:0	RXDATA0	0x000	R	**RX Data 0**
	First frame read from buffer.			

18.5.10 USARTn_RXDOUBLE - RX FIFO Double Data Register (Actionable Reads)

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																	0x00								0x00							
Access																	R								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 1.2 Conventions*		
15:8	RXDATA1	0x00	R	**RX Data 1**
	Second frame read from buffer.			
7:0	RXDATA0	0x00	R	**RX Data 0**
	First frame read from buffer.			

18.5.11 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	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																	FERRP	PERRP							RXDATAP							

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15	FERRP	0	R	**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	**Data Parity Error Peek**
	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 1.2 Conventions*		
8:0	RXDATAP	0x000	R	**RX Data Peek**
	Use this register to access data read from the USART.			

18.5.12 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										0x000					0	0										0x000				
Access	R	R										R					R	R										R				
Name	FERRP1	PERRP1										RXDATAP1					FERRP0	PERRP0										RXDATAP0				

Bit	Name	Reset	Access	Description
31	FERRP1	0	R	**Data Framing Error 1 Peek**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
30	PERRP1	0	R	**Data Parity Error 1 Peek**
	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 1.2 Conventions*		
24:16	RXDATAP1	0x000	R	**RX Data 1 Peek**
	Second frame read from FIFO.			
15	FERRP0	0	R	**Data Framing Error 0 Peek**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
14	PERRP0	0	R	**Data Parity Error 0 Peek**
	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 1.2 Conventions*		
8:0	RXDATAP0	0x000	R	**RX Data 0 Peek**
	First frame read from FIFO.			

18.5.13 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			0x000								
Access																	W	W	W	W	W			W								
Name																	RXENAT	TXDISAT	TXBREAK	TXTRIAT	UBRXAT			TXDATAX								

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15	RXENAT	0	W	**Enable RX After Transmission**
	Set to enable reception after transmission.			
14	TXDISAT	0	W	**Clear TXEN After Transmission**
	Set to disable transmitter and release data bus directly after transmission.			
13	TXBREAK	0	W	**Transmit Data as Break**
	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.			
12	TXTRIAT	0	W	**Set TXTRI After Transmission**
	Set to tristate transmitter by setting TXTRI after transmission.			
11	UBRXAT	0	W	**Unblock RX After Transmission**
	Set to clear RXBLOCK after transmission, unblocking the receiver.			
10:9	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:0	TXDATAX	0x000	W	**TX Data**
	Use this register to write data to the USART. If TXEN is set, a transfer will be initiated at the first opportunity.			

18.5.14 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	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																									0x00							
Access																									W							
Name																									TXDATA							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TXDATA	0x00	W	**TX Data**
	This frame will be added to TX buffer. Only 8 LSB can be written using this register. 9th bit and control bits will be cleared.			

18.5.15 USARTn_TXDOUBLEX - TX Buffer Double Data Extended 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	0	0	0	0	0			0x000									0	0	0	0	0			0x000								
Access	W	W	W	W	W			W									W	W	W	W	W			W								
Name	RXENAT1	TXDISAT1	TXBREAK1	TXTRIAT1	UBRXAT1			TXDATA1									RXENAT0	TXDISAT0	TXBREAK0	TXTRIAT0	UBRXAT0			TXDATA0								

Bit	Name	Reset	Access	Description
31	RXENAT1	0	W	**Enable RX After Transmission**
	Set to enable reception after transmission.			
30	TXDISAT1	0	W	**Clear TXEN After Transmission**
	Set to disable transmitter and release data bus directly after transmission.			
29	TXBREAK1	0	W	**Transmit Data as Break**
	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_TXDATA.			
28	TXTRIAT1	0	W	**Set TXTRI After Transmission**
	Set to tristate transmitter by setting TXTRI after transmission.			
27	UBRXAT1	0	W	**Unblock RX After Transmission**
	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 1.2 Conventions*		
24:16	TXDATA1	0x000	W	**TX Data**
	Second frame to write to FIFO.			
15	RXENAT0	0	W	**Enable RX After Transmission**
	Set to enable reception after transmission.			
14	TXDISAT0	0	W	**Clear TXEN After Transmission**
	Set to disable transmitter and release data bus directly after transmission.			
13	TXBREAK0	0	W	**Transmit Data as Break**
	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.			
12	TXTRIAT0	0	W	**Set TXTRI After Transmission**
	Set to tristate transmitter by setting TXTRI after transmission.			
11	UBRXAT0	0	W	**Unblock RX After Transmission**
	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 1.2 Conventions*		
8:0	TXDATA0	0x000	W	**TX Data**
	First frame to write to buffer.			

18.5.16 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 1.2 Conventions*		
15:8	TXDATA1	0x00	W	**TX Data**
	Second frame to write to buffer.			
7:0	TXDATA0	0x00	W	**TX Data**
	First frame to write to buffer.			

18.5.17 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	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	1	0
Access																R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Name																TCMP2	TCMP1	TCMP0	TXIDLE	CCF	SSM	MPAF	FERR	PERR	TXUF	TXOF	RXUF	RXOF	RXFULL	RXDATAV	TXBL	TXC

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	TCMP2	0	R	**Timer Comparator 2 Interrupt Flag**
	Set when the timer reaches the comparator 2 value, TCMP2.			
15	TCMP1	0	R	**Timer Comparator 1 Interrupt Flag**
	Set when the timer reaches the comparator 1 value, TCMP1.			
14	TCMP0	0	R	**Timer Comparator 0 Interrupt Flag**
	Set when the Timer reaches the comparator 0 value, TCMP0.			
13	TXIDLE	0	R	**TX Idle Interrupt Flag**
	Set when TX goes idle. At this point, transmission has ended			
12	CCF	0	R	**Collision Check Fail Interrupt Flag**
	Set when a collision check notices an error in the transmitted data.			
11	SSM	0	R	**Slave-Select in Master Mode Interrupt Flag**
	Set when the device is selected as a slave when in master mode.			
10	MPAF	0	R	**Multi-Processor Address Frame Interrupt Flag**
	Set when a multi-processor address frame is detected.			
9	FERR	0	R	**Framing Error Interrupt Flag**
	Set when a frame with a framing error is received while RXBLOCK is cleared.			
8	PERR	0	R	**Parity Error Interrupt Flag**
	Set when a frame with a parity error (asynchronous mode only) is received while RXBLOCK is cleared.			
7	TXUF	0	R	**TX Underflow Interrupt Flag**
	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	**TX Overflow Interrupt Flag**
	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	**RX Underflow Interrupt Flag**
	Set when trying to read from the receive buffer when it is empty.			
4	RXOF	0	R	**RX Overflow Interrupt Flag**
	Set when data is incoming while the receive shift register is full. The data previously in the shift register is lost.			

Bit	Name	Reset	Access	Description
3	RXFULL	0	R	**RX Buffer Full Interrupt Flag**
	Set when the receive buffer becomes full.			
2	RXDATAV	0	R	**RX Data Valid Interrupt Flag**
	Set when data becomes available in the receive buffer.			
1	TXBL	1	R	**TX Buffer Level Interrupt Flag**
	Set when buffer becomes empty if buffer level is set to 0x0, or when the number of empty TX buffer elements equals specified buffer level.			
0	TXC	0	R	**TX Complete Interrupt Flag**
	This interrupt is set after a transmission when both the TX buffer and shift register are empty.			

18.5.18 USARTn_IFS - Interrupt Flag Set 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																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
Name																TCMP2	TCMP1	TCMP0	TXIDLE	CCF	SSM	MPAF	FERR	PERR	TXUF	TXOF	RXUF	RXOF	RXFULL			TXC

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	TCMP2	0	W1	**Set TCMP2 Interrupt Flag**
	Write 1 to set the TCMP2 interrupt flag			
15	TCMP1	0	W1	**Set TCMP1 Interrupt Flag**
	Write 1 to set the TCMP1 interrupt flag			
14	TCMP0	0	W1	**Set TCMP0 Interrupt Flag**
	Write 1 to set the TCMP0 interrupt flag			
13	TXIDLE	0	W1	**Set TXIDLE Interrupt Flag**
	Write 1 to set the TXIDLE interrupt flag			
12	CCF	0	W1	**Set CCF Interrupt Flag**
	Write 1 to set the CCF interrupt flag			
11	SSM	0	W1	**Set SSM Interrupt Flag**
	Write 1 to set the SSM interrupt flag			
10	MPAF	0	W1	**Set MPAF Interrupt Flag**
	Write 1 to set the MPAF interrupt flag			
9	FERR	0	W1	**Set FERR Interrupt Flag**
	Write 1 to set the FERR interrupt flag			
8	PERR	0	W1	**Set PERR Interrupt Flag**
	Write 1 to set the PERR interrupt flag			
7	TXUF	0	W1	**Set TXUF Interrupt Flag**
	Write 1 to set the TXUF interrupt flag			
6	TXOF	0	W1	**Set TXOF Interrupt Flag**
	Write 1 to set the TXOF interrupt flag			
5	RXUF	0	W1	**Set RXUF Interrupt Flag**
	Write 1 to set the RXUF interrupt flag			
4	RXOF	0	W1	**Set RXOF Interrupt Flag**
	Write 1 to set the RXOF interrupt flag			
3	RXFULL	0	W1	**Set RXFULL Interrupt Flag**
	Write 1 to set the RXFULL interrupt flag			

Bit	Name	Reset	Access	Description
2:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	TXC	0	W1	**Set TXC Interrupt Flag**
	Write 1 to set the TXC interrupt flag			

18.5.19 USARTn_IFC - Interrupt Flag Clear 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																0	0	0	0	0	0	0	0	0	0	0	0	0	0			0
Access																(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1			(R)W1
Name																TCMP2	TCMP1	TCMP0	TXIDLE	CCF	SSM	MPAF	FERR	PERR	TXUF	TXOF	RXUF	RXOF	RXFULL			TXC

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	TCMP2	0	(R)W1	**Clear TCMP2 Interrupt Flag**
	Write 1 to clear the TCMP2 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
15	TCMP1	0	(R)W1	**Clear TCMP1 Interrupt Flag**
	Write 1 to clear the TCMP1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
14	TCMP0	0	(R)W1	**Clear TCMP0 Interrupt Flag**
	Write 1 to clear the TCMP0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
13	TXIDLE	0	(R)W1	**Clear TXIDLE Interrupt Flag**
	Write 1 to clear the TXIDLE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
12	CCF	0	(R)W1	**Clear CCF Interrupt Flag**
	Write 1 to clear the CCF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
11	SSM	0	(R)W1	**Clear SSM Interrupt Flag**
	Write 1 to clear the SSM interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
10	MPAF	0	(R)W1	**Clear MPAF Interrupt Flag**
	Write 1 to clear the MPAF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	FERR	0	(R)W1	**Clear FERR Interrupt Flag**
	Write 1 to clear the FERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	PERR	0	(R)W1	**Clear PERR Interrupt Flag**
	Write 1 to clear the PERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	TXUF	0	(R)W1	**Clear TXUF Interrupt Flag**
	Write 1 to clear the TXUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

Bit	Name	Reset	Access	Description
6	TXOF	0	(R)W1	**Clear TXOF Interrupt Flag**
	Write 1 to clear the TXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5	RXUF	0	(R)W1	**Clear RXUF Interrupt Flag**
	Write 1 to clear the RXUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	RXOF	0	(R)W1	**Clear RXOF Interrupt Flag**
	Write 1 to clear the RXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	RXFULL	0	(R)W1	**Clear RXFULL Interrupt Flag**
	Write 1 to clear the RXFULL interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	TXC	0	(R)W1	**Clear TXC Interrupt Flag**
	Write 1 to clear the TXC interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

18.5.20 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	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
Access																RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name																TCMP2	TCMP1	TCMP0	TXIDLE	CCF	SSM	MPAF	FERR	PERR	TXUF	TXOF	RXUF	RXOF	RXFULL	RXDATAV	TXBL	TXC

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	TCMP2	0	RW	**TCMP2 Interrupt Enable**
	Enable/disable the TCMP2 interrupt			
15	TCMP1	0	RW	**TCMP1 Interrupt Enable**
	Enable/disable the TCMP1 interrupt			
14	TCMP0	0	RW	**TCMP0 Interrupt Enable**
	Enable/disable the TCMP0 interrupt			
13	TXIDLE	0	RW	**TXIDLE Interrupt Enable**
	Enable/disable the TXIDLE interrupt			
12	CCF	0	RW	**CCF Interrupt Enable**
	Enable/disable the CCF interrupt			
11	SSM	0	RW	**SSM Interrupt Enable**
	Enable/disable the SSM interrupt			
10	MPAF	0	RW	**MPAF Interrupt Enable**
	Enable/disable the MPAF interrupt			
9	FERR	0	RW	**FERR Interrupt Enable**
	Enable/disable the FERR interrupt			
8	PERR	0	RW	**PERR Interrupt Enable**
	Enable/disable the PERR interrupt			
7	TXUF	0	RW	**TXUF Interrupt Enable**
	Enable/disable the TXUF interrupt			
6	TXOF	0	RW	**TXOF Interrupt Enable**
	Enable/disable the TXOF interrupt			
5	RXUF	0	RW	**RXUF Interrupt Enable**
	Enable/disable the RXUF interrupt			
4	RXOF	0	RW	**RXOF Interrupt Enable**
	Enable/disable the RXOF interrupt			

Bit	Name	Reset	Access	Description
3	RXFULL	0	RW	**RXFULL Interrupt Enable**
	Enable/disable the RXFULL interrupt			
2	RXDATAV	0	RW	**RXDATAV Interrupt Enable**
	Enable/disable the RXDATAV interrupt			
1	TXBL	0	RW	**TXBL Interrupt Enable**
	Enable/disable the TXBL interrupt			
0	TXC	0	RW	**TXC Interrupt Enable**
	Enable/disable the TXC interrupt			

18.5.21 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	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																					0x0				0				0	0x0		0
Access																					RW				RW				RW	RW		RW
Name																					IRPRSSEL				IRPRSEN				IRFILT	IRPW		IREN

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:8	IRPRSSEL	0x0	RW	**IrDA PRS Channel Select**

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
8	PRSCH8	PRS Channel 8 selected
9	PRSCH9	PRS Channel 9 selected
10	PRSCH10	PRS Channel 10 selected
11	PRSCH11	PRS Channel 11 selected

7	IRPRSEN	0	RW	**IrDA PRS Channel Enable**

Enable the PRS channel selected by IRPRSSEL as input to IrDA module instead of TX.

6:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	IRFILT	0	RW	**IrDA RX Filter**

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

Bit	Name	Reset	Access	Description
2:1	IRPW	0x0	RW	**IrDA TX Pulse Width**

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	**Enable IrDA Module**

Enable IrDA module and rout USART signals through it.

18.5.22 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	4	3	2	1	0
Reset																	0				0x0				0				0x0			
Access																	RW				RW				RW				RW			
Name																	CLKPRS				CLKPRSSEL				RXPRS				RXPRSSEL			

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15	CLKPRS	0	RW	**PRS CLK Enable**
	When set, the PRS channel selected as input to CLK.			
14:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:8	CLKPRSSEL	0x0	RW	**CLK PRS Channel Select**
	Select PRS channel as input to CLK.			

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

7	RXPRS	0	RW	**PRS RX Enable**
	When set, the PRS channel selected as input to RX.			
6:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	RXPRSSEL	0x0	RW	**RX PRS Channel Select**
	Select PRS channel as input to RX.			

Value	Mode	Description

Bit	Name	Reset	Access	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

18.5.23 USARTn_I2SCTRL - I2S 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																						0x0						0	0	0	0	0
Access																						RW						RW	RW	RW	RW	RW
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 1.2 Conventions*		
10:8	FORMAT	0x0	RW	**I2S Word Format**

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 1.2 Conventions*		
4	DELAY	0	RW	**Delay on I2S Data**

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	**Separate DMA Request for Left/Right Data**

When set DMA requests for right-channel data are put on the TXBLRIGHT and RXDATAVRIGHT DMA requests.

2	JUSTIFY	0	RW	**Justification of I2S Data**

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	**Stero or Mono**

Switch between stereo and mono mode. Set for mono

Bit	Name	Reset	Access	Description
0	EN	0	RW	**Enable I2S Mode**
	Set the U(S)ART in I2S mode.			

18.5.24 USARTn_TIMING - Timing 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		0x0				0x0				0x0				0x0																		
Access		RW				RW				RW				RW																		
Name		CSHOLD				ICS				CSSETUP				TXDELAY																		

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30:28	CSHOLD	0x0	RW	**Chip Select Hold**

Chip Select will be asserted after the end of frame transmission. When using TCMPn, normally set TIMECMPn_TSTART to DISABLE to stop general timer and to prevent unwanted interrupts.

Value	Mode	Description
0	ZERO	Disable CS being asserted after the end of transmission
1	ONE	CS is asserted for 1 baud-times after the end of transmission
2	TWO	CS is asserted for 2 baud-times after the end of transmission
3	THREE	CS is asserted for 3 baud-times after the end of transmission
4	SEVEN	CS is asserted for 7 baud-times after the end of transmission
5	TCMP0	CS is asserted after the end of transmission for TCMPVAL0 baud-times
6	TCMP1	CS is asserted after the end of transmission for TCMPVAL1 baud-times
7	TCMP2	CS is asserted after the end of transmission for TCMPVAL2 baud-times

27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26:24	ICS	0x0	RW	**Inter-character Spacing**

Inter-character spacing after each TX frame while the TX buffer is not empty. When using USART_TIMECMPn, normally set TSTART to DISABLE to stop general timer and to prevent unwanted interrupts.

Value	Mode	Description
0	ZERO	There is no space between charcters
1	ONE	Create a space of 1 baud-times before start of transmission
2	TWO	Create a space of 2 baud-times before start of transmission
3	THREE	Create a space of 3 baud-times before start of transmission
4	SEVEN	Create a space of 7 baud-times before start of transmission
5	TCMP0	Create a space of before the start of transmission for TCMPVAL0 baud-times

Bit	Name	Reset	Access	Description
	6	TCMP1		Create a space of before the start of transmission for TCMPVAL1 baud-times
	7	TCMP2		Create a space of before the start of transmission for TCMPVAL2 baud-times
23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	CSSETUP	0x0	RW	**Chip Select Setup**

Chip Select will be asserted before the start of frame transmission. When using USART_TIMECMPn, normally set TSTART to DISABLE to stop general timer and to prevent unwanted interrupts.

Value	Mode	Description
0	ZERO	CS is not asserted before start of transmission
1	ONE	CS is asserted for 1 baud-times before start of transmission
2	TWO	CS is asserted for 2 baud-times before start of transmission
3	THREE	CS is asserted for 3 baud-times before start of transmission
4	SEVEN	CS is asserted for 7 baud-times before start of transmission
5	TCMP0	CS is asserted before the start of transmission for TCMPVAL0 baud-times
6	TCMP1	CS is asserted before the start of transmission for TCMPVAL1 baud-times
7	TCMP2	CS is asserted before the start of transmission for TCMPVAL2 baud-times

19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18:16	TXDELAY	0x0	RW	**TX Frame Start Delay**

Number of baud-times to delay the start of frame transmission. When using USART_TIMECMPn, normally set TSTART to DISABLE to stop general timer and to prevent unwanted interrupts.

Value	Mode	Description
0	DISABLE	Disable - TXDELAY in USARTn_CTRL can be used for legacy
1	ONE	Start of transmission is delayed for 1 baud-times
2	TWO	Start of transmission is delayed for 2 baud-times
3	THREE	Start of transmission is delayed for 3 baud-times
4	SEVEN	Start of transmission is delayed for 7 baud-times
5	TCMP0	Start of transmission is delayed for TCMPVAL0 baud-times
6	TCMP1	Start of transmission is delayed for TCMPVAL1 baud-times
7	TCMP2	Start of transmission is delayed for TCMPVAL2 baud-times

15:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

18.5.25 USARTn_CTRLX - Control Register Extended

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																													0	0	0	0
Access																													RW	RW	RW	RW
Name																													RTSINV	CTSEN	CTSINV	DBGHALT

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	RTSINV	0	RW	**RTS Pin Inversion**

When set, the RTS pin polarity is inverted.

Value	Description
0	The USn_RTS pin is low true
1	The USn_RTS pin is high true

Bit	Name	Reset	Access	Description
2	CTSEN	0	RW	**CTS Function Enabled**

When set, frames in the TXBUFn will not be sent until link partner asserts CTS. Any data in the TX shift register will continue transmitting, the next TXBUFn data will not load into the TX shift register

Value	Description
0	Ingore CTS
1	Stop transmitting when CTS is negated

Bit	Name	Reset	Access	Description
1	CTSINV	0	RW	**CTS Pin Inversion**

When set, the CTS pin polarity is inverted.

Value	Description
0	The USn_CTS pin is low true
1	The USn_CTS pin is high true

Bit	Name	Reset	Access	Description
0	DBGHALT	0	RW	**Debug Halt**

.

Value	Description
0	Continue to transmit until TX buffer is empty
1	Complete the transmission in the shift register and then halt transmission; also negate RTS to stop link partner's transmission during debug HALT. NOTE** The core clock should be equal to or faster than the peripheral clock; otherwise, each single step could transmit multiple frames instead of just transmitting one frame.

18.5.26 USARTn_TIMECMP0 - Used to Generate Interrupts and Various Delays

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								0		0x0				0x0											0x00							
Access								RW		RW				RW											RW							
Name								RESTARTEN		TSTOP				TSTART											TCMPVAL							

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	RESTARTEN	0	RW	**Restart Timer on TCMP0**

Each TCMP0 event will reset and restart the timer

Value	Description
0	Disable the timer restarting on TCMP0
1	Enable the timer restarting on TCMP0

23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	TSTOP	0x0	RW	**Source Used to Disable Comparator 0**

Select the source which disables comparator 0

Value	Mode	Description
0	TCMP0	Comparator 0 is disabled when the counter equals TCMPVAL and triggers a TCMP0 event
1	TXST	Comparator 0 is disabled at the start of transmission
2	RXACT	Comparator 0 is disabled on RX going going Active (default: low)
3	RXACTN	Comparator 0 is disabled on RX going Inactive

19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18:16	TSTART	0x0	RW	**Timer Start Source**

Source used to start comparator 0 and timer

Value	Mode	Description
0	DISABLE	Comparator 0 is disabled
1	TXEOF	Comparator 0 and timer are started at TX end of frame
2	TXC	Comparator 0 and timer are started at TX Complete
3	RXACT	Comparator 0 and timer are started at RX going Active (default: low)
4	RXEOF	Comparator 0 and timer are started at RX end of frame

Bit	Name	Reset	Access	Description
15:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TCMPVAL	0x00	RW	**Timer Comparator 0** When the timer equals TCMPVAL, this signals a TCMP0 event and sets the TCMP0 flag. This event can also be used to enable various USART functionality. A value of 0x00 represents 256 baud times.

18.5.27 USARTn_TIMECMP1 - Used to Generate Interrupts and Various Delays

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								0		0x0				0x0											0x00							
Access								RW		RW				RW											RW							
Name								RESTARTEN		TSTOP				TSTART											TCMPVAL							

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	RESTARTEN	0	RW	**Restart Timer on TCMP1**

Each TCMP1 event will reset and restart the timer

Value	Description
0	Disable the timer restarting on TCMP1
1	Enable the timer restarting on TCMP1

23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	TSTOP	0x0	RW	**Source Used to Disable Comparator 1**

Select the source which disables comparator 1

Value	Mode	Description
0	TCMP1	Comparator 1 is disabled when the counter equals TCMPVAL and triggers a TCMP1 event
1	TXST	Comparator 1 is disabled at TX start TX Engine
2	RXACT	Comparator 1 is disabled on RX going going Active (default: low)
3	RXACTN	Comparator 1 is disabled on RX going Inactive

19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18:16	TSTART	0x0	RW	**Timer Start Source**

Source used to start comparator 1 and timer

Value	Mode	Description
0	DISABLE	Comparator 1 is disabled
1	TXEOF	Comparator 1 and timer are started at TX end of frame
2	TXC	Comparator 1 and timer are started at TX Complete
3	RXACT	Comparator 1 and timer are started at RX going going Active (default: low)
4	RXEOF	Comparator 1 and timer are started at RX end of frame

Bit	Name	Reset	Access	Description
15:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TCMPVAL	0x00	RW	**Timer Comparator 1** When the timer equals TCMPVAL, this signals a TCMP1 event and sets the TCMP1 flag. This event can also be used to enable various USART functionality. A value of 0x00 represents 256 baud times.

18.5.28 USARTn_TIMECMP2 - Used to Generate Interrupts and Various Delays

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								0		0x0				0x0											0x00							
Access								RW		RW				RW											RW							
Name								RESTARTEN		TSTOP				TSTART											TCMPVAL							

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	RESTARTEN	0	RW	**Restart Timer on TCMP2**

Each TCMP2 event will reset and restart the timer

Value	Description
0	Disable the timer restarting on TCMP2
1	Enable the timer restarting on TCMP2

23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	TSTOP	0x0	RW	**Source Used to Disable Comparator 2**

Select the source which disables comparator 2

Value	Mode	Description
0	TCMP2	Comparator 2 is disabled when the counter equals TCMPVAL and triggers a TCMP2 event
1	TXST	Comparator 2 is disabled at TX start TX Engine
2	RXACT	Comparator 2 is disabled on RX going going Active (default: low)
3	RXACTN	Comparator 2 is disabled on RX going Inactive

19	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
18:16	TSTART	0x0	RW	**Timer Start Source**

Source used to start comparator 2 and timer

Value	Mode	Description
0	DISABLE	Comparator 2 is disabled
1	TXEOF	Comparator 2 and timer are started at TX end of frame
2	TXC	Comparator 2 and timer are started at TX Complete
3	RXACT	Comparator 2 and timer are started at RX going going Active (default: low)
4	RXEOF	Comparator 2 and timer are started at RX end of frame

Bit	Name	Reset	Access	Description
15:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TCMPVAL	0x00	RW	**Timer Comparator 2** When the timer equals TCMPVAL, this signals a TCMP2 event and sets the TCMP2 flag. This event can also be used to enable various USART functionality. A value of 0x00 represents 256 baud times.

18.5.29 USARTn_ROUTEPEN - I/O Routing Pin Enable 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																											0	0	0	0	0	0
Access																											RW	RW	RW	RW	RW	RW
Name																											RTSPEN	CTSPEN	CLKPEN	CSPEN	TXPEN	RXPEN

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	RTSPEN	0	RW	**RTS Pin Enable**

When set, the RTS pin of the USART is enabled.

Value	Description
0	The USn_RTS pin is disabled
1	The USn_RTS pin is enabled

Bit	Name	Reset	Access	Description
4	CTSPEN	0	RW	**CTS Pin Enable**

When set, the CTS pin of the USART is enabled.

Value	Description
0	The USn_CTS pin is disabled
1	The USn_CTS pin is enabled

Bit	Name	Reset	Access	Description
3	CLKPEN	0	RW	**CLK Pin Enable**

When set, the CLK pin of the USART is enabled.

Value	Description
0	The USn_CLK pin is disabled
1	The USn_CLK pin is enabled

Bit	Name	Reset	Access	Description
2	CSPEN	0	RW	**CS Pin Enable**

When set, the CS pin of the USART 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	**TX Pin Enable**

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

Bit	Name	Reset	Access	Description
0	RXPEN	0	RW	**RX Pin Enable**

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

18.5.30 USARTn_ROUTELOC0 - I/O Routing Location 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			0x00								0x00								0x00								0x00					
Access			RW								RW								RW								RW					
Name			CLKLOC								CSLOC								TXLOC								RXLOC					

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	CLKLOC	0x00	RW	**I/O Location**

Decides the location of the USART CLK pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CSLOC	0x00	RW	**I/O Location**

Decides the location of the USART CS pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	TXLOC	0x00	RW	**I/O Location**

Decides the location of the USART TX pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	RXLOC	0x00	RW	**I/O Location**

Decides the location of the USART RX pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

18.5.31 USARTn_ROUTELOC1 - I/O Routing Location 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																			0x00								0x00					
Access																			RW								RW					
Name																			RTSLOC								CTSLOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	RTSLOC	0x00	RW	**I/O Location**

Decides the location of the USART RTS pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

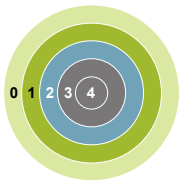
Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CTSLOC	0x00	RW	**I/O Location**

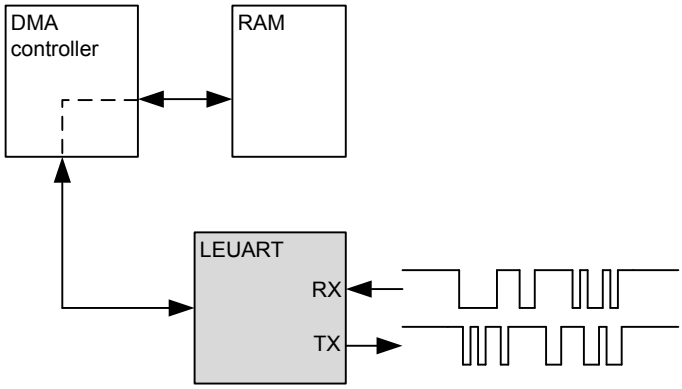
Decides the location of the USART CTS pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

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 µA 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 Low Energy UART (LEUART) 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.

Even when the system is in low energy mode EM2 DeepSleep (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 indicating the end of a data transmission. The start frame and signal frame can be used in combination to handle higher level communication protocols.

Similarly, data can be transmitted in EM2 DeepSleep 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 minimal software overhead and low 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 to 9600 baud
- 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 wake-up 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 Active, EM1 Sleep and EM2 DeepSleep with
  - Full DMA support
  - Specified start-frame 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 LEUART Overview on page 586.

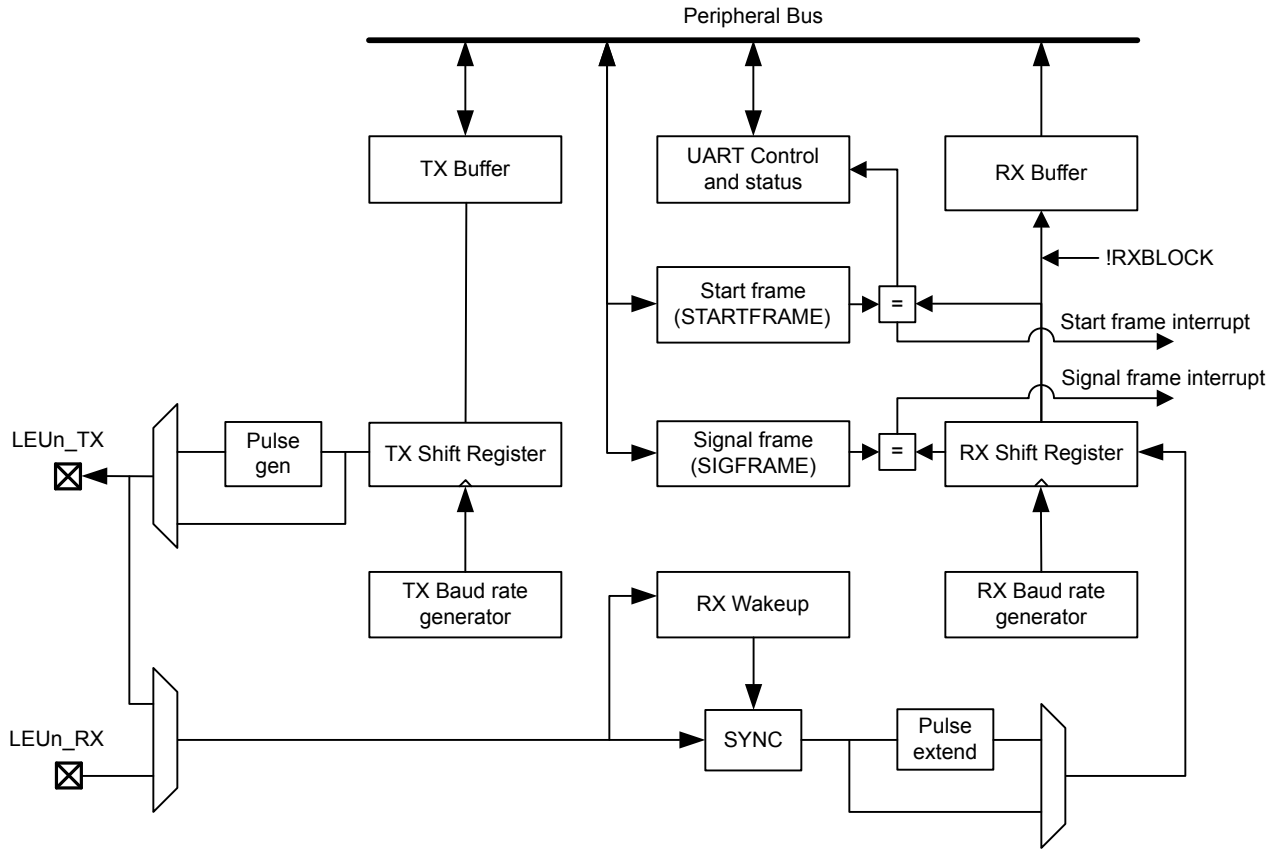


Figure 19.1. LEUART Overview

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 LEUART Asynchronous Frame Format on page 587.

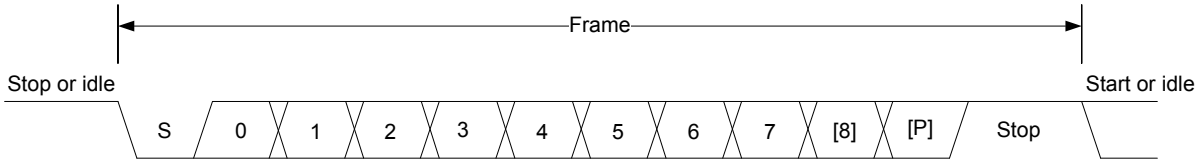


Figure 19.2. LEUART Asynchronous Frame Format

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 LEUART Parity Bit on page 587. 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 19.3.5.4 Parity Error 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_LFBCLKSEL register. The clock is prescaled by the LEUARTn bitfield in the CMU_LFBPRESC0 register and enabled by the LEUARTn bit in the CMU_LFBCLKEN0. See Figure 12.2 CMU Overview - Low Frequency Portion on page 266 for a diagram of the clocking structure.

To use this module, the LE interface clock must be enabled in CMU_HFBUSCLKEN0, 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 14-bit value, with a 9-bit integral part and a 5-bit fractional part. The baud rate of the LEUART is given by :

$$br = fLEUARTn / (1 + LEUARTn_CLKDIV / 256)$$

Figure 19.3. LEUART Baud Rate Equation

where fLEUARTn 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.

As an example let us assume fLEUART = 22.5 kHz and the value of DIV in LEUARTn_CLKDIV is 0x0028 (LEUARTn_CLKDIV = 0x00000140). The baud rate = 22.5 kHz / (1 + 0x140 / 256) = 22.5 kHz / 2.25 = 10 kHz.

For a desired baud rate $br_{DESIRED}$, LEUARTn_CLKDIV can be calculated by using:

$$LEUARTn_CLKDIV = 256 \times (fLEUARTn/br_{DESIRED} - 1)$$

Figure 19.4. LEUART CLKDIV Equation

It's important to note that this equation results in a 32bit value for the LEUARTn_CLKDIV register but only bits [16:3] are valid and all others must be 0. For example if we have a 32 kHz clock and whish to achieve a baud rate of 10 kHz the equation above results in a LEUARTn_CLKDIV value of 0x233. However, the actual value of the register will be 0x230 since bits [2:0] cannot be set. This limits the best achievable acuracy. In this example the actual baud rate will be 32 kHz / (1+ 0x230 / 255) = 10.039 kHz instead of 32 kHz / (1+ 0x233 / 255) = 10.002 kHz.

Table 19.2 LEUART Baud Rates on page 588 lists a set of desired baud rates and the closest baud rates reachable by the LEUART with a 32.768 kHz clock source. It also shows the average baud rate error.

Table 19.2. LEUART Baud Rates

Desired baud rate	LEUARTn_CLKDIV	LEUARTn_CLKDIV/256	Actual Baud Rate	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 19.3.4.1 Transmit Buffer Operation. When the transmit 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_TXDATAX, the 9th bit written to LEUARTn_TXDATAX 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.

There is also TXIDLE status in LEUART_STATUS which can be used to detect when the transmit state machine is in the idle state.

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 19.5 LEUART Transmitter Overview on page 589.

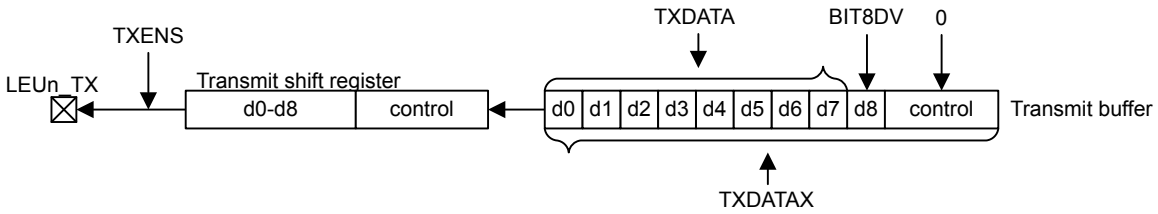


Figure 19.5. LEUART Transmitter Overview

19.3.4.2 Frame Transmission Control

The transmission control bits, which can be written using LEUARTn_TXDATAX, 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 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 bit 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 if AUTOTRI in LEUARTn_CTRL is set. See 19.3.7 Half Duplex Communication for more information on half duplex operation.

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 bit of a new frame. When a start bit 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 bit. 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.

The receive buffer,can be cleared by setting command bit CLEARRX in LEUARTn_CMD. This will make it avaliable for new data. Any frame currently being received will not be aborted and will become the first received frame when complete.

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 LEUARTn_RXDATAX 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 19.6 LEUART Receiver Overview on page 590.

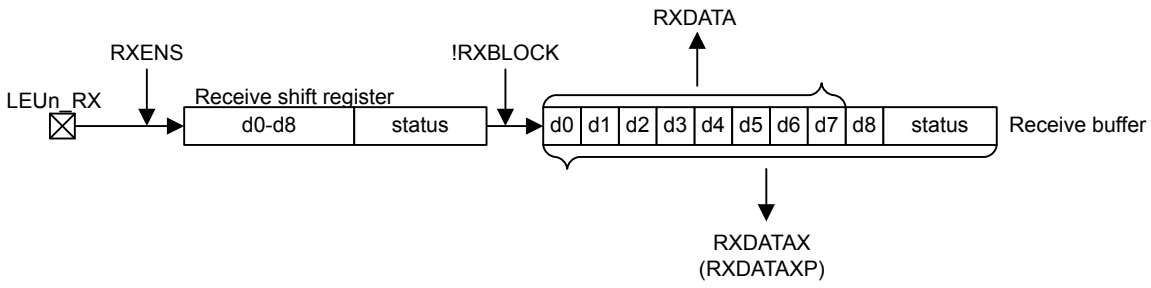


Figure 19.6. LEUART Receiver Overview

19.3.5.2 Blocking Incoming Data

When using hardware frame recognition, as detailed in 19.3.5.6 Programmable Start Frame, 19.3.5.7 Programmable Signal Frame, and 19.3.5.8 Multi-Processor Mode, 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 19.3.5.8 Multi-Processor Mode. The other case is when receiving a start-frame when SFUBRX in LEUARTn_CTRL is set; see 19.3.5.6 Programmable Start Frame

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 bit as close as possible to the middle of the bit-period. Except for the start-bit, only a single sample is taken of each of the incoming bits.

The length of a bit-period is given by 1 + 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 bit in the UART frame is then given by the following equation:

$$S_{opt}(n) = n\ (1 + LEUARTn_CLKDIV/256) + LEUARTn_CLKDIV/512$$

Figure 19.7. LEUART Optimal Sampling Point

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:

$$S(n) = floor(n\ x\ (1 + LEUARTn_CLKDIV/256) + LEUARTn_CLKDIV/512)$$

Figure 19.8. LEUART Actual Sampling Point

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_RXDATAX 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_RXDATAX or LEUARTn_RXDATAXP 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 DeepSleep, 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. The Start, Signal, and address frames should not be set to match the same frame since each of these uses separate synchronization to the peripherial clock domain.

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 19.9 LEUART Local Loopback on page 593. 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.

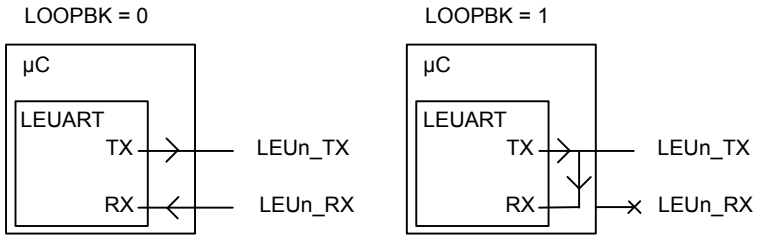


Figure 19.9. LEUART Local Loopback

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 19.10 LEUART Half Duplex Communication with External Driver on page 594 shows an example configuration using an external driver.

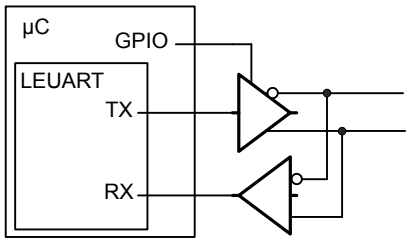


Figure 19.10. LEUART Half Duplex Communication with External Driver

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 when it is ready to transmit data, to when 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 bit 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.

To route the UART TX and RX signals to a pin first select the desired pins using the RXLOC and TXLOC fields in the LEUARTn_ROUTELOC0 register. Then enable the connection using TXPEN and RXPEN in the LEUARTn_ROUTPEN register. See the device data sheet for mappings between UART locations (LOC0, LOC1, etc.) and device pins (PA0, PA1, etc.).

19.3.9 PRS RX Input

In addition to receiving data on an external pin the LEUART can be configured to receive data directly from a PRS channel by setting RX_PRS in LEUARTn_INPUT. The PRS channel used can be selected using RX_PRS_SEL in LEUARTn_INPUT. See the PRS chapter for more details on the PRS block.

For example the output of a comparator could be routed to the LEUART through the PRS to allow for receiving a signal with low peak-to-peak voltage or a significant DC offset.

19.3.10 DMA Support

The LEUART has full DMA support in energy modes EM0 Active – EM2 DeepSleep. 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 DeepSleep, 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 DeepSleep/EM3 Stop 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 DeepSleep/EM3 Stop 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/input format of the LEUART from NRZ to RZI as shown in Figure 19.11 LEUART - NRZ vs. RZI on page 595.

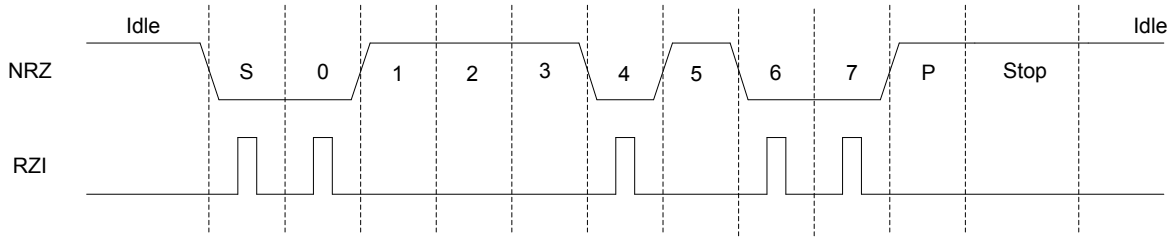


Figure 19.11. LEUART - NRZ vs. RZI

If PULSEEN in LEUARTn_PULSECTRL is set while INV in LEUARTn_CTRL is cleared, the output waveform will look like RZI shown in Figure 19.11 LEUART - NRZ vs. RZI on page 595, 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 31.25µs to 500µs 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 bit period.

At 2400 baud 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.

PULSEFILT in the LEUARTn_PULSECTRL register can be used to extend the minimum receive pulse width from 2 clock periods to 3 clock periods.

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. Refer to 4.3 Access to Low Energy Peripherals (Asynchronous Registers) for a description on how to perform register accesses to Low Energy Peripherals.

The registers LEUARTn_FREEZE and LEUARTn_SYNCBUSY are used for synchronization of this peripheral.

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_RXDATAX	R(a)	Receive Buffer Data Extended Register
0x01C	LEUARTn_RXDATA	R(a)	Receive Buffer Data Register
0x020	LEUARTn_RXDATAXP	R	Receive Buffer Data Extended Peek Register
0x024	LEUARTn_TXDATAX	W	Transmit Buffer Data Extended Register
0x028	LEUARTn_TXDATA	W	Transmit Buffer Data Register
0x02C	LEUARTn_IF	R	Interrupt Flag Register
0x030	LEUARTn_IFS	W1	Interrupt Flag Set Register
0x034	LEUARTn_IFC	(R)W1	Interrupt Flag Clear Register
0x038	LEUARTn_IEN	RW	Interrupt Enable Register
0x03C	LEUARTn_PULSECTRL	RW	Pulse Control Register
0x040	LEUARTn_FREEZE	RW	Freeze Register
0x044	LEUARTn_SYNCBUSY	R	Synchronization Busy Register
0x054	LEUARTn_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x058	LEUARTn_ROUTELOC0	RW	I/O Routing Location Register
0x064	LEUARTn_INPUT	RW	LEUART Input Register

19.5 Register Description

19.5.1 LEUARTn_CTRL - Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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		0	0	0	0	0	0	0	0	0	0	0x0		0	0
Access																	RW		RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW		RW	RW
Name																	TXDELAY		TXDMAWU	RXDMAWU	BIT8DV	MPAB	MPM	SFUBRX	LOOPBK	ERRSDMA	INV	STOPBITS	PARITY		DATABITS	AUTOTRI

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:14	TXDELAY	0x0	RW	**TX Delay Transmission**

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 bit period
2	DOUBLE	Transmission of new frames are delayed by two bit periods
3	TRIPLE	Transmission of new frames are delayed by three bit periods

13 TXDMAWU 0 RW **TX DMA Wakeup**

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 **RX DMA Wakeup**

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 **Bit 8 Default Value**

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.

Bit	Name	Reset	Access	Description
10	MPAB	0	RW	**Multi-Processor Address-Bit**

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	**Multi-Processor Mode**

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	**Start-Frame UnBlock RX**

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	**Loopback Enable**

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	**Clear RX DMA on Error**

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	**Invert Input and Output**

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 1, and a high value is 0.

4	STOPBITS	0	RW	**Stop-Bit Mode**

Determines the number of stop-bits used. Only used when transmitting data. The receiver only verifies that one stop bit is present.

Value	Mode	Description

Bit	Name	Reset	Access	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	**Parity-Bit Mode**
	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	**Data-Bit Mode**
	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	**Automatic Transmitter Tristate**
	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 see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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	0	0	0	0	0
Access																									W1	W1	W1	W1	W1	W1	W1	W1
Name																									CLEARRX	CLEARTX	RXBLOCKDIS	RXBLOCKEN	TXDIS	TXEN	RXDIS	RXEN

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	CLEARRX	0	W1	**Clear RX**
	Set to clear receive buffer and the RX shift register.			
6	CLEARTX	0	W1	**Clear TX**
	Set to clear transmit buffer and the TX shift register.			
5	RXBLOCKDIS	0	W1	**Receiver Block Disable**
	Set to clear RXBLOCK, resulting in all incoming frames being loaded into the receive buffer.			
4	RXBLOCKEN	0	W1	**Receiver Block Enable**
	Set to set RXBLOCK, resulting in all incoming frames being discarded.			
3	TXDIS	0	W1	**Transmitter Disable**
	Set to disable transmission.			
2	TXEN	0	W1	**Transmitter Enable**
	Set to enable data transmission.			
1	RXDIS	0	W1	**Receiver Disable**
	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	**Receiver Enable**
	Set to activate data reception on LEUn_RX.			

19.5.3 LEUARTn_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																										1	0	1	0	0	0	0
Access																										R	R	R	R	R	R	R
Name																										TXIDLE	RXDATAV	TXBL	TXC	RXBLOCK	TXENS	RXENS

Bit	Name	Reset	Access	Description
31:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6	TXIDLE	1	R	**TX Idle**
	Set when TX is idle			
5	RXDATAV	0	R	**RX Data Valid**
	Set when data is available in the receive buffer. Cleared when the receive buffer is empty.			
4	TXBL	1	R	**TX Buffer Level**
	Indicates the level of the transmit buffer. Set when the transmit buffer is empty, and cleared when it is full.			
3	TXC	0	R	**TX Complete**
	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	**Block Incoming Data**
	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	**Transmitter Enable Status**
	Set when the transmitter is enabled.			
0	RXENS	0	R	**Receiver Enable Status**
	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 see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																DIV																

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16:3	DIV	0x0000	RW	**Fractional Clock Divider** Specifies the fractional clock divider for the LEUART. Bits [7:3] are the fractional part and bits [16:8] are the integer part. The total divider is ([16:8] + [7:3]/32). To make the math easier the total divider can also be calculated as '([16:8] + [7:0]/256) where bits [0:2] will always be 0.
2:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

19.5.5 LEUARTn_STARTFRAME - Start Frame Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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 1.2 Conventions*		
8:0	STARTFRAME	0x000	RW	**Start Frame** 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 see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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 1.2 Conventions*		
8:0	SIGFRAME	0x000	RW	**Signal Frame**
	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 (Actionable Reads)

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 1.2 Conventions*		
15	FERR	0	R	**Receive Data Framing Error**
	Set if data in buffer has a framing error. Can be the result of a break condition.			
14	PERR	0	R	**Receive Data Parity Error**
	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 1.2 Conventions*		
8:0	RXDATA	0x000	R	**RX Data**
	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 (Actionable Reads)

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 1.2 Conventions*		
7:0	RXDATA	0x00	R	**RX Data**
	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																															
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																	0	0						0x000								
Access																	R	R						R								
Name																	FERRP	PERRP						RXDATAP								

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
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 1.2 Conventions*		
8:0	RXDATAP	0x000	R	**RX Data Peek**
	Use this register to access data read from the LEUART.			

19.5.10 LEUARTn_TXDATAX - Transmit Buffer Data Extended Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																	0	0	0					0x000								
Access																	W	W	W					W								
Name																	RXENAT	TXDISAT	TXBREAK					TXDATA								

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15	RXENAT	0	W	**Enable RX After Transmission**
	Set to enable reception after transmission.			
	Value			Description
	0			The receiver is not enabled after the frame has been transmitted
	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 competed.			
	Value			Description
	0			The transmitter is not disabled after the frame has been transmitted
	1			The transmitter is disabled (clearing TXENS) after the frame has been transmitted
13	TXBREAK	0	W	**Transmit Data as Break**
	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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
8:0	TXDATA	0x000	W	**TX Data**
	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 see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																									0x00							
Access																									W							
Name																									TXDATA							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	TXDATA	0x00	W	**TX Data** 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

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	1	0
Access																						R	R	R	R	R	R	R	R	R	R	R
Name																						SIGF	STARTF	MPAF	FERR	PERR	TXOF	RXUF	RXOF	RXDATAV	TXBL	TXC

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	SIGF	0	R	**Signal Frame Interrupt Flag**
	Set when a signal frame is detected. MPA, START, and SIGNAL should not be set to match the same frame since they use different synchronizers.			
9	STARTF	0	R	**Start Frame Interrupt Flag**
	Set when a start frame is detected. MPA, START, and SIGNAL should not be set to match the same frame since they use different synchronizers.			
8	MPAF	0	R	**Multi-Processor Address Frame Interrupt Flag**
	Set when a multi-processor address frame is detected. MPA, START, and SIGNAL should not be set to match the same frame since they use different synchronizers.			
7	FERR	0	R	**Framing Error Interrupt Flag**
	Set when a frame with a framing error is received while RXBLOCK is cleared.			
6	PERR	0	R	**Parity Error Interrupt Flag**
	Set when a frame with a parity error is received while RXBLOCK is cleared.			
5	TXOF	0	R	**TX Overflow Interrupt Flag**
	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	**RX Underflow Interrupt Flag**
	Set when trying to read from the receive buffer when it is empty.			
3	RXOF	0	R	**RX Overflow Interrupt Flag**
	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	**RX Data Valid Interrupt Flag**
	Set when data becomes available in the receive buffer.			
1	TXBL	1	R	**TX Buffer Level Interrupt Flag**
	Set when space becomes available in the transmit buffer for a new frame.			
0	TXC	0	R	**TX Complete Interrupt Flag**
	Set after a transmission when both the TX buffer and shift register are empty.			

19.5.13 LEUARTn_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	2	1	0
Reset																						0	0	0	0	0	0	0	0			0
Access																						W1	W1	W1	W1	W1	W1	W1	W1			W1
Name																						SIGF	STARTF	MPAF	FERR	PERR	TXOF	RXUF	RXOF			TXC

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	SIGF	0	W1	**Set SIGF Interrupt Flag**
	Write 1 to set the SIGF interrupt flag			
9	STARTF	0	W1	**Set STARTF Interrupt Flag**
	Write 1 to set the STARTF interrupt flag			
8	MPAF	0	W1	**Set MPAF Interrupt Flag**
	Write 1 to set the MPAF interrupt flag			
7	FERR	0	W1	**Set FERR Interrupt Flag**
	Write 1 to set the FERR interrupt flag			
6	PERR	0	W1	**Set PERR Interrupt Flag**
	Write 1 to set the PERR interrupt flag			
5	TXOF	0	W1	**Set TXOF Interrupt Flag**
	Write 1 to set the TXOF interrupt flag			
4	RXUF	0	W1	**Set RXUF Interrupt Flag**
	Write 1 to set the RXUF interrupt flag			
3	RXOF	0	W1	**Set RXOF Interrupt Flag**
	Write 1 to set the RXOF interrupt flag			
2:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	TXC	0	W1	**Set TXC Interrupt Flag**
	Write 1 to set the TXC interrupt flag			

19.5.14 LEUARTn_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	3	2	1	0
Reset																						0	0	0	0	0	0	0	0			0
Access																						(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1			(R)W1
Name																						SIGF	STARTF	MPAF	FERR	PERR	TXOF	RXUF	RXOF			TXC

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	SIGF	0	(R)W1	**Clear SIGF Interrupt Flag**
	Write 1 to clear the SIGF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	STARTF	0	(R)W1	**Clear STARTF Interrupt Flag**
	Write 1 to clear the STARTF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	MPAF	0	(R)W1	**Clear MPAF Interrupt Flag**
	Write 1 to clear the MPAF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	FERR	0	(R)W1	**Clear FERR Interrupt Flag**
	Write 1 to clear the FERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
6	PERR	0	(R)W1	**Clear PERR Interrupt Flag**
	Write 1 to clear the PERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5	TXOF	0	(R)W1	**Clear TXOF Interrupt Flag**
	Write 1 to clear the TXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	RXUF	0	(R)W1	**Clear RXUF Interrupt Flag**
	Write 1 to clear the RXUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	RXOF	0	(R)W1	**Clear RXOF Interrupt Flag**
	Write 1 to clear the RXOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	TXC	0	(R)W1	**Clear TXC Interrupt Flag**
	Write 1 to clear the TXC interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

19.5.15 LEUARTn_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	3	2	1	0
Reset																						0	0	0	0	0	0	0	0	0	0	0
Access																						RW	RW	RW	RW	RW	RW	RW	RW	RW	RW	RW
Name																						SIGF	STARTF	MPAF	FERR	PERR	TXOF	RXUF	RXOF	RXDATAV	TXBL	TXC

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	SIGF	0	RW	**SIGF Interrupt Enable**
	Enable/disable the SIGF interrupt			
9	STARTF	0	RW	**STARTF Interrupt Enable**
	Enable/disable the STARTF interrupt			
8	MPAF	0	RW	**MPAF Interrupt Enable**
	Enable/disable the MPAF interrupt			
7	FERR	0	RW	**FERR Interrupt Enable**
	Enable/disable the FERR interrupt			
6	PERR	0	RW	**PERR Interrupt Enable**
	Enable/disable the PERR interrupt			
5	TXOF	0	RW	**TXOF Interrupt Enable**
	Enable/disable the TXOF interrupt			
4	RXUF	0	RW	**RXUF Interrupt Enable**
	Enable/disable the RXUF interrupt			
3	RXOF	0	RW	**RXOF Interrupt Enable**
	Enable/disable the RXOF interrupt			
2	RXDATAV	0	RW	**RXDATAV Interrupt Enable**
	Enable/disable the RXDATAV interrupt			
1	TXBL	0	RW	**TXBL Interrupt Enable**
	Enable/disable the TXBL interrupt			
0	TXC	0	RW	**TXC Interrupt Enable**
	Enable/disable the TXC interrupt			

19.5.16 LEUARTn_PULSECTRL - Pulse Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																											0	0	0x0			
Access																											RW	RW	RW			
Name																											PULSEFILT	PULSEEN	PULSEW			

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	PULSEFILT	0	RW	**Pulse Filter**
	Enable a one-cycle pulse filter for pulse extender			
	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	**Pulse Generator/Extender Enable**
	Filter LEUART output through pulse generator and the LEUART input through the pulse extender.			
3:0	PULSEW	0x0	RW	**Pulse Width**
	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	0
Reset																																0
Access																																RW
Name																																REGFREEZE

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	REGFREEZE	0	RW	**Register Update Freeze**

When set, the update of the LEUART logic from registers 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 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	0
Reset																									0	0	0	0	0	0	0	0
Access																									R	R	R	R	R	R	R	R
Name																									PULSECTRL	TXDATA	TXDATAX	SIGFRAME	STARTFRAME	CLKDIV	CMD	CTRL

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7	PULSECTRL	0	R	**PULSECTRL Register Busy**
	Set when the value written to PULSECTRL is being synchronized.			
6	TXDATA	0	R	**TXDATA Register Busy**
	Set when the value written to TXDATA is being synchronized.			
5	TXDATAX	0	R	**TXDATAX Register Busy**
	Set when the value written to TXDATAX is being synchronized.			
4	SIGFRAME	0	R	**SIGFRAME Register Busy**
	Set when the value written to SIGFRAME is being synchronized.			
3	STARTFRAME	0	R	**STARTFRAME Register Busy**
	Set when the value written to STARTFRAME is being synchronized.			
2	CLKDIV	0	R	**CLKDIV Register Busy**
	Set when the value written to CLKDIV is being synchronized.			
1	CMD	0	R	**CMD Register Busy**
	Set when the value written to CMD is being synchronized.			
0	CTRL	0	R	**CTRL Register Busy**
	Set when the value written to CTRL is being synchronized.			

19.5.19 LEUARTn_ROUTEPEN - I/O Routing Pin Enable 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																															0	0
Access																															RW	RW
Name																															TXPEN	RXPEN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	TXPEN	0	RW	**TX Pin Enable**

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

Bit	Name	Reset	Access	Description
0	RXPEN	0	RW	**RX Pin Enable**

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_ROUTELOC0 - I/O Routing Location 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																			0x00								0x00					
Access																			RW								RW					
Name																			TXLOC								RXLOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	TXLOC	0x00	RW	**I/O Location**

Decides the location of the LEUART TX pin. See the device data sheet for the mapping between location and physical 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
6	LOC6	Location 6
7	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	RXLOC	0x00	RW	**I/O Location**

Decides the location of the LEUART RX pin. See the device data sheet for the mapping between location and physical 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
6	LOC6	Location 6
7	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22
23	LOC23	Location 23

Bit	Name	Reset	Access	Description
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

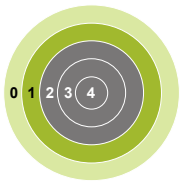
19.5.21 LEUARTn_INPUT - LEUART Input Register

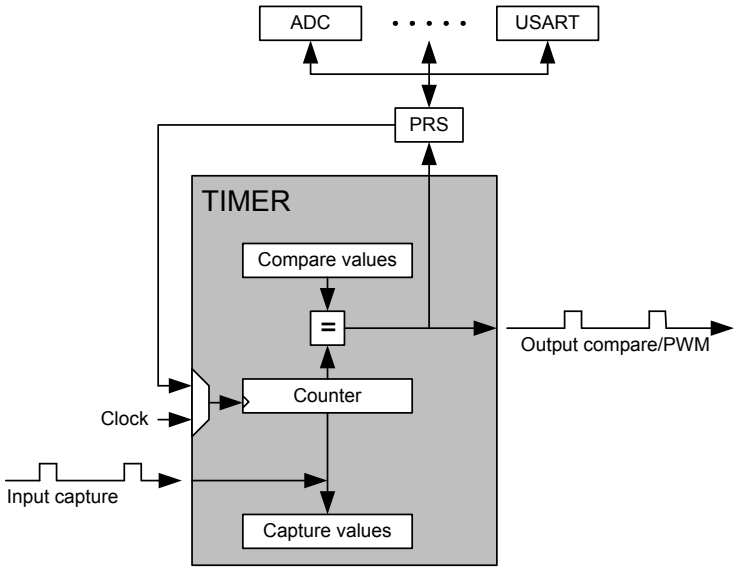
Offset	Bit Position																															
0x064	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																											0		0x0			
Access																											RW		RW			
Name																											RXPRS		RXPRSSEL			

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	RXPRS	0	RW	**PRS RX Enable**
	When set, the PRS channel selected as input to RX.			
4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	RXPRSSEL	0x0	RW	**RX PRS Channel Select**
	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

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 (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 reduces energy consumption.

20.1 Introduction

The general purpose timer has 3 or 4 compare/capture channels for input capture and compare/Pulse-Width Modulation (PWM) output.

Some timers also include a Dead-Time Insertion module suitable for motor control applications.

Refer to the device data sheet to determine the capabilities (capture/compare channel count and DTI) of each timer instance.

20.2 Features

- 16-bit auto reload up/down counter
  - Dedicated 16-bit reload register which serves as counter maximum
- 3 or 4 Compare/Capture channels
  - Individually 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
  - $HFPERCLK_{TIMERn}$
    - 10-bit Prescaler
  - External pin
  - Peripheral Reflex System
- Debug mode
  - Configurable to either run or stop when processor is stopped (halt/breakpoint)
- Interrupts, PRS output and/or DMA request on:
  - Underflow
  - Overflow
  - Compare/Capture event

- Dead-Time Insertion Unit
  - 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 TIMER Block Overview on page 621 and it consists of a 16 bit up/down counter with 3 Compare/Capture channels connected to pins TIMn_CC0, TIMn_CC1, and TIMn_CC2.

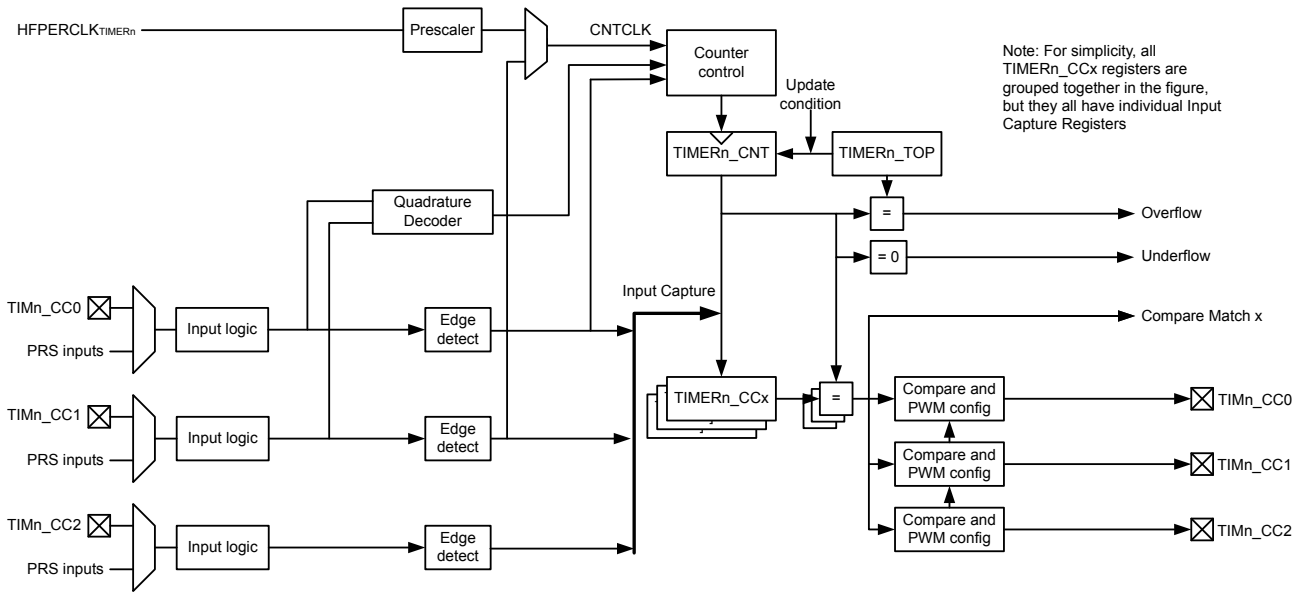


Figure 20.1. TIMER Block Overview

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 and Quadrature Decoder 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 and Quadrature Decoder mode, the next value is TIMERn_TOP. In up/down-count mode the next value is 1.

An update event occurs on overflow in up-count mode and on underflow in down-count or up/down count mode. Additionally, an update event also occurs on overflow and underflow in Quadrature Decoder Mode. This event is used to time updates of buffered values.

20.3.1.2 Operation

Figure 20.2 TIMER Hardware Timer/Counter Control on page 623 shows the hardware Timer/Counter control. Software can start or stop the counter by setting 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.

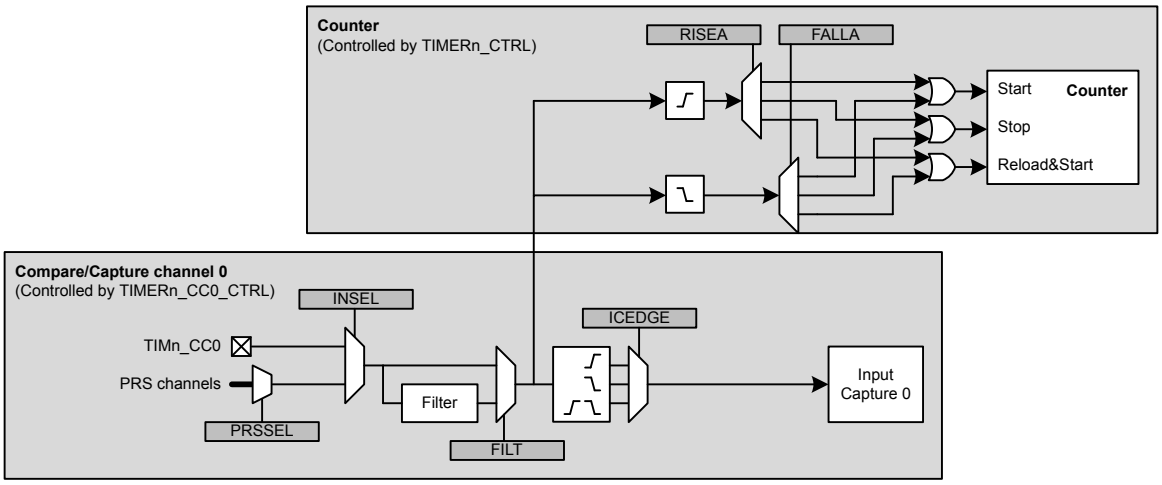


Figure 20.2. TIMER Hardware Timer/Counter Control

20.3.1.3 Clock Source

The counter can be clocked from several sources, which are all synchronized with the peripheral clock (HFPERCLK). See Figure 20.3 TIMER Clock Selection on page 623.

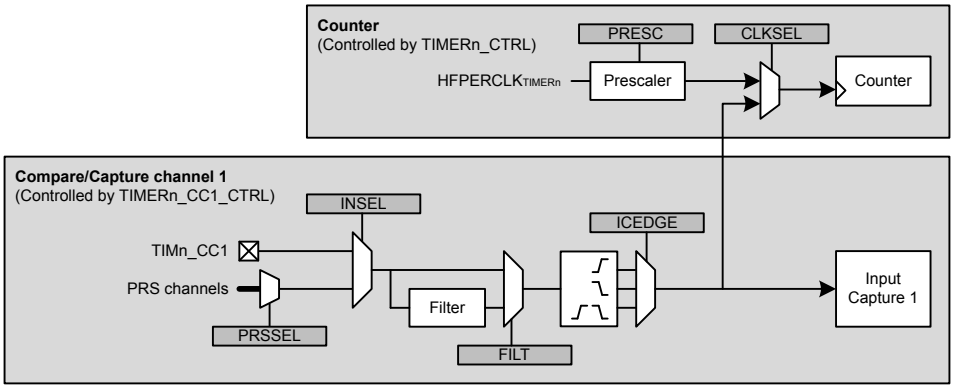


Figure 20.3. TIMER Clock Selection

20.3.1.4 Peripheral Clock (HFPERCLK)

The peripheral clock (HFPERCLK) can be used as a source with a configurable prescale factor of 2^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 produce an incorrect result. The prescaler is stopped and reset when the timer is stopped.

20.3.1.5 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.

20.3.1.6 Underflow/Overflow From Neighboring Timer

All timers are linked together (see Figure 20.4 TIMER Connections on page 624), 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.

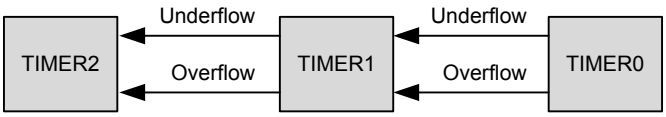


Figure 20.4. TIMER Connections

20.3.1.7 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* (see 20.3.1.1 Events). 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.

20.3.1.8 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 has not yet been written to the TIMERn_TOP register (see Figure 20.5 TIMER TOP Value Update Functionality on page 625).

Note: When writing to TIMERn_TOP register directly, the TIMERn_TOPB register value will be invalidated and the TOPBV flag will be cleared. This prevents TIMERn_TOP register from being immediately updated by an existing valid TIMERn_TOPB value during the next *update event*.

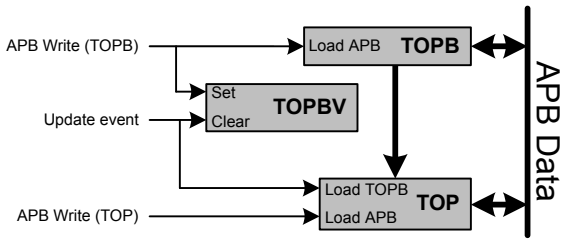


Figure 20.5. TIMER TOP Value Update Functionality

20.3.1.9 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 TIMER Quadrature Encoded Inputs on page 626).

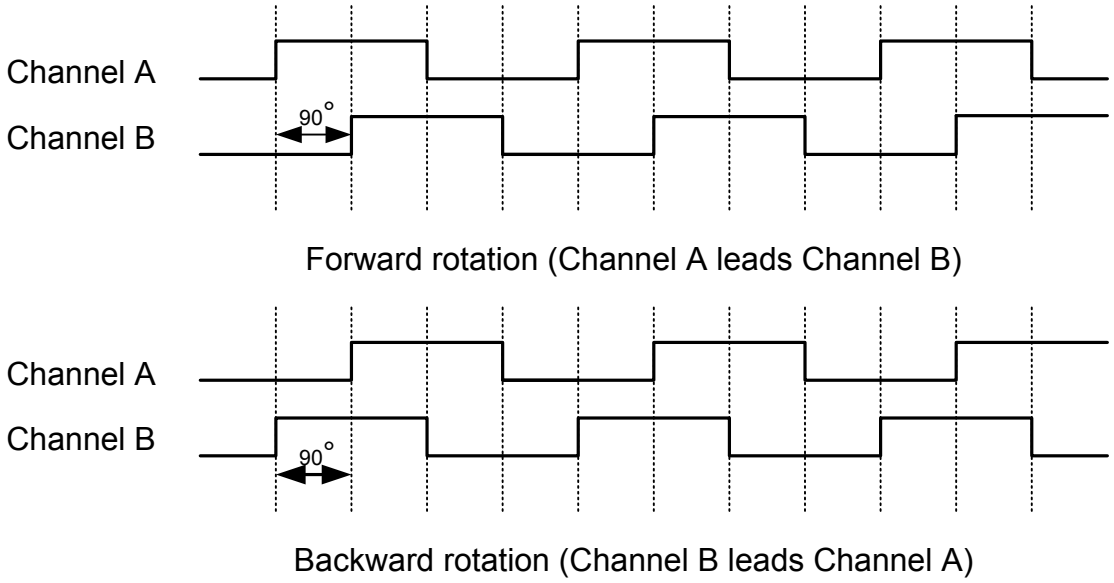


Figure 20.6. TIMER Quadrature Encoded Inputs

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.

Note: In Quadrature Decoder mode, overflow and underflow triggers an *update event*.

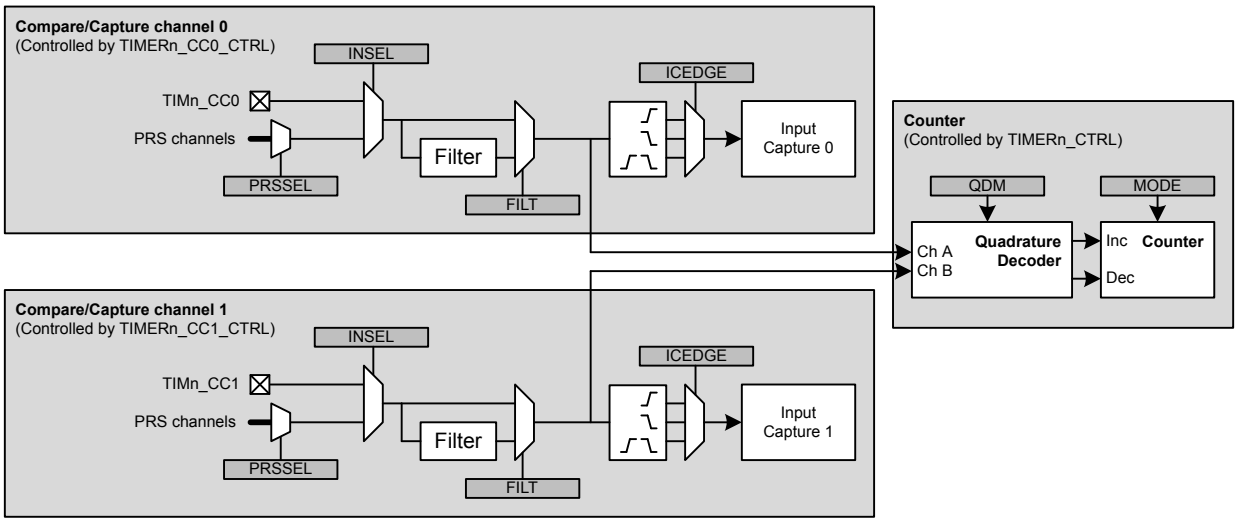


Figure 20.7. TIMER Quadrature Decoder Configuration

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 TIMER Quadrature Decoder Configuration on page 626

20.3.1.10 X2 Decoding Mode

In X2 Decoding mode, the counter increments or decrements on every edge of Channel A, see Table 20.1 TIMER Counter Response in X2 Decoding Mode on page 627 and Figure 20.8 TIMER X2 Decoding Mode on page 627.

Table 20.1. TIMER Counter Response in X2 Decoding Mode

Channel B	Channel A	
	Rising	Falling
0	Increment	Decrement
1	Decrement	Increment

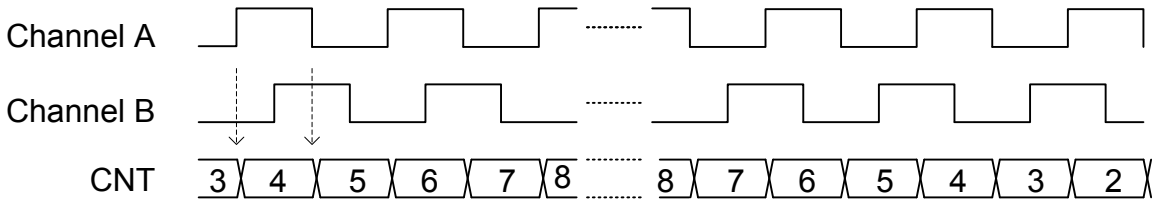


Figure 20.8. TIMER X2 Decoding Mode

20.3.1.11 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 TIMER X4 Decoding Mode on page 627 and Table 20.2 TIMER Counter Response in X4 Decoding Mode on page 627.

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		

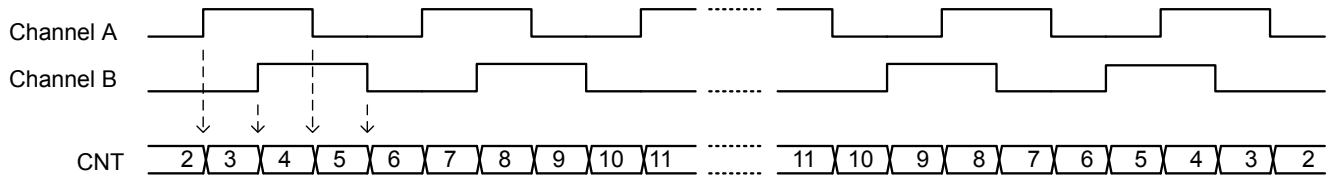


Figure 20.9. TIMER X4 Decoding Mode

20.3.1.12 TIMER Rotational Position

To calculate a position Figure 20.10 TIMER Rotational Position Equation on page 628 can be used.

$$pos° = (CNT/X \times N) \times 360°$$

Figure 20.10. TIMER Rotational Position Equation

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 20.11 TIMER Input Pin Logic on page 628). 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.

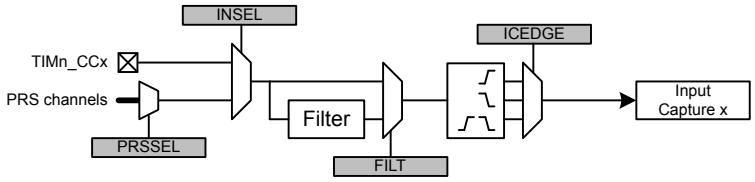


Figure 20.11. TIMER Input Pin Logic

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.

20.3.2.3 Input Capture

In Input Capture Mode, the counter value (TIMERn_CNT) can be captured in the Compare/Capture Register (TIMERn_CCx_CCV) (see Figure 20.12 TIMER Input Capture on page 629). The CCPOL bits in TIMERn_STATUS indicate the polarity of the edge that triggered the capture in TIMERn_CCx_CCV.

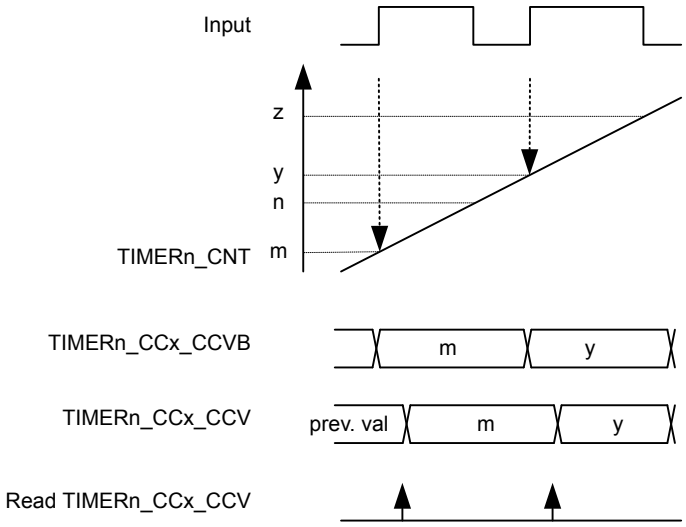


Figure 20.12. TIMER Input Capture

The Compare/Capture Buffer Register (TIMERn_CCx_CCVB) and the TIMERn_CCx_CCV register form double-buffered capture registers allowing two subsequent capture events to take place before a read-out is required. 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 this mode, TIMERn_CCx_CCV is read-only.

In the case where a capture is triggered while both TIMERn_CCx_CCV and TIMERn_CCx_CCVB contain unread capture values, the buffer overflow interrupt flag (ICBOF in TIMERn_IF) will be set. On overflow new capture values will overwrite the value in TIMERn_CCx_CCVB and the value of TIMERn_CCx_CCV will remain unchanged. TIMERn_CCx_CCV will always contain the oldest unread value and TIMERn_CCx_CCVB will always contain the newest value.

Note: In input capture mode, the timer will only trigger interrupts when it is running.

20.3.2.4 Period/Pulse-Width Capture

Period and/or pulse-width capture can only be possible with Channel 0 (CC0), because this is the only channel that can start and stop the timer. This can be done by setting the RISEA field in TIMERn_CTRL to Clear&Start, and select the wanted input from either external pin or PRS, see Figure 20.13 TIMER Period and/or Pulse width Capture on page 630. 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 measure the low pulse-width of a signal, opposite polarities should be chosen.

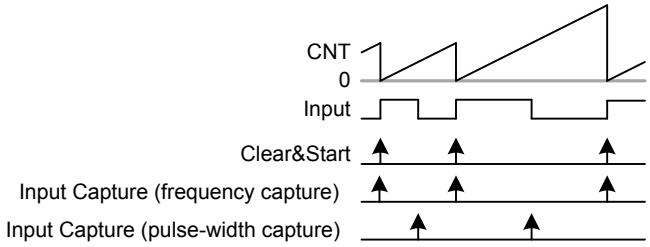


Figure 20.13. TIMER Period and/or Pulse width Capture

20.3.2.5 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 20.14 TIMER Block Diagram Showing Comparison Functionality on page 631. 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.

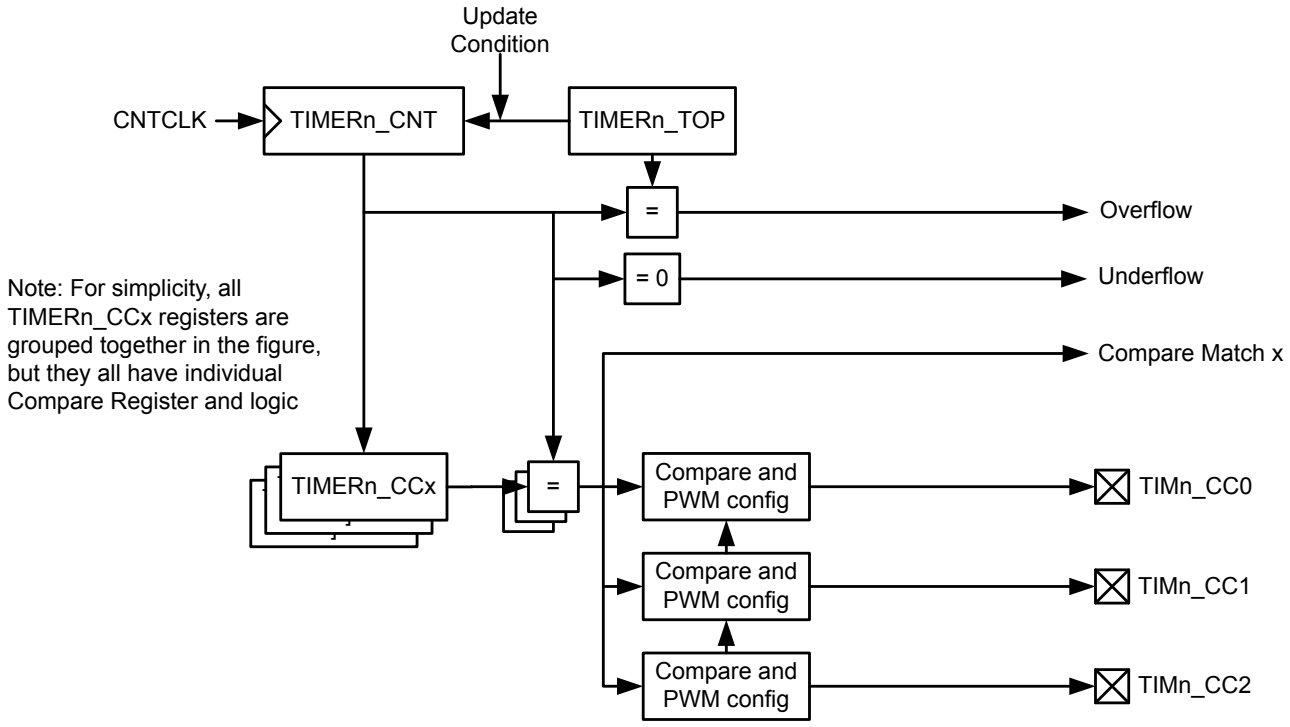


Figure 20.14. TIMER Block Diagram Showing Comparison Functionality

The compare output is delayed by one cycle to allow for full 0% to 100% PWM generation. 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. The following figure shows the output logic for the TIMER module.

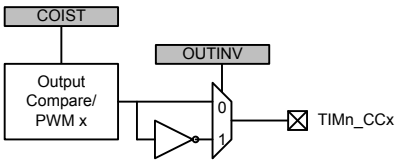


Figure 20.15. TIMER Output Logic

20.3.2.6 Compare Mode Registers

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 20.16 TIMER Output Compare/PWM Buffer Functionality Detail on page 632. 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 CCVBV flag in TIMERn_STATUS indicates whether the TIMERn_CCx_CCVB register contains data that has not yet been written to the TIMERn_CCx_CCV register. Note that when writing 0 to TIMERn_CCx_CCVB in up-down count mode 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.

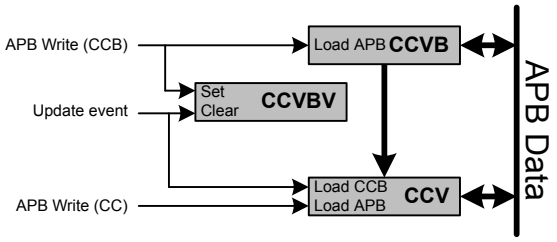


Figure 20.16. TIMER Output Compare/PWM Buffer Functionality Detail

20.3.2.7 Frequency Generation (FRG)

Frequency generation (see Figure 20.17 TIMER Up-count Frequency Generation on page 633) 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

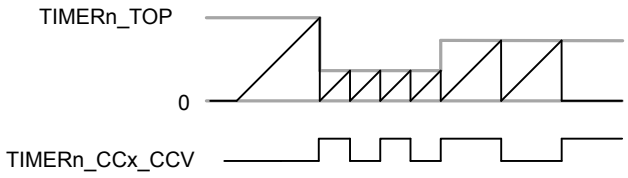


Figure 20.17. TIMER Up-count Frequency Generation

The output frequency is given by Figure 20.18 TIMER Up-count Frequency Generation Equation on page 633

$$f_{FRG} = f_{HFPERCLK} / (2^{(PRESC + 1)} \times (TOP + 1) \times 2)$$

Figure 20.18. TIMER Up-count Frequency Generation Equation

The figure below provides cycle accurate timing and event generation information for frequency generation.

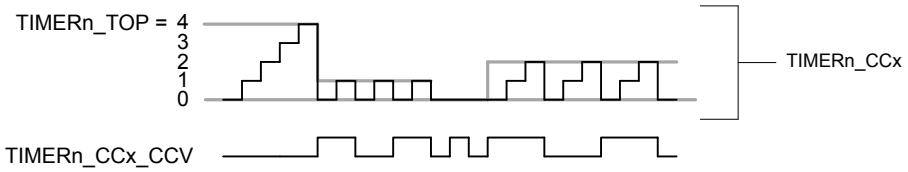


Figure 20.19. TIMER Up-count Frequency Generation Detail

20.3.2.8 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.

20.3.2.9 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 20.20 TIMER Up-count PWM Generation on page 634). 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 TIMERn_CCx_CCV to TOP+1 or higher. The PWM resolution (in bits) is then given by Figure 20.21 TIMER Up-count PWM Resolution Equation on page 634.

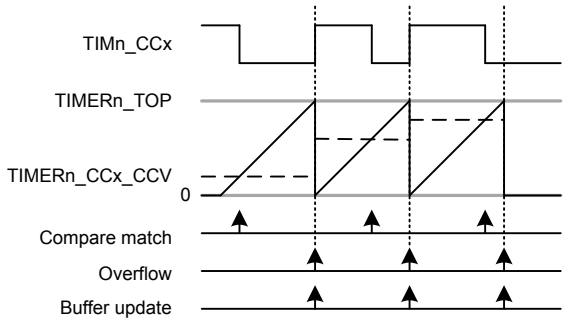


Figure 20.20. TIMER Up-count PWM Generation

$$R_{PWM_{up}} = \log(TOP+1)/\log(2)$$

Figure 20.21. TIMER Up-count PWM Resolution Equation

The PWM frequency is given by Figure 20.22 TIMER Up-count PWM Frequency Equation on page 634:

$$f_{PWM_{up/down}} = f_{HFPERCLK}/ (2\text{^}PRESC \times (TOP + 1))$$

Figure 20.22. TIMER Up-count PWM Frequency Equation

The high duty cycle is given by Figure 20.23 TIMER Up-count Duty Cycle Equation on page 634

$$DS_{up} = CCVx/(TOP+1)$$

Figure 20.23. TIMER Up-count Duty Cycle Equation

The figure below provides cycle accurate timing and event generation information for up-count mode.

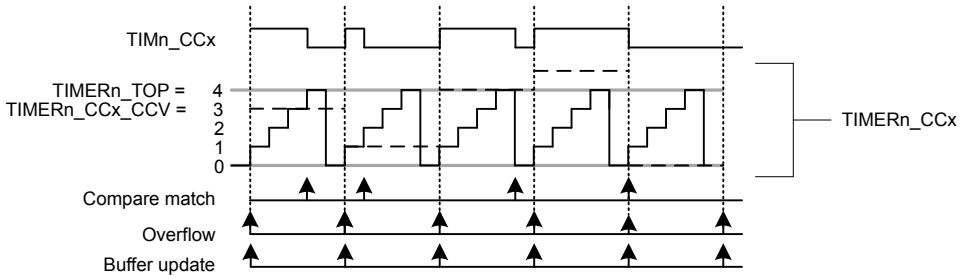


Figure 20.24. TIMER Up-count PWM Generation Detail

20.3.2.10 2x Count Mode (Up-count)

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 20.25 TIMER CC out in 2x mode on page 635

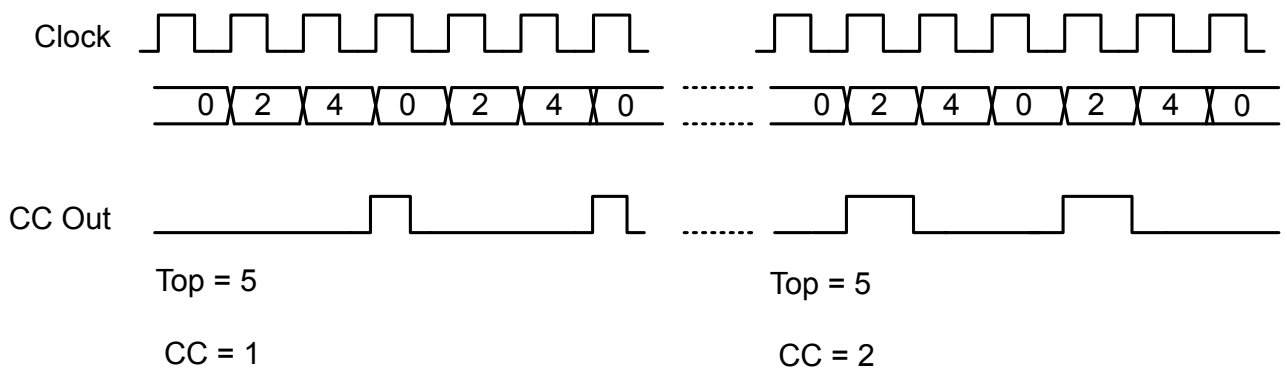


Figure 20.25. TIMER CC out in 2x mode

The PWM resolution is given by Figure 20.26 TIMER 2x PWM Resolution Equation on page 635.

$$R_{PWM_{2xmode}} = \log(TOP/2+1)/\log(2)$$

Figure 20.26. TIMER 2x PWM Resolution Equation

The PWM frequency is given by Figure 20.27 TIMER 2x Mode PWM Frequency Equation(Up-count) on page 635:

$$f_{PWM_{2xmode}} = f_{HFPERCLK}/ \text{floor}(TOP/2)+1$$

Figure 20.27. TIMER 2x Mode PWM Frequency Equation(Up-count)

The high duty cycle is given by Figure 20.28 TIMER 2x Mode Duty Cycle Equation on page 635

$$DS_{2xmode} = CCVx/((\text{floor}(TOP/2)+1)*2)$$

Figure 20.28. TIMER 2x Mode Duty Cycle Equation

20.3.2.11 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 20.29 TIMER Up/Down-count PWM Generation on page 636.The resolution (in bits) is given by Figure 20.30 TIMER Up/Down-count PWM Resolution Equation on page 636.

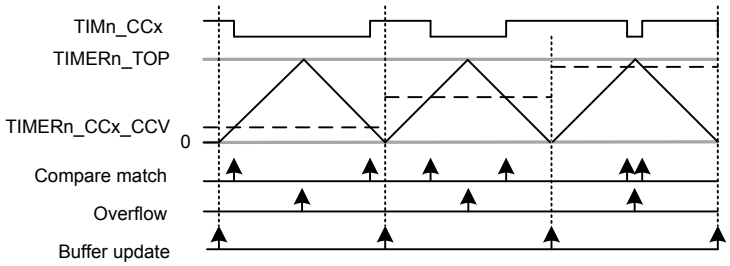


Figure 20.29. TIMER Up/Down-count PWM Generation

$$R_{PWM_{up/down}} = \log(TOP+1)/\log(2)$$

Figure 20.30. TIMER Up/Down-count PWM Resolution Equation

The PWM frequency is given by Figure 20.31 TIMER Up/Down-count PWM Frequency Equation on page 636:

$$f_{PWM_{up/down}} = f_{HFPERCLK}/ (2\text{^}(PRESC+1) \times TOP))$$

Figure 20.31. TIMER Up/Down-count PWM Frequency Equation

The high duty cycle is given by Figure 20.32 TIMER Up/Down-count Duty Cycle Equation on page 636

$$DS_{up/down} = CCVx/TOP$$

Figure 20.32. TIMER Up/Down-count Duty Cycle Equation

The figure below provides cycle accurate timing and event generation information for up-count mode.

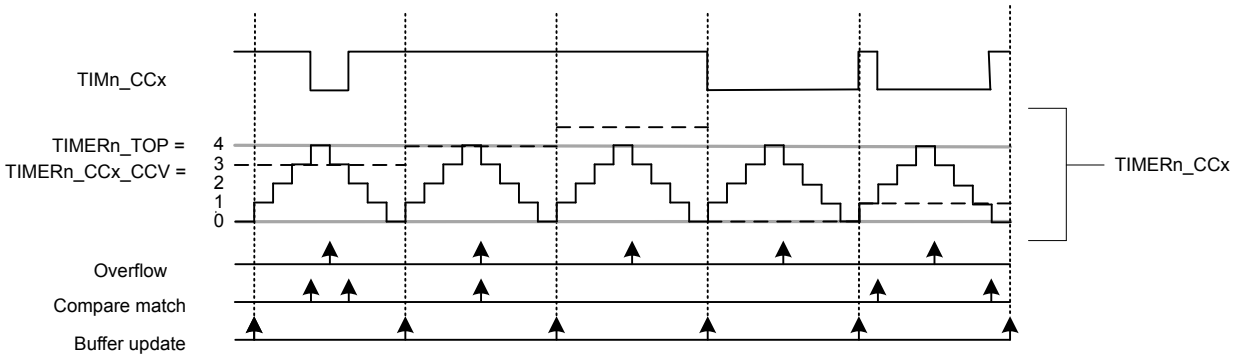


Figure 20.33. TIMER Up/Down-count PWM Generation

20.3.2.12 2x Count Mode (Up/Down-count)

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 20.34 TIMER CC out in 2x mode on page 637

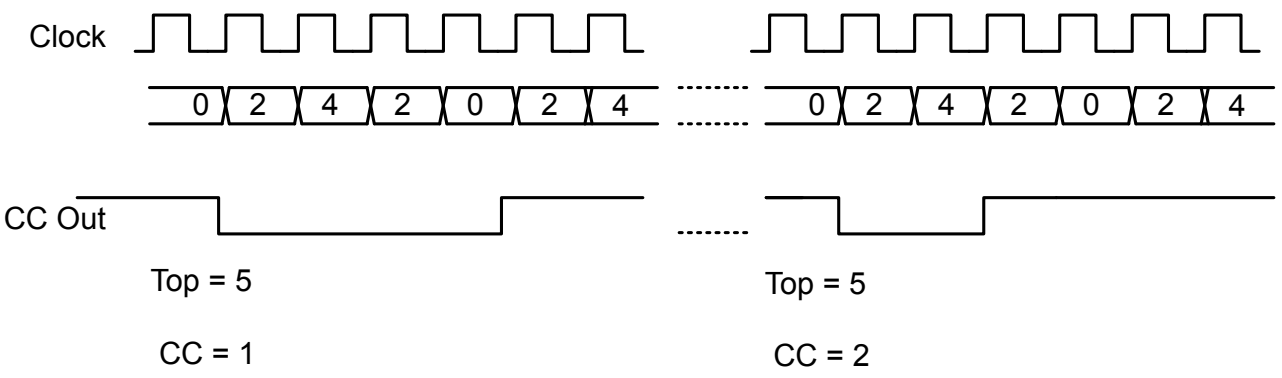


Figure 20.34. TIMER CC out in 2x mode

Figure 20.35 TIMER 2x PWM Resolution Equation on page 637.

$$R_{PWM_{2xmode}} = \log(TOP/2+1)/\log(2)$$

Figure 20.35. TIMER 2x PWM Resolution Equation

The PWM frequency is given by Figure 20.36 TIMER 2x Mode PWM Frequency Equation(Up/Down-count) on page 637:

$$f_{PWM_{2xmode}} = f_{HFPERCLK}/ (\text{floor}(TOP/2)*2)$$

Figure 20.36. TIMER 2x Mode PWM Frequency Equation(Up/Down-count)

The high duty cycle is given by two equations based on the CCVx values.Figure 20.37 TIMER 2x Mode Duty Cycle Equation for CCVx = 1 or CCVx = even on page 637 and Figure 20.38 TIMER 2x Mode Duty Cycle Equation for all other CCVx = odd values on page 637

$$DS_{2xmode} = (CCVx*2)/(\text{floor}(TOP/2)*4)$$

Figure 20.37. TIMER 2x Mode Duty Cycle Equation for CCVx = 1 or CCVx = even

$$DS_{2xmode} = (CCVx*2 - CCVx)/(\text{floor}(TOP/2)*4)$$

Figure 20.38. TIMER 2x Mode Duty Cycle Equation for all other CCVx = odd values

20.3.2.13 Timer Configuration Lock

To prevent software errors from making changes to the timer configuration, a configuration lock is available similar to DTI configuration Lock. Writing any value but 0xCE80 to LOCKKEY in TIMERn_LOCK results in TIMERn_CTRL, TIMERn_CMD, TIMERn_TOP, TIMERn_CNT, TIMERn_CCx_CTRL and TIMERn_CCx_CCV being locked from writing. To unlock the registers, write 0xCE80 to LOCKKEY in TIMERn_LOCK. The value of TIMERn_LOCK is 1 when the lock is active, and 0 when the registers are unlocked.

20.3.3 Dead-Time Insertion Unit

Some of the timers include a Dead-Time Insertion module suitable for motor control applications. Refer to the device data sheet to check if a timer has this feature. The example settings in this section are for TIMER0, but identical settings can be used for other timers with DTI as well. The Dead-Time Insertion Unit aims to make control of brushless DC (BLDC) motors safer and more efficient by introducing complementary PWM outputs with dead-time insertion and fault handling, see Figure 20.39 TIMER Dead-Time Insertion Unit Overview on page 638.

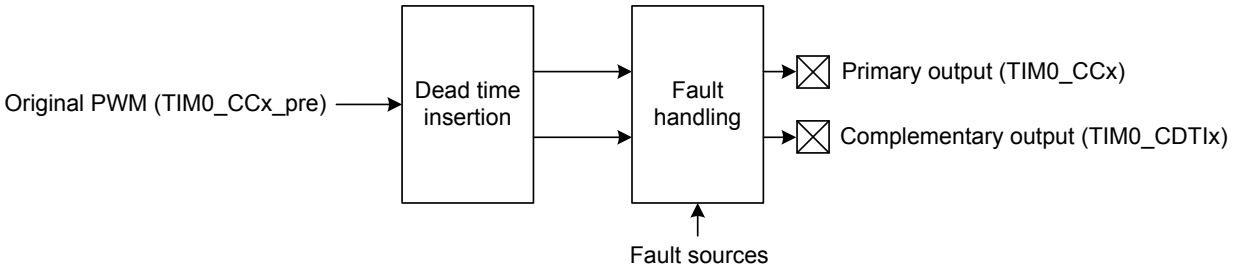


Figure 20.39. TIMER Dead-Time Insertion Unit Overview

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 20.40 TIMER Triple Half-Bridge on page 638). 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.

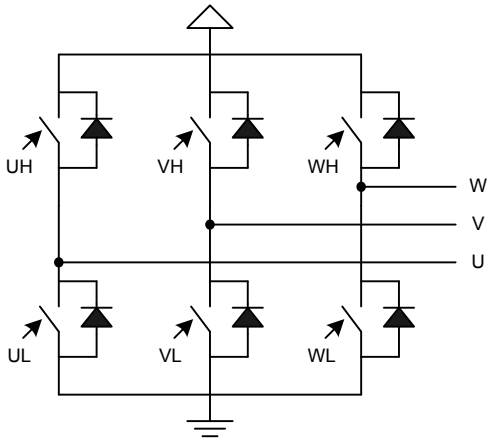


Figure 20.40. TIMER Triple Half-Bridge

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 permanent magnet AC (PMAC) motors possible using only a single timer, see Figure 20.41 TIMER Overview of Dead-Time Insertion Block for a Single PWM channel on page 639.

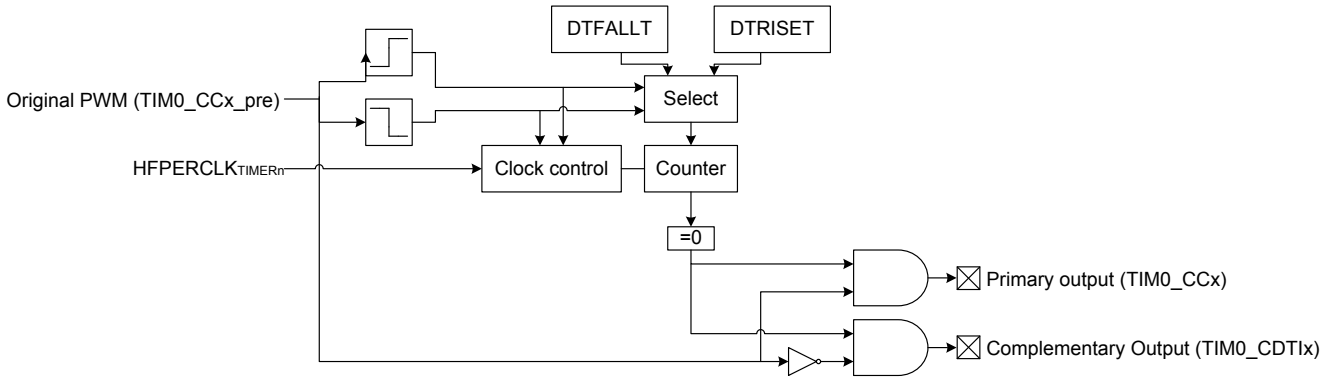


Figure 20.41. TIMER Overview of Dead-Time Insertion Block for a Single PWM channel

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 20.42 TIMER Polarity of Both Signals are Set as Active-High on page 639.

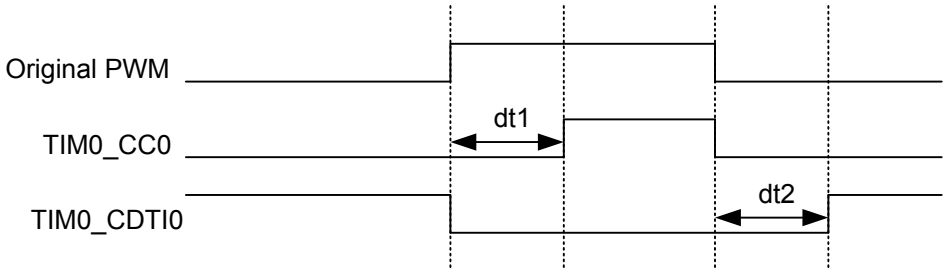


Figure 20.42. TIMER Polarity of Both Signals are Set as Active-High

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 $HFPERCLK_{TIMERn}$ 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 $HFPERCLK_{TIMER0}$ cycles.

The DTAR and DTFATS bits in TIMER0_DTCTRL control the DTI output behavior when the timer stops. By default the DTI block stops when the timer is stopped. Setting the DTAR bit will cause the DTI to output on channel 0 to continue when the timer is stopped. DTAR effects only channel 0. See 20.3.3.2 PRS Channel as a Source for an example of when this can be used. While in this mode the undivided HFPERCLK_TIMER0 (DTPRESC=0) is always used regardless of programmed DTPRESC value in TIMER0_DTTIME. This means that rise and fall dead times are calculated assuming DTPRESC = 0.

When the timer stops DTI outputs are frozen by default, preserving their last state. To allow the outputs to go to a safe state as programmed in the DTFA field of TIMER0_DTFC register and set the DTFATS bitfield in the TIMER0_DTCTRL reg. Note that when DTAR is also set, DTAR has priority over DTFATS for DTI channel 0 output.

The following table shows the DTI output when the timer is halted.

Table 20.3. DTI Output When Timer Halted

DTAR	DTFATS	State
0	0	frozen
0	1	safe
1	0	running
1	1	running

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 if this is required by the application. The active values of the primary and complementary outputs are set by the DTIPOL and DTCINV bits in 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 20.43 TIMER Output Polarities on page 640.

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. As an example, DTIPOL = 0 and DTCINV = 0 results in outputs with opposite phase and active-high states. Similarly, DTIPOL = 1 and DTCINV = 1 results in outputs with equal phase and the primary output will be active-high while the complementary will be active-low.

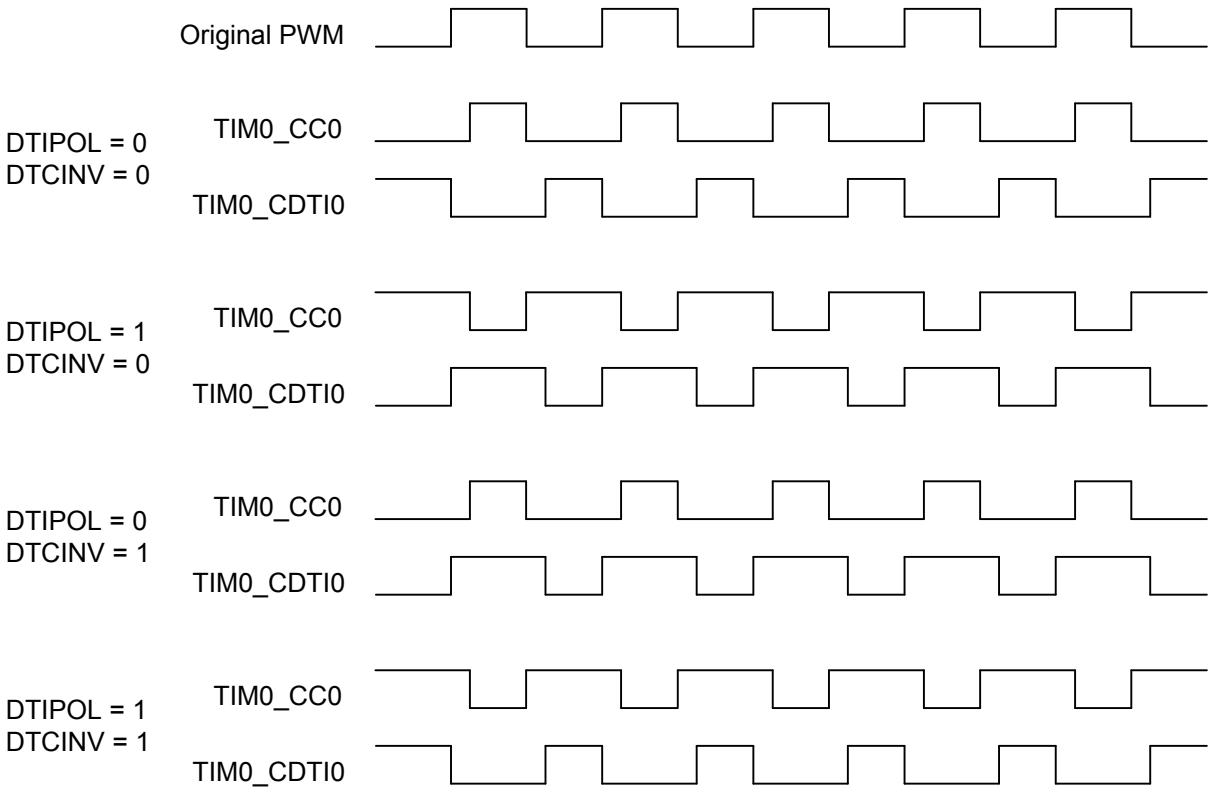


Figure 20.43. TIMER Output Polarities

Output generation on the individual DTI outputs can be disabled by configuring TIMER0_DTOGEN. When output generation on an output is disabled that output will go to and stay in its inactive state.

20.3.3.2 PRS Channel as a Source

A PRS channel can be used as input to the DTI module instead of the PWM output from the timer for DTI channel 0. 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 input PRS channel is chosen by configuring DTPRSSEL in TIMER0_DTCTRL. Note that the timer must be running even when PRS is used as DTI source. However, if it is required to keep the DTI channel 0 running even when the timer is stopped, set DTAR in TIMER0_DTCTRL. When this bit is set, it uses DTPRESC=0 regardless of the value programmed in DTPRESC in TIMER0_DTTIME.

The DTI prescaler, set by DTPRESC in TIMER0_DTTIME determines the accuracy with which 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 enables a fast reaction to faults, reducing the possibility of damage to the system.

The fault sources which trigger a fault in the DTI module are determined by the bitfields of TIMER0_DTFC register. Any combination of the available error sources can be selected:

- PRS source 0, determined by DTPRS0FSEL in TIMER0_DTFC
- 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. Note that for Core Lockup, the LOCKUPRDIS in RMU_CTRL must be set. Otherwise this will generate a full reset of the chip.

20.3.3.4 Action on Fault

When a fault occurs, the bit representing the fault source is set in TIMER0_DTFAULT register, 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 from TIMER0_DTFAULT register.

Additionally a fault action can also be triggered when the timer stops if DTFATS in TIMER0_DTCTRL is set. This allows the DTI output to go to safe state programmed in DTFACT in TIMER0_DTFC when timer stops. When DTAR and DTFATS in TIMER0_DTCTRL are both set, DTI channel 0 keeps running even when the timer stops. This is useful when DTI channel 0 has an input coming from PRS.

20.3.3.5 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 bits in TIMER0_DTFAULT register. If the fault source as determined by checking TIMER0_DEFAULT is the debugger alone, the outputs can be automatically restarted when the debugger exits. To enable automatic restart set DTDAS in TIMER0_DCTRL. When an automatic restart occurs the DTDBGF bit in TIMER0_DTFAULT will be automatically cleared by hardware. If any other bits in the TIMER0_DTFAULT register are set when the hardware clears DTDBGF the DTI module will not exit the fault state.

20.3.3.6 DTI 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 from 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 DEBUGRUN in TIMERn_CTRL.

20.3.5 Interrupts, DMA and PRS Output

The timer has 3 different types of 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 $HFPERCLK_{TIMERn}$ cycle high pulse on individual PRS outputs. Setting PRSOCNF to LEVEL in TIMERn_CCx_CTRL will make the compare match PRS output follow the compare match output, instead of outputting one $HFPERCLK_{TIMERn}$ cycle high pulse. Interrupts are cleared by setting the corresponding bit in the TIMERn_IFC register.

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 20.4 TIMER DMA Events on page 642. Events which clear the DMA requests do not clear interrupt flags. Software must still manually clear the interrupt flag if interrupts are in use.

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. This is useful in cases where a timer event is used to trigger a DMA transfer that does not target the CCV or CCVB register.

Table 20.4. TIMER DMA Events

Event	Acknowledge/Clear
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. See the device data sheet for the mapping between block locations (LOC0, LOC1, etc.) and actual device pins (PA0, PA1, etc.).

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_IF	R	Interrupt Flag Register
0x010	TIMERn_IFS	W1	Interrupt Flag Set Register
0x014	TIMERn_IFC	(R)W1	Interrupt Flag Clear Register
0x018	TIMERn_IEN	RW	Interrupt Enable 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
0x02C	TIMERn_LOCK	RWH	TIMER Configuration Lock Register
0x030	TIMERn_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x034	TIMERn_ROUTELOC0	RW	I/O Routing Location Register
0x03C	TIMERn_ROUTELOC2	RW	I/O Routing Location Register
0x060	TIMERn_CC0_CTRL	RW	CC Channel Control Register
0x064	TIMERn_CC0_CCV	RWH(a)	CC Channel Value Register
0x068	TIMERn_CC0_CCVP	R	CC Channel Value Peek Register
0x06C	TIMERn_CC0_CCVB	RWH	CC Channel Buffer Register
...	TIMERn_CCx_CTRL	RW	CC Channel Control Register
...	TIMERn_CCx_CCV	RWH(a)	CC Channel Value Register
...	TIMERn_CCx_CCVP	R	CC Channel Value Peek Register
...	TIMERn_CCx_CCVB	RWH	CC Channel Buffer Register
0x090	TIMERn_CC3_CTRL	RW	CC Channel Control Register
0x094	TIMERn_CC3_CCV	RWH(a)	CC Channel Value Register
0x098	TIMERn_CC3_CCVP	R	CC Channel Value Peek Register
0x09C	TIMERn_CC3_CCVB	RWH	CC Channel Buffer Register
0x0A0	TIMERn_DTCTRL	RW	DTI Control Register
0x0A4	TIMERn_DTTIME	RW	DTI Time Control Register
0x0A8	TIMERn_DTFC	RW	DTI Fault Configuration Register
0x0AC	TIMERn_DTOGEN	RW	DTI Output Generation Enable Register
0x0B0	TIMERn_DTFAULT	R	DTI Fault Register
0x0B4	TIMERn_DTFAULTC	W1	DTI Fault Clear Register
0x0B8	TIMERn_DTLOCK	RWH	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	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset			0	0	0x0										0x0				0		0x0		0x0		0	0	0	0	0		0x0	
Access			RW	RW	RW										RW				RW		RW		RW		RW	RW	RW	RW	RW		RW	
Name			RSSCOIST	ATI	PRESC										CLKSEL				X2CNT		FALLA		RISEA		DMACLRACT	DEBUGRUN	QDM	OSMEN	SYNC		MODE	

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	RSSCOIST	0	RW	**Reload-Start Sets Compare Output Initial State**
	When set, compare output is set to COIST value at Reload-Start event			
28	ATI	0	RW	**Always Track Inputs**
	when set, makes CCPOL always track the polarity of the inputs			
27:24	PRESC	0x0	RW	**Prescaler Setting**
	These bits select the prescaling factor.			

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

23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	CLKSEL	0x0	RW	**Clock Source Select**
	These bits select the clock source for the timer.			

Value	Mode	Description
0	PRESCHFPERCLK	Prescaled HFPERCLK

Bit	Name	Reset	Access	Description
	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 1.2 Conventions*		
13	X2CNT	0	RW	**2x Count Mode**
	Enable 2x count mode			
12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:10	FALLA	0x0	RW	**Timer Falling Input Edge Action**
	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
	2	STOP		Stop counter without reload
	3	RELOADSTART		Reload and start counter
9:8	RISEA	0x0	RW	**Timer Rising Input Edge Action**
	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	**DMA Request Clear on Active**
	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	**Debug Mode Run Enable**
	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	**Quadrature Decoder Mode Selection**
	This bit sets the mode for the quadrature decoder.			
	Value	Mode		Description
	0	X2		X2 mode selected
	1	X4		X4 mode selected

Bit	Name	Reset	Access	Description
4	OSMEN	0	RW	**One-shot Mode Enable**
	Enable/disable one shot mode.			
3	SYNC	0	RW	**Timer Start/Stop/Reload Synchronization**
	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 1.2 Conventions*		
1:0	MODE	0x0	RW	**Timer Mode**
	These bits 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																															0	0
Access																															W1	W1
Name																															STOP	START

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	STOP	0	W1	**Stop Timer**
	Set this bit to stop timer			
0	START	0	W1	**Start Timer**
	Set 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					0	0	0	0					0	0	0	0					0	0	0	0						0	0	0
Access					R	R	R	R					R	R	R	R					R	R	R	R						R	R	R
Name					CCPOL3	CCPOL2	CCPOL1	CCPOL0					ICV3	ICV2	ICV1	ICV0					CCVBV3	CCVBV2	CCVBV1	CCVBV0						TOPBV	DIR	RUNNING

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27	CCPOL3	0	R	**CC3 Polarity**

In Input Capture mode, this bit indicates the polarity of the edge that triggered capture in TIMERn_CC3_CCV. In Compare/PWM mode, this bit indicates the polarity of the selected input to CC channel 3. These bits are cleared when CCMODE is written to 0b00 (Off).

Value	Mode	Description
0	LOWRISE	CC3 polarity low level/rising edge
1	HIGHFALL	CC3 polarity high level/falling edge

26	CCPOL2	0	R	**CC2 Polarity**

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).

Value	Mode	Description
0	LOWRISE	CC2 polarity low level/rising edge
1	HIGHFALL	CC2 polarity high level/falling edge

25	CCPOL1	0	R	**CC1 Polarity**

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).

Value	Mode	Description
0	LOWRISE	CC1 polarity low level/rising edge
1	HIGHFALL	CC1 polarity high level/falling edge

24	CCPOL0	0	R	**CC0 Polarity**

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).

Value	Mode	Description
0	LOWRISE	CC0 polarity low level/rising edge
1	HIGHFALL	CC0 polarity high level/falling edge

Bit	Name	Reset	Access	Description
23:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19	ICV3	0	R	**CC3 Input Capture Valid**

This bit indicates that TIMERn_CC3_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).

Value	Description
0	TIMERn_CC3_CCV does not contain a valid capture value(FIFO empty)
1	TIMERn_CC3_CCV contains a valid capture value(FIFO not empty)

18	ICV2	0	R	**CC2 Input Capture Valid**

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).

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	**CC1 Input Capture Valid**

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).

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	**CC0 Input Capture Valid**

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).

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)

15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	CCVBV3	0	R	**CC3 CCVB Valid**

This field indicates that the TIMERn_CC3_CCVB registers contain data which have not been written to TIMERn_CC3_CCV. These bits are only used in output compare/PWM mode and are cleared when CCMODE is written to 0b00 (Off).

Value	Description
0	TIMERn_CC3_CCVB does not contain valid data
1	TIMERn_CC3_CCVB contains valid data which will be written to TIMERn_CC3_CCV on the next update event

Bit	Name	Reset	Access	Description
10	CCVBV2	0	R	**CC2 CCVB Valid**

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).

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

Bit	Name	Reset	Access	Description
9	CCVBV1	0	R	**CC1 CCVB Valid**

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).

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

Bit	Name	Reset	Access	Description
8	CCVBV0	0	R	**CC0 CCVB Valid**

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).

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

Bit	Name	Reset	Access	Description
7:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	TOPBV	0	R	**TOPB Valid**

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.

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

Bit	Name	Reset	Access	Description
1	DIR	0	R	**Direction**

Indicates count direction.

Value	Mode	Description
0	UP	Counting up
1	DOWN	Counting down

Bit	Name	Reset	Access	Description
0	RUNNING	0	R	**Running**
	Indicates if timer is running or not.			

20.5.4 TIMERn_IF - Interrupt Flag 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	0	0	0	0	0	0		0	0	0
Access																					R	R	R	R	R	R	R	R		R	R	R
Name																					ICBOF3	ICBOF2	ICBOF1	ICBOF0	CC3	CC2	CC1	CC0		DIRCHG	UF	OF

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	ICBOF3	0	R	**CC Channel 3 Input Capture Buffer Overflow Interrupt Flag**
	This bit indicates that a new capture value has pushed an unread value out of TIMERn_CC3_CCVB.			
10	ICBOF2	0	R	**CC Channel 2 Input Capture Buffer Overflow Interrupt Flag**
	This bit indicates that a new capture value has pushed an unread value out of TIMERn_CC2_CCVB.			
9	ICBOF1	0	R	**CC Channel 1 Input Capture Buffer Overflow Interrupt Flag**
	This bit indicates that a new capture value has pushed an unread value out of TIMERn_CC1_CCVB.			
8	ICBOF0	0	R	**CC Channel 0 Input Capture Buffer Overflow Interrupt Flag**
	This bit indicates that a new capture value has pushed an unread value out of TIMERn_CC0_CCVB.			
7	CC3	0	R	**CC Channel 3 Interrupt Flag**
	This bit indicates that there has been an interrupt event on Compare/Capture channel 3.			
6	CC2	0	R	**CC Channel 2 Interrupt Flag**
	This bit indicates that there has been an interrupt event on Compare/Capture channel 2.			
5	CC1	0	R	**CC Channel 1 Interrupt Flag**
	This bit indicates that there has been an interrupt event on Compare/Capture channel 1.			
4	CC0	0	R	**CC Channel 0 Interrupt Flag**
	This bit indicates that there has been an interrupt event on Compare/Capture channel 0.			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DIRCHG	0	R	**Direction Change Detect Interrupt Flag**
	This bit is set when count direction changes. Set only in Quadrature Decoder mode			
1	UF	0	R	**Underflow Interrupt Flag**
	This bit indicates that there has been an underflow.			
0	OF	0	R	**Overflow Interrupt Flag**
	This bit indicates that there has been an overflow.			

20.5.5 TIMERn_IFS - Interrupt Flag 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																					0	0	0	0	0	0	0	0		0	0	0
Access																					W1	W1	W1	W1	W1	W1	W1	W1		W1	W1	W1
Name																					ICBOF3	ICBOF2	ICBOF1	ICBOF0	CC3	CC2	CC1	CC0		DIRCHG	UF	OF

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	ICBOF3	0	W1	**Set ICBOF3 Interrupt Flag**
	Write 1 to set the ICBOF3 interrupt flag			
10	ICBOF2	0	W1	**Set ICBOF2 Interrupt Flag**
	Write 1 to set the ICBOF2 interrupt flag			
9	ICBOF1	0	W1	**Set ICBOF1 Interrupt Flag**
	Write 1 to set the ICBOF1 interrupt flag			
8	ICBOF0	0	W1	**Set ICBOF0 Interrupt Flag**
	Write 1 to set the ICBOF0 interrupt flag			
7	CC3	0	W1	**Set CC3 Interrupt Flag**
	Write 1 to set the CC3 interrupt flag			
6	CC2	0	W1	**Set CC2 Interrupt Flag**
	Write 1 to set the CC2 interrupt flag			
5	CC1	0	W1	**Set CC1 Interrupt Flag**
	Write 1 to set the CC1 interrupt flag			
4	CC0	0	W1	**Set CC0 Interrupt Flag**
	Write 1 to set the CC0 interrupt flag			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DIRCHG	0	W1	**Set DIRCHG Interrupt Flag**
	Write 1 to set the DIRCHG interrupt flag			
1	UF	0	W1	**Set UF Interrupt Flag**
	Write 1 to set the UF interrupt flag			
0	OF	0	W1	**Set OF Interrupt Flag**
	Write 1 to set the OF interrupt flag			

20.5.6 TIMERn_IFC - Interrupt Flag 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																					0	0	0	0	0	0	0	0		0	0	0
Access																					(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1	(R)W1		(R)W1	(R)W1	(R)W1
Name																					ICBOF3	ICBOF2	ICBOF1	ICBOF0	CC3	CC2	CC1	CC0		DIRCHG	UF	OF

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	ICBOF3	0	(R)W1	**Clear ICBOF3 Interrupt Flag**
	Write 1 to clear the ICBOF3 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
10	ICBOF2	0	(R)W1	**Clear ICBOF2 Interrupt Flag**
	Write 1 to clear the ICBOF2 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	ICBOF1	0	(R)W1	**Clear ICBOF1 Interrupt Flag**
	Write 1 to clear the ICBOF1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	ICBOF0	0	(R)W1	**Clear ICBOF0 Interrupt Flag**
	Write 1 to clear the ICBOF0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7	CC3	0	(R)W1	**Clear CC3 Interrupt Flag**
	Write 1 to clear the CC3 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
6	CC2	0	(R)W1	**Clear CC2 Interrupt Flag**
	Write 1 to clear the CC2 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
5	CC1	0	(R)W1	**Clear CC1 Interrupt Flag**
	Write 1 to clear the CC1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
4	CC0	0	(R)W1	**Clear CC0 Interrupt Flag**
	Write 1 to clear the CC0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DIRCHG	0	(R)W1	**Clear DIRCHG Interrupt Flag**
	Write 1 to clear the DIRCHG interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

Bit	Name	Reset	Access	Description
1	UF	0	(R)W1	**Clear UF Interrupt Flag**
	Write 1 to clear the UF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	OF	0	(R)W1	**Clear OF Interrupt Flag**
	Write 1 to clear the OF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

20.5.7 TIMERn_IEN - Interrupt Enable 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	0	0	0	0	0	0		0	0	0
Access																					RW	RW	RW	RW	RW	RW	RW	RW		RW	RW	RW
Name																					ICBOF3	ICBOF2	ICBOF1	ICBOF0	CC3	CC2	CC1	CC0		DIRCHG	UF	OF

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	ICBOF3	0	RW	**ICBOF3 Interrupt Enable**
	Enable/disable the ICBOF3 interrupt			
10	ICBOF2	0	RW	**ICBOF2 Interrupt Enable**
	Enable/disable the ICBOF2 interrupt			
9	ICBOF1	0	RW	**ICBOF1 Interrupt Enable**
	Enable/disable the ICBOF1 interrupt			
8	ICBOF0	0	RW	**ICBOF0 Interrupt Enable**
	Enable/disable the ICBOF0 interrupt			
7	CC3	0	RW	**CC3 Interrupt Enable**
	Enable/disable the CC3 interrupt			
6	CC2	0	RW	**CC2 Interrupt Enable**
	Enable/disable the CC2 interrupt			
5	CC1	0	RW	**CC1 Interrupt Enable**
	Enable/disable the CC1 interrupt			
4	CC0	0	RW	**CC0 Interrupt Enable**
	Enable/disable the CC0 interrupt			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DIRCHG	0	RW	**DIRCHG Interrupt Enable**
	Enable/disable the DIRCHG interrupt			
1	UF	0	RW	**UF Interrupt Enable**
	Enable/disable the UF interrupt			
0	OF	0	RW	**OF Interrupt Enable**
	Enable/disable the OF interrupt			

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 1.2 Conventions*		
15:0	TOP	0xFFFF	RWH	**Counter Top Value**
	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 1.2 Conventions*		
15:0	TOPB	0x0000	RW	**Counter Top Value Buffer**
	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 1.2 Conventions*		
15:0	CNT	0x0000	RWH	**Counter Value**
	These bits hold the counter value.			

20.5.11 TIMERn_LOCK - TIMER Configuration Lock 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																									0x0000							
Access																									RWH							
Name																									TIMERLOCKKEY							

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	TIMERLOCKKEY	0x0000	RWH	**Timer Lock Key**

Write any other value than the unlock code to lock TIMERn_CTRL, TIMERn_CMD, TIMERn_TOP, TIMERn_CNT, TIMERn_CCx_CTRL and TIMERn_CCx_CCV 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 registers are unlocked
LOCKED	1	TIMER registers are locked
Write Operation		
LOCK	0	Lock TIMER registers
UNLOCK	0xCE80	Unlock TIMER registers

20.5.12 TIMERn_ROUTEPEN - I/O Routing Pin Enable 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
Access																						RW	RW	RW					RW	RW	RW	RW
Name																						CDTI2PEN	CDTI1PEN	CDTI0PEN					CC3PEN	CC2PEN	CC1PEN	CC0PEN

Bit	Name	Reset	Access	Description
31:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	CDTI2PEN	0	RW	**CC Channel 2 Complementary Dead-Time Insertion Pin Enable**
	Enable/disable CC channel 2 complementary dead-time insertion output connection to pin.			
9	CDTI1PEN	0	RW	**CC Channel 1 Complementary Dead-Time Insertion Pin Enable**
	Enable/disable CC channel 1 complementary dead-time insertion output connection to pin.			
8	CDTI0PEN	0	RW	**CC Channel 0 Complementary Dead-Time Insertion Pin Enable**
	Enable/disable CC channel 0 complementary dead-time insertion output connection to pin.			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	CC3PEN	0	RW	**CC Channel 3 Pin Enable**
	Enable/disable CC channel 3 output/input connection to pin.			
2	CC2PEN	0	RW	**CC Channel 2 Pin Enable**
	Enable/disable CC channel 2 output/input connection to pin.			
1	CC1PEN	0	RW	**CC Channel 1 Pin Enable**
	Enable/disable CC channel 1 output/input connection to pin.			
0	CC0PEN	0	RW	**CC Channel 0 Pin Enable**
	Enable/disable CC Channel 0 output/input connection to pin.			

20.5.13 TIMERn_ROUTELOC0 - I/O Routing Location 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			0x00								0x00								0x00								0x00					
Access			RW								RW								RW								RW					
Name			CC3LOC								CC2LOC								CC1LOC								CC0LOC					

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	CC3LOC	0x00	RW	**I/O Location**

Decides the location of the CC3 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CC2LOC	0x00	RW	**I/O Location**

Decides the location of the CC2 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CC1LOC	0x00	RW	**I/O Location**

Decides the location of the CC1 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CC0LOC	0x00	RW	**I/O Location**

Decides the location of the CC0 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

20.5.14 TIMERn_ROUTELOC2 - I/O Routing Location 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								0x00					
Access											RW								RW								RW					
Name											CDTI2LOC								CDTI1LOC								CDTI0LOC					

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	CDTI2LOC	0x00	RW	**I/O Location**

Decides the location of the CDTI2 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	CDTI1LOC	0x00	RW	**I/O Location**

Decides the location of the CDTI1 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	CDTI0LOC	0x00	RW	**I/O Location**

Decides the location of the CDTI0 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

20.5.15 TIMERn_CCx_CTRL - CC Channel Control 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		0	0	0	0x0		0x0						0x0						0x0		0x0		0x0					0		0	0x0	
Access		RW	RW	RW	RW		RW						RW						RW		RW		RW					RW		RW	RW	
Name		FILT	INSEL	PRSCONF	ICEVCTRL		ICEDGE						PRSSEL						CUFOA		COFOA		CMOA					COIST		OUTINV	MODE	

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30	FILT	0	RW	**Digital Filter**
	Enable digital filter.			

Value	Mode	Description
0	DISABLE	Digital filter disabled
1	ENABLE	Digital filter enabled

Bit	Name	Reset	Access	Description
29	INSEL	0	RW	**Input Selection**
	Select Compare/Capture channel input.			

Value	Mode	Description
0	PIN	TIMERnCCx pin is selected
1	PRS	PRS input (selected by PRSSEL) is selected

Bit	Name	Reset	Access	Description
28	PRSCONF	0	RW	**PRS Configuration**
	Select PRS pulse or level.			

Value	Mode	Description
0	PULSE	Each CC event will generate a one HFPERCLK cycle high pulse
1	LEVEL	The PRS channel will follow CC out

Bit	Name	Reset	Access	Description
27:26	ICEVCTRL	0x0	RW	**Input Capture Event Control**
	These bits control when a Compare/Capture PRS output pulse and interrupt flag is set. DMA request however is set on every capture.			

Value	Mode	Description
0	EVERYEDGE	PRS output pulse and interrupt flag set on every capture
1	EVERYSECONDEDGE	PRS output pulse and interrupt flag set on every second capture
2	RISING	PRS output pulse and interrupt flag set on rising edge only (if ICEDGE = BOTH)
3	FALLING	PRS output pulse and interrupt flag set on falling edge only (if ICEDGE = BOTH)

Bit	Name	Reset	Access	Description
25:24	ICEDGE	0x0	RW	**Input Capture Edge Select**

These bits control which edges the edge detector triggers on. The output is used for input capture and external clock input.

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

23:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*

19:16	PRSSEL	0x0	RW	**Compare/Capture Channel PRS Input Channel Selection**

Select PRS input channel for Compare/Capture channel.

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

15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*

13:12	CUFOA	0x0	RW	**Counter Underflow Output Action**

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	**Counter Overflow Output Action**

Select output action on counter overflow.

Value	Mode	Description

Bit	Name	Reset	Access	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	**Compare Match Output Action**
	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*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	COIST	0	RW	**Compare Output Initial State**
	This bit is only used in Output Compare and PWM mode. When this bit is set in Compare or PWM 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.			
3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	OUTINV	0	RW	**Output Invert**
	Setting this bit inverts the output from the CC channel (Output compare,PWM).			
1:0	MODE	0x0	RW	**CC Channel Mode**
	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

20.5.16 TIMERn_CCx_CCV - CC Channel Value Register (Actionable Reads)

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																	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 1.2 Conventions*		
15:0	CCV	0x0000	RWH	**CC Channel Value**
	In input capture mode, this field holds the first unread capture value. When reading this register in input capture mode, the 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.			

20.5.17 TIMERn_CCx_CCVP - CC Channel Value Peek 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																	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 1.2 Conventions*		
15:0	CCVP	0x0000	R	**CC Channel Value Peek**
	This field is used to read the CC value without pulling data through the FIFO in capture mode.			

20.5.18 TIMERn_CCx_CCVB - CC Channel Buffer 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																	0x0000															
Access																	RWH															
Name																	CCVB															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	CCVB	0x0000	RWH	**CC Channel Value Buffer**
	In Input Capture mode, this field holds the last capture value if the TIMERn_CCx_CCV register already contains an earlier unread 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.			

20.5.19 TIMERn_DTCTRL - DTI Control Register

Offset	Bit Position																												
0x0A0	31	30	29	28	27	26	25	24	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		0x0				0	0	0	0
Access								RW														RW	RW		RW				RW	RW	RW	RW
Name								DTPRSEN														DTFATS	DTAR		DTPRSSEL				DTCINV	DTIPOL	DTDAS	DTEN

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	DTPRSEN	0	RW	**DTI PRS Source Enable**
	Enable/disable PRS as DTI input.			
23:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	DTFATS	0	RW	**DTI Fault Action on Timer Stop**
	When Timer stops, DTI block outputs go to safe state as programmed in DTFA field of TIMERn_DTFC register. However, when DTAR is also set, DTAR having higher priority allows channel 0 to output the incoming PRS input while the other channels go to safe state.			
9	DTAR	0	RW	**DTI Always Run**
	This is used only for DTI channel 0. It Allows DTI channel 0 to keep running even when timer is stopped. This is useful when its input source is PRS. However, here the undivided HFPERCLK is always used regardless of the programmed value in DTPRESC.			
8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:4	DTPRSSEL	0x0	RW	**DTI PRS Source Channel Select**
	Selects which PRS channel compare channel 0 will listen to.			

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

Bit	Name	Reset	Access	Description
3	DTCINV	0	RW	**DTI Complementary Output Invert**
	Set to invert complementary outputs.			
2	DTIPOL	0	RW	**DTI Inactive Polarity**
	Set inactive polarity for outputs.			
1	DTDAS	0	RW	**DTI Automatic Start-up Functionality**
	Configure 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	**DTI Enable**
	Enable/disable DTI.			

20.5.20 TIMERn_DTTIME - DTI Time Control Register

Offset	Bit Position																													
0x0A4	31	30	29	28	27	26	25	24	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										0x0			
Access											RW								RW										RW			
Name											DTFALLT								DTRISET										DTPRESC			

Bit	Name	Reset	Access	Description
31:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	DTFALLT	0x00	RW	**DTI Fall-time**

Set time span for the falling edge.

Value	Description
DTFALLT	Fall time of DTFALLT+1 prescaled HFPERCLK cycles

Bit	Name	Reset	Access	Description
15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	DTRISET	0x00	RW	**DTI Rise-time**

Set time span for the rising edge.

Value	Description
DTRISET	Rise time of DTRISET+1 prescaled HFPERCLK cycles

Bit	Name	Reset	Access	Description
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	DTPRESC	0x0	RW	**DTI Prescaler Setting**

Select prescaler for DTI.

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

Bit	Name	Reset	Access	Description

20.5.21 TIMERn_DTFC - DTI Fault Configuration Register

Offset	Bit Position																													
0x0A8	31	30	29	28	27	26	25	24	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							0x0						0x0								0x0			
Access					RW	RW	RW	RW							RW						RW								RW			
Name					DTLOCKUPFEN	DTDBGFEN	DTPRS1FEN	DTPRS0FEN							DTFA						DTPRS1FSEL								DTPRS0FSEL			

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27	DTLOCKUPFEN	0	RW	**DTI Lockup Fault Enable**
	Set this bit to 1 to enable core lockup as a fault source			
26	DTDBGFEN	0	RW	**DTI Debugger Fault Enable**
	Set this bit to 1 to enable debugger as a fault source			
25	DTPRS1FEN	0	RW	**DTI PRS 1 Fault Enable**
	Set this bit to 1 to enable PRS source 1(PRS channel determined by DTPRS1FSEL) as a fault source			
24	DTPRS0FEN	0	RW	**DTI PRS 0 Fault Enable**
	Set this bit to 1 to enable PRS source 0(PRS channel determined by DTPRS0FSEL) as a fault source			
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	DTFA	0x0	RW	**DTI Fault Action**
	Select fault action.			

Value	Mode	Description
0	NONE	No action on fault
1	INACTIVE	Set outputs inactive
2	CLEAR	Clear outputs
3	TRISTATE	Tristate outputs

15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:8	DTPRS1FSEL	0x0	RW	**DTI PRS Fault Source 1 Select**
	Select PRS channel for fault source 1.			

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

Bit	Name	Reset	Access	Description
	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
	8	PRSCH8		PRS Channel 8 selected as fault source 1
	9	PRSCH9		PRS Channel 9 selected as fault source 1
	10	PRSCH10		PRS Channel 10 selected as fault source 1
	11	PRSCH11		PRS Channel 11 selected as fault source 1
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	DTPRS0FSEL	0x0	RW	**DTI PRS Fault Source 0 Select**
	Select PRS channel for 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 1
	2	PRSCH2		PRS Channel 2 selected as fault source 2
	3	PRSCH3		PRS Channel 3 selected as fault source 3
	4	PRSCH4		PRS Channel 4 selected as fault source 4
	5	PRSCH5		PRS Channel 5 selected as fault source 5
	6	PRSCH6		PRS Channel 6 selected as fault source 6
	7	PRSCH7		PRS Channel 7 selected as fault source 7
	8	PRSCH8		PRS Channel 8 selected as fault source 8
	9	PRSCH9		PRS Channel 9 selected as fault source 9
	10	PRSCH10		PRS Channel 10 selected as fault source 10
	11	PRSCH11		PRS Channel 11 selected as fault source 11

20.5.22 TIMERn_DTOGEN - DTI Output Generation Enable Register

Offset	Bit Position																													
0x0AC	31	30	29	28	27	26	25	24	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																											RW	RW	RW	RW	RW	RW
Name																											DTOGCDTI2EN	DTOGCDTI1EN	DTOGCDTI0EN	DTOGCC2EN	DTOGCC1EN	DTOGCC0EN

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5	DTOGCDTI2EN	0	RW	**DTI CDTI2 Output Generation Enable**
	This bit enables/disables output generation for the CDTI2 output from the DTI.			
4	DTOGCDTI1EN	0	RW	**DTI CDTI1 Output Generation Enable**
	This bit enables/disables output generation for the CDTI1 output from the DTI.			
3	DTOGCDTI0EN	0	RW	**DTI CDTI0 Output Generation Enable**
	This bit enables/disables output generation for the CDTI0 output from the DTI.			
2	DTOGCC2EN	0	RW	**DTI CC2 Output Generation Enable**
	This bit enables/disables output generation for the CC2 output from the DTI.			
1	DTOGCC1EN	0	RW	**DTI CC1 Output Generation Enable**
	This bit enables/disables output generation for the CC1 output from the DTI.			
0	DTOGCC0EN	0	RW	**DTI CC0 Output Generation Enable**
	This bit enables/disables output generation for the CC0 output from the DTI.			

20.5.23 TIMERn_DTFAULT - DTI Fault Register

Offset	Bit Position																													
0x0B0	31	30	29	28	27	26	25	24	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
Access																													R	R	R	R
Name																													DTLOCKUPF	DTDBGF	DTPRS1F	DTPRS0F

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	DTLOCKUPF	0	R	**DTI Lockup Fault** 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	**DTI Debugger Fault** 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	**DTI PRS 1 Fault** 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.
0	DTPRS0F	0	R	**DTI PRS 0 Fault** 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.

20.5.24 TIMERn_DTFAULTC - DTI Fault Clear Register

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																													0	0	0	0
Access																													W1	W1	W1	W1
Name																													TLOCKUPFC	DTDBGFC	DTPRS1FC	DTPRS0FC

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	TLOCKUPFC	0	W1	**DTI Lockup Fault Clear**
	Write 1 to this bit to clear core lockup fault.			
2	DTDBGFC	0	W1	**DTI Debugger Fault Clear**
	Write 1 to this bit to clear debugger fault.			
1	DTPRS1FC	0	W1	**DTI PRS1 Fault Clear**
	Write 1 to this bit to clear PRS 1 fault.			
0	DTPRS0FC	0	W1	**DTI PRS0 Fault Clear**
	Write 1 to this bit to clear PRS 0 fault.			

20.5.25 TIMERn_DTLOCK - DTI Configuration Lock Register

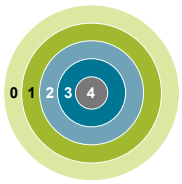
Offset	Bit Position																													
0x0B8	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																	0x0000															
Access																	RWH															
Name																	LOCKKEY															

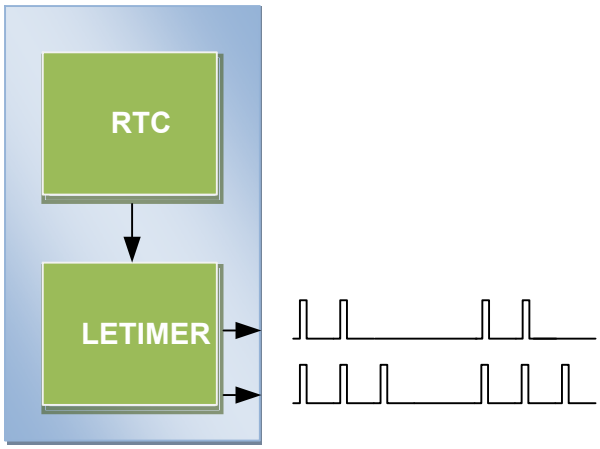
Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**DTI Lock Key**

Write any other value than the unlock code to lock TIMERn_ROUTE, TIMERn_DTCTRL, TIMERn_DTTIME and TIMERn_DTFC 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
Write Operation		
LOCK	0	Lock TIMER DTI registers
UNLOCK	0xCE80	Unlock TIMER DTI registers

21. 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 32768 Hz clock, the LETIMER is available in EM0 Active, EM1 Sleep, EM2 DeepSleep, and EM3 Stop.

Why?

The LETIMER can be used to provide repeatable waveforms to external components while remaining in EM2 DeepSleep. It is well suited for applications such as 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 can be coupled with RTC using PRS, allowing advanced time-keeping and wake-up functions in EM2 DeepSleep and EM3 Stop

21.1 Introduction

The unique LETIMER™, the Low Energy Timer, is a 16-bit timer that is available in energy mode EM0 Active, EM1 Sleep, EM2 DeepSleep, and EM3 Stop. 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 can also be connected to the Real Time Counter (RTC) using PRS, and can be configured to start counting on compare matches from the RTC.

21.2 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 via PRS or by software
- LETIMER can be started, stopped, and/or cleared by PRS
- 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 $LFACLK_{LETIMER}$ period)
  - PWM
- Interrupt on:
  - Compare matches
  - Timer underflow
  - Repeat done
- Optionally runs during debug
- PRS Output

21.3 Functional Description

An overview of the LETIMER module is shown in Figure 21.1 LETIMER Overview on page 684. 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_REP0 allows the timer to count a specified number of times before it stops. Both the LETIMERn_COMP0 and LETIMERn_REP0 registers can be double buffered by the LETIMERn_COMP1 and LETIMERn_REP1 registers to allow continuous operation. The timer can generate a single pin output, or two linked outputs.

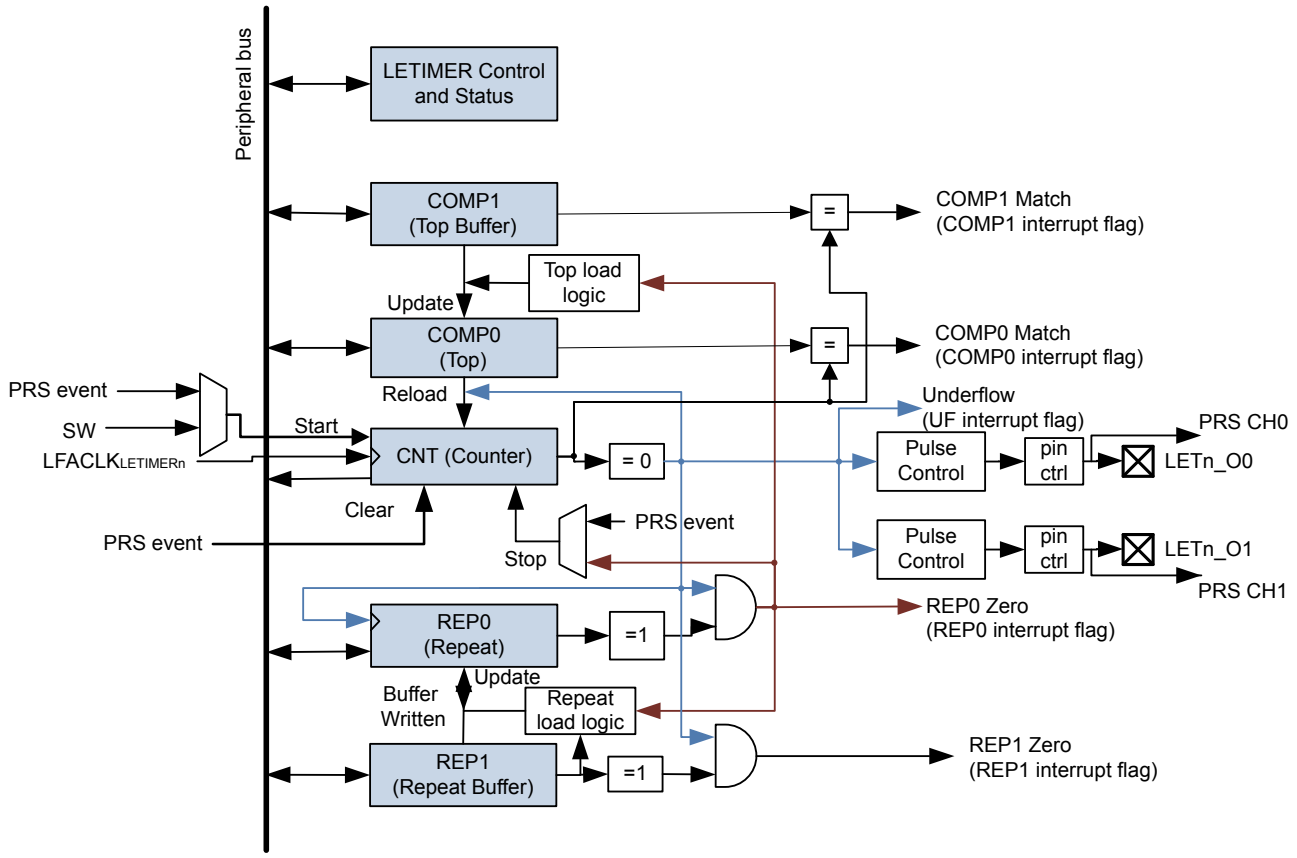


Figure 21.1. LETIMER Overview

21.3.1 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 can be written, and it can also 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.

21.3.2 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.

21.3.3 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. If COMP0TOP is cleared to 0, the timer wraps around to 0xFFFF. The underflow interrupt flag UF in LETIMERn_IF is set when the timer reaches zero.

21.3.3.1 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.

21.3.3.2 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 21.1 LETIMER Repeat Modes on page 685.

Table 21.1. LETIMER Repeat Modes

REPMODE	Mode	Description
0b00	Free-running	The timer runs until it is stopped.
0b01	One-shot	The timer runs as long as LETIMERn_REP0 != 0. LETIMERn_REP0 is decremented at each timer underflow.
0b10	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.
0b11	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.

21.3.3.3 Free-Running Mode

In 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 21.2 LETIMER State Machine for Free-running Mode on page 686 .

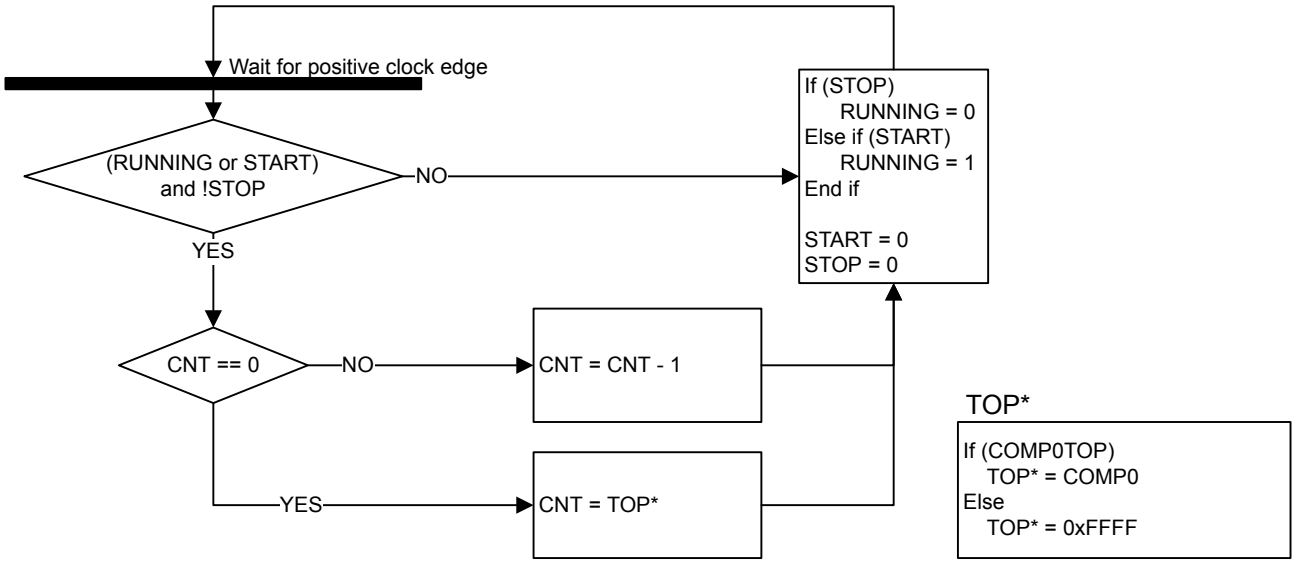


Figure 21.2. LETIMER State Machine for Free-running Mode

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_REP0, LETIMERn_REP1, LETIMERn_COMP0 and LETIMERn_COMP1 are also left untouched.

21.3.3.4 One-shot Mode

The one-shot repeat mode is the most basic repeat mode. In this mode, the repeat register LETIMERn_REP0 is decremented every time the timer underflows, and the timer stops when LETIMERn_REP0 goes from 1 to 0. In this mode, the timer counts down LETIMERn_REP0 times, i.e. the timer underflows LETIMERn_REP0 times.

Note: Write operations to LETIMERn_REP0 have priority over the timer decrement event. If LETIMERn_REP0 is assigned a new value in the same cycle as a timer decrement event occurs, the timer decrement will not occur and the new value is assigned.

LETIMERn_REP0 can be written while the timer is running to allow the timer to run for longer periods at a time without stopping. Figure 21.3 LETIMER One-shot Repeat State Machine on page 687 .

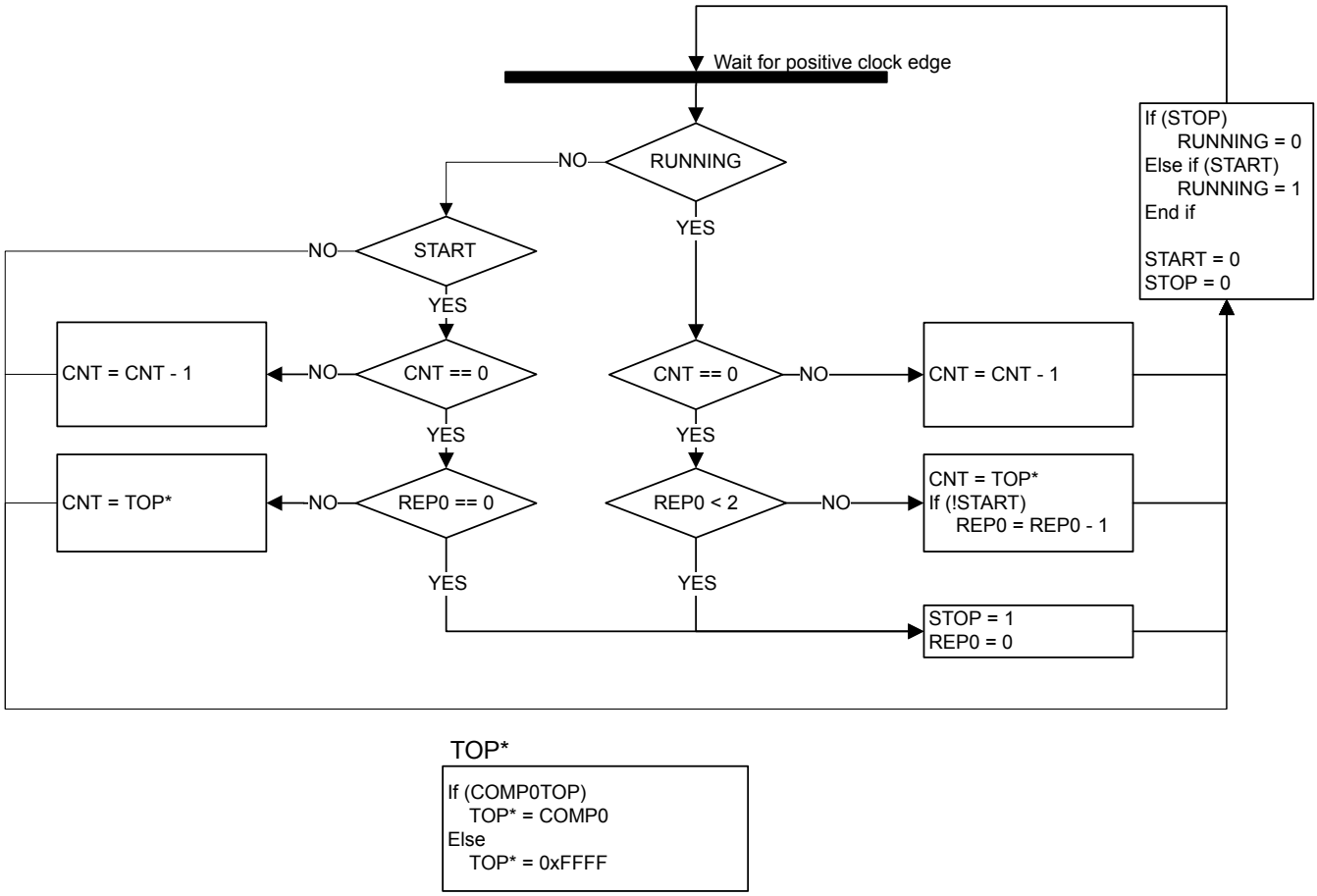


Figure 21.3. LETIMER One-shot Repeat State Machine

21.3.3.5 Buffered Mode

The Buffered repeat mode allows buffered timer operation. When started, the timer runs LETIMERn_REP0 number of times. If LETIMERn_REP1 has been written since the last time it was used and it is nonzero, LETIMERn_REP1 is then loaded into LETIMERn_REP0, and counting continues the new number of times. The timer keeps going as long as LETIMERn_REP1 is updated with a nonzero value before LETIMERn_REP0 is finished counting down. The timer top value (LETIMERn_COMP0) may also optionally be buffered by setting BUFTOP in LETIMERn_CTRL.

If the timer is started when both LETIMERn_CNT and LETIMERn_REP0 are zero but LETIMERn_REP1 is non-zero, LETIMERn_REP1 is loaded into LETIMERn_REP0, and the counter counts the loaded number of times.

Used in conjunction with a buffered top value, both the top and repeat values of the timer may be buffered, 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 21.4 LETIMER Buffered Repeat State Machine on page 688. $REP1_{USED}$ shown in the state machine is an internal variable that keeps track of whether the value in LETIMERn_REP1 has been loaded into LETIMERn_REP0 or not. The purpose of this is that a value written to LETIMERn_REP1 should only be counted once. $REP1_{USED}$ is cleared whenever LETIMERn_REP1 is written.

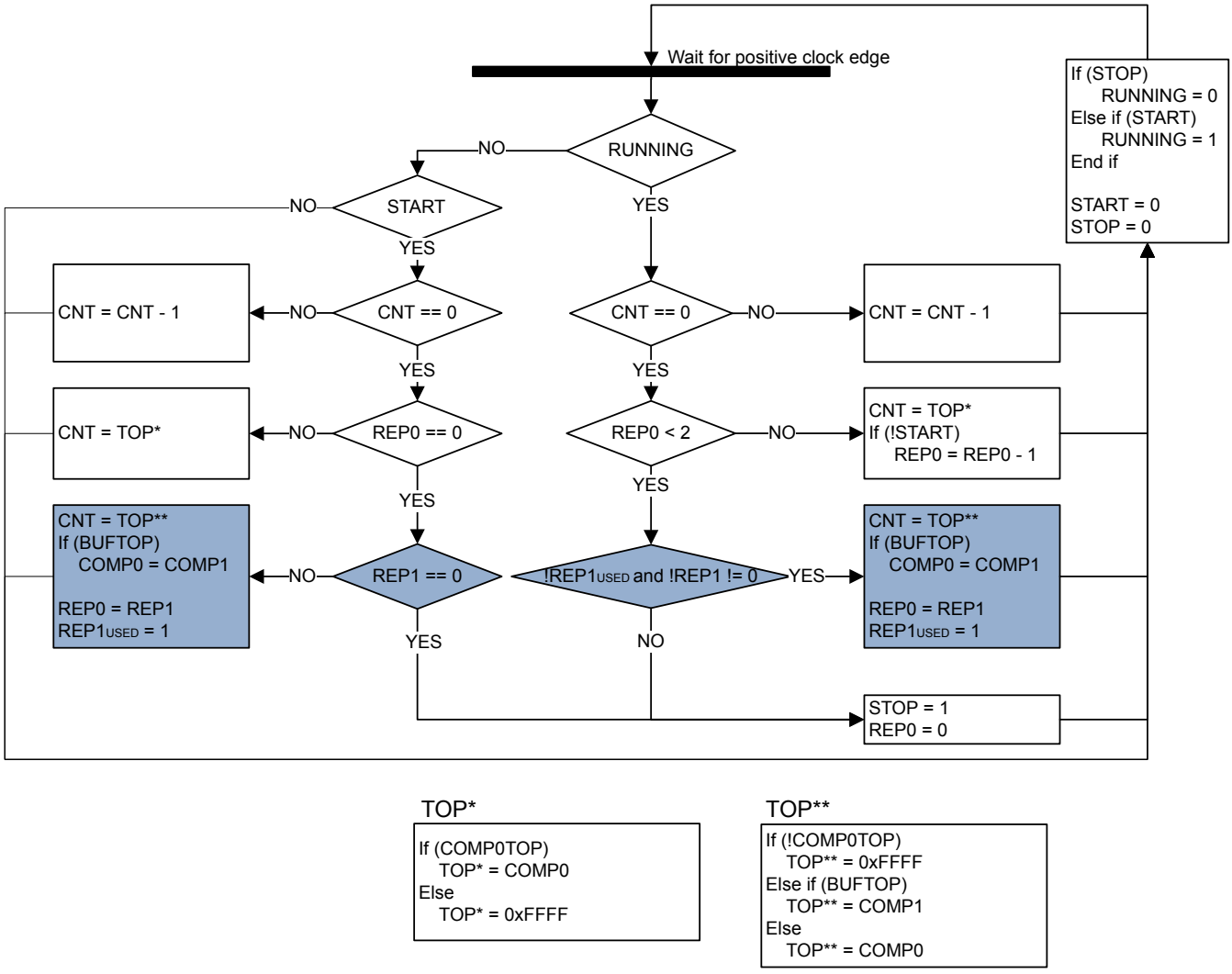


Figure 21.4. LETIMER Buffered Repeat State Machine

21.3.3.6 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_REP0 is larger than 0, the double mode counts as long as either LETIMERn_REP0 or LETIMERn_REP1 is larger than 0. As an example, say LETIMERn_REP0 is 3 and LETIMERn_REP1 is 10 when the timer is started. If no further interaction is done with the timer, LETIMERn_REP0 will now be decremented 3 times, and LETIMERn_REP1 will be decremented 10 times. The timer counts a total of 10 times, and LETIMERn_REP0 is 0 after the first three timer underflows and stays at 0. LETIMERn_REP0 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 21.5 LETIMER Double Repeat State Machine on page 689.

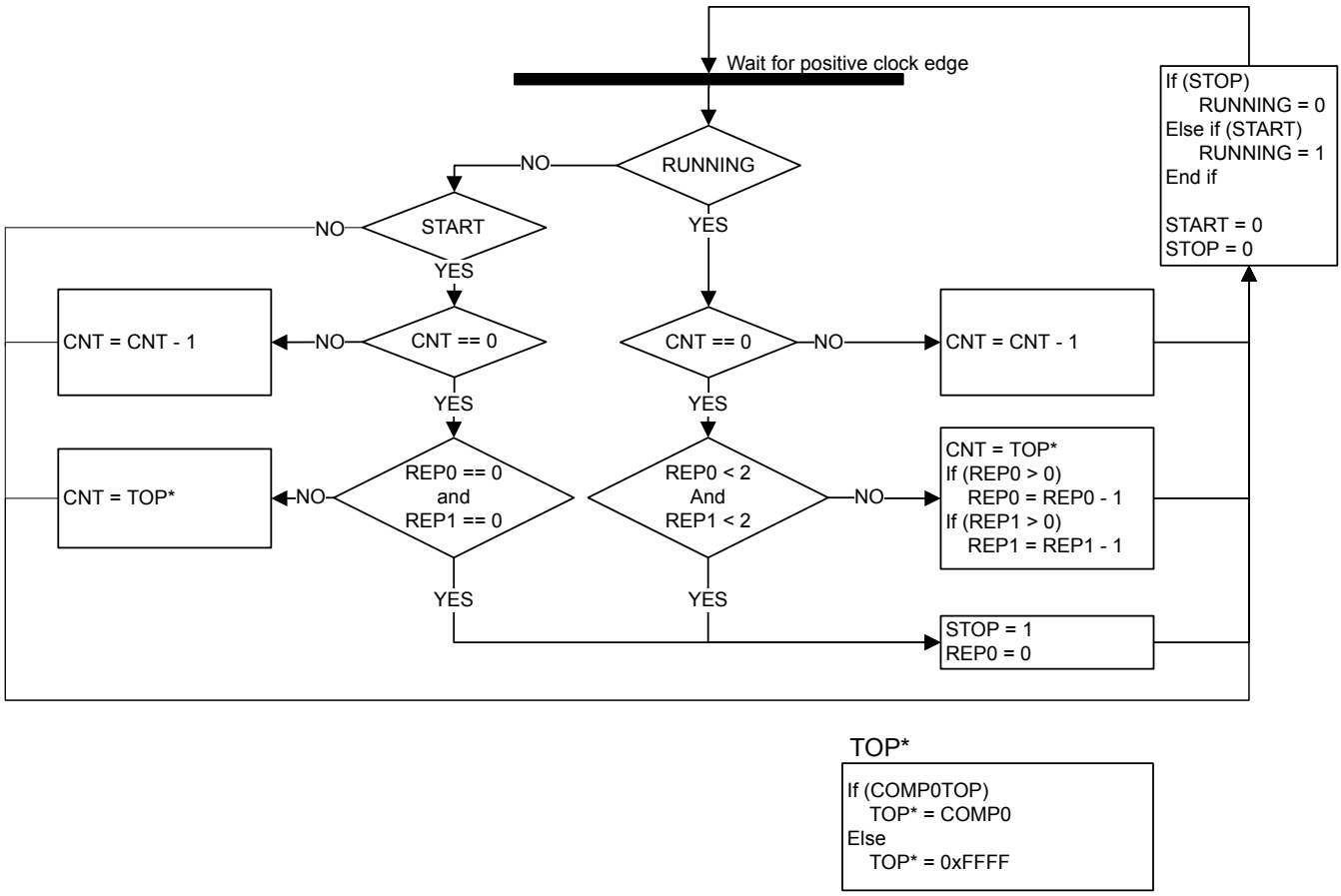


Figure 21.5. LETIMER Double Repeat State Machine

21.3.3.7 Clock Source

The LETIMER clock source and its prescaler value are defined in the Clock Management Unit (CMU). The $LFACLK_{LETIMERn}$ has a frequency given by Figure 21.6 LETIMER Clock Frequency on page 689.

$$f_{LFACKL_LETIMERn} = 32768/2^{LETIMERn}$$

Figure 21.6. LETIMER Clock Frequency

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_HFBUSCLKEN0, in addition to the module clock.

21.3.3.8 PRS Input Triggers

The LETIMER can be configured to start, stop, and/or clear based on PRS inputs. The diagram showing the functions of the PRS input triggers is shown in Figure 21.7 LETIMER PRS Input Triggers on page 690.

There are 12 PRS inputs to the LETIMER. PRSSTARTSEL, PRSSTOPSEL, and PRSCLEARSEL select which PRS inputs are used to start, stop, and/or clear the LETIMER. PRSSTARTMODE, PRSSTOPMODE, and PRSCLEARMODE select which edge or edge(s) can trigger the start, stop, and/or clear action.The PRSSTARTEN, PRSSTOPEN, and PRSCLEAREN signals shown in the diagram are derived from the PRSSTARTMODE, PRSSTOPMODE, and PRSCLEARMODE fields; if the corresponding bit field is set to NONE, the feature is disabled.

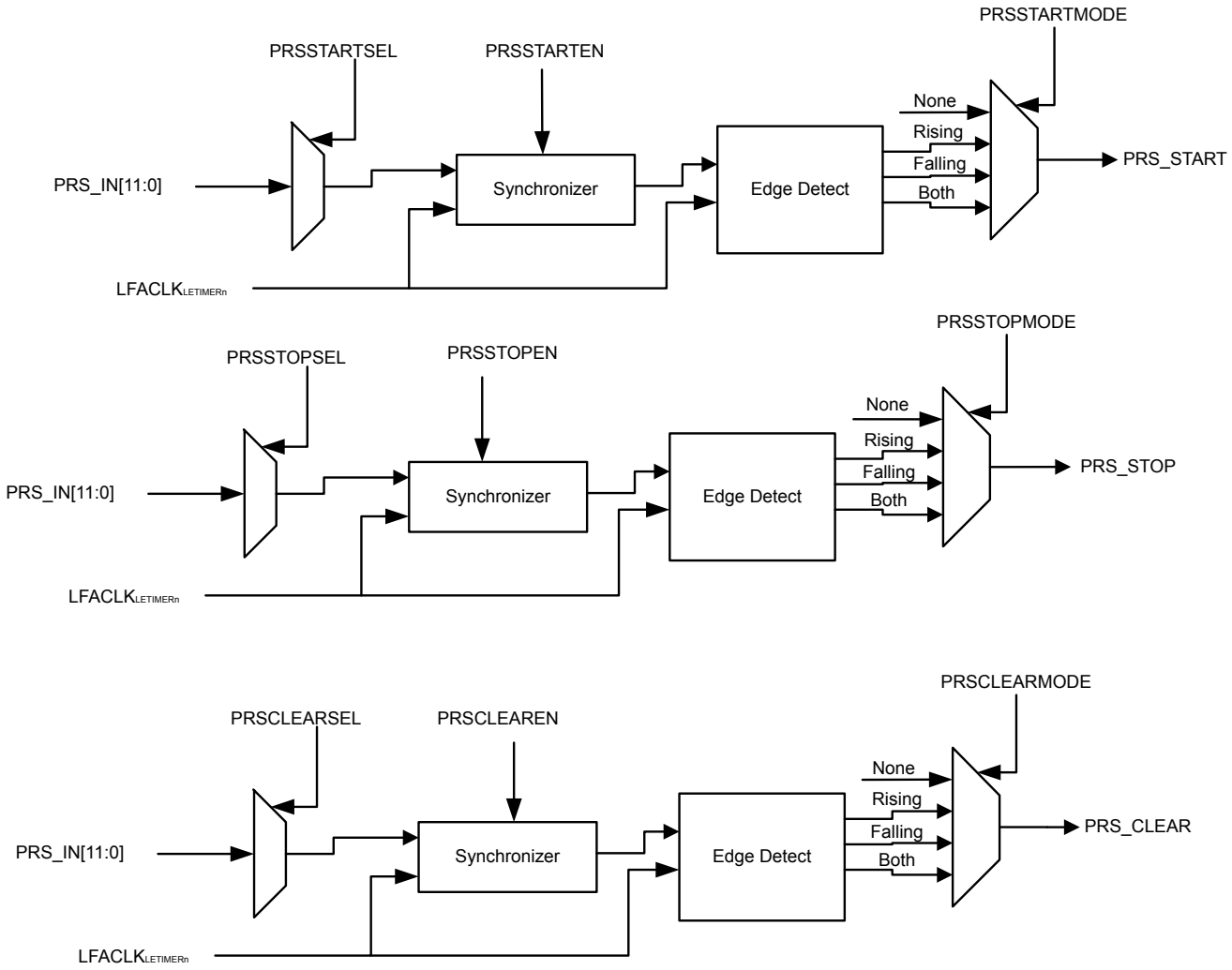


Figure 21.7. LETIMER PRS Input Triggers

21.3.3.9 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.

21.3.4 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.

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 21.2 LETIMER Underflow Output Actions on page 691.

Table 21.2. LETIMER Underflow Output Actions

UF0A0/UF0A1	Mode	Description
0b00	Idle	The output is held at its idle value
0b01	Toggle	The output is toggled on LETIMERn_CNT underflow if LEIMERn_REPx is nonzero
0b10	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
0b11	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.
- For free-running mode, LETIMERn_REP0 != 0 for output generation to be enabled.

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 21.8 LETIMER Simple Waveforms Output on page 692. 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(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.

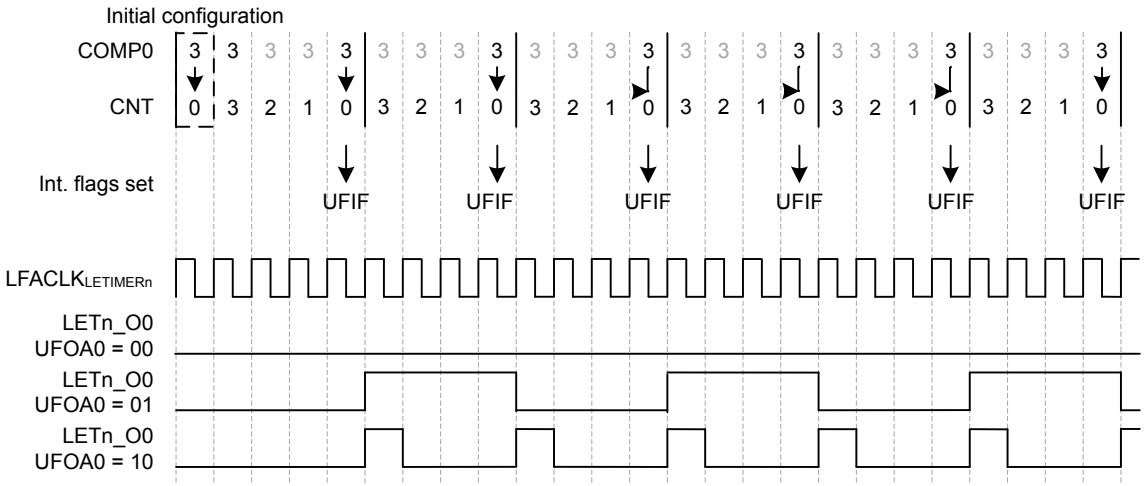


Figure 21.8. LETIMER Simple Waveforms Output

For the example in Figure 21.9 LETIMER Repeated Counting on page 692, the One-shot repeat mode has been selected, and LETIMERn_REP0 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_REP0 times. By using LETIMERn_REP0 the user has full control of the number of pulses/toggles generated on the output.

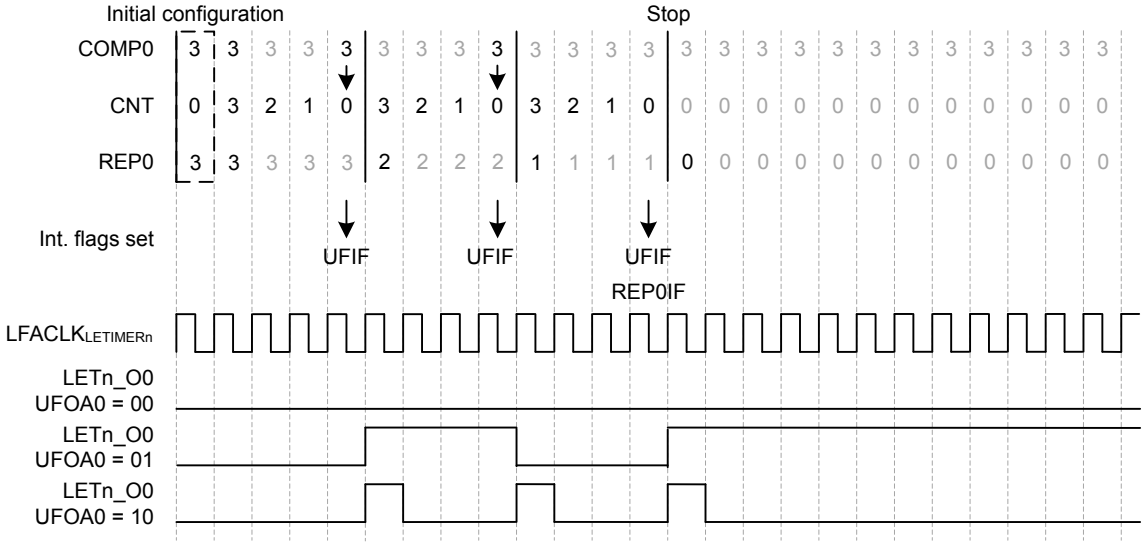


Figure 21.9. LETIMER Repeated Counting

Using the Double repeat mode, output can be generated on both the LETIMER outputs. Figure 21.10 LETIMER Dual Output on page 693 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.

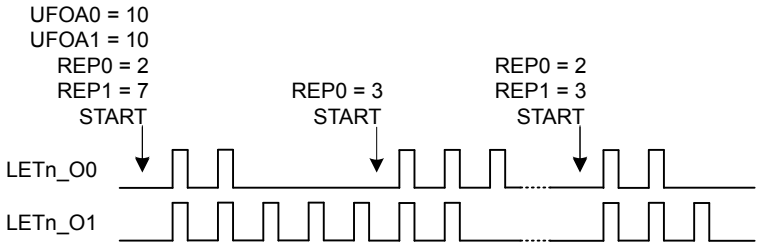


Figure 21.10. LETIMER Dual Output

21.3.5 PRS Output

The LETIMER outputs can be routed out onto the PRS system. Enabling the PRS connection can be done by setting SOURCESEL to LETIMERx and SIGSEL to LETIMERxCHn in PRS_CHx_CTRL. The PRS register description can be found in 15.5 Register Description

21.3.6 Examples

This section presents a couple of usage examples for the LETIMER.

21.3.6.1 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 via PRS 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 21.11 LETIMER Triggered Operation on page 694, 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.

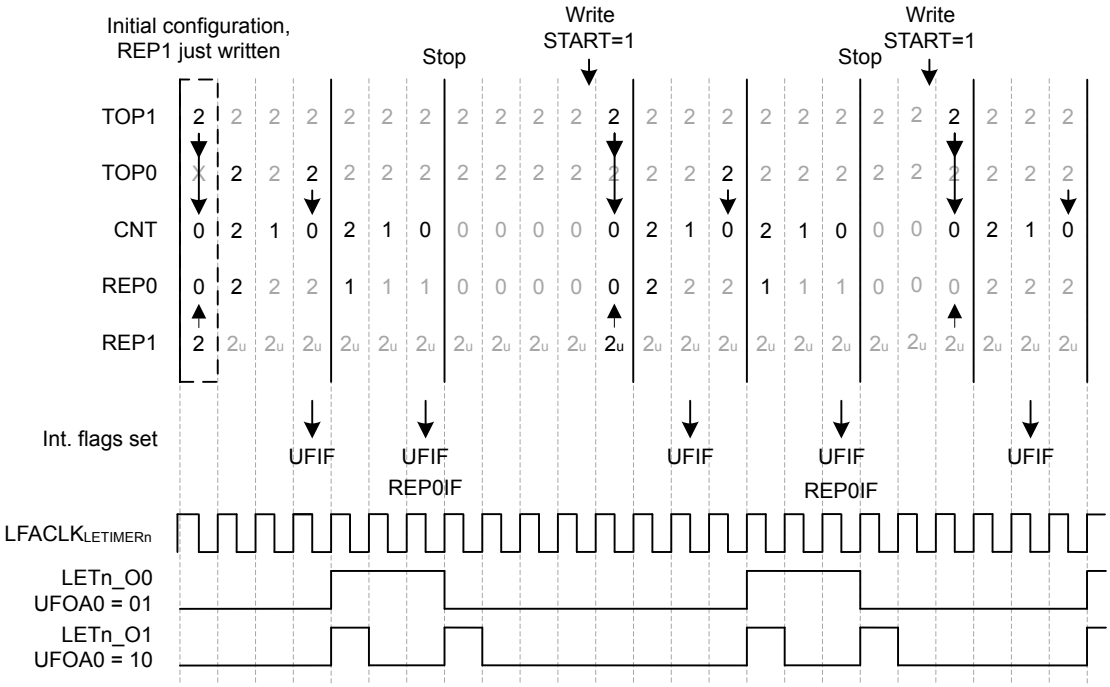


Figure 21.11. LETIMER Triggered Operation

21.3.6.2 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 21.8 LETIMER Simple Waveforms Output on page 692, but to generate changing waveforms, using the repeat counter and buffer registers can prove advantageous.

For the example in Figure 21.12 LETIMER Continuous Operation on page 695, 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

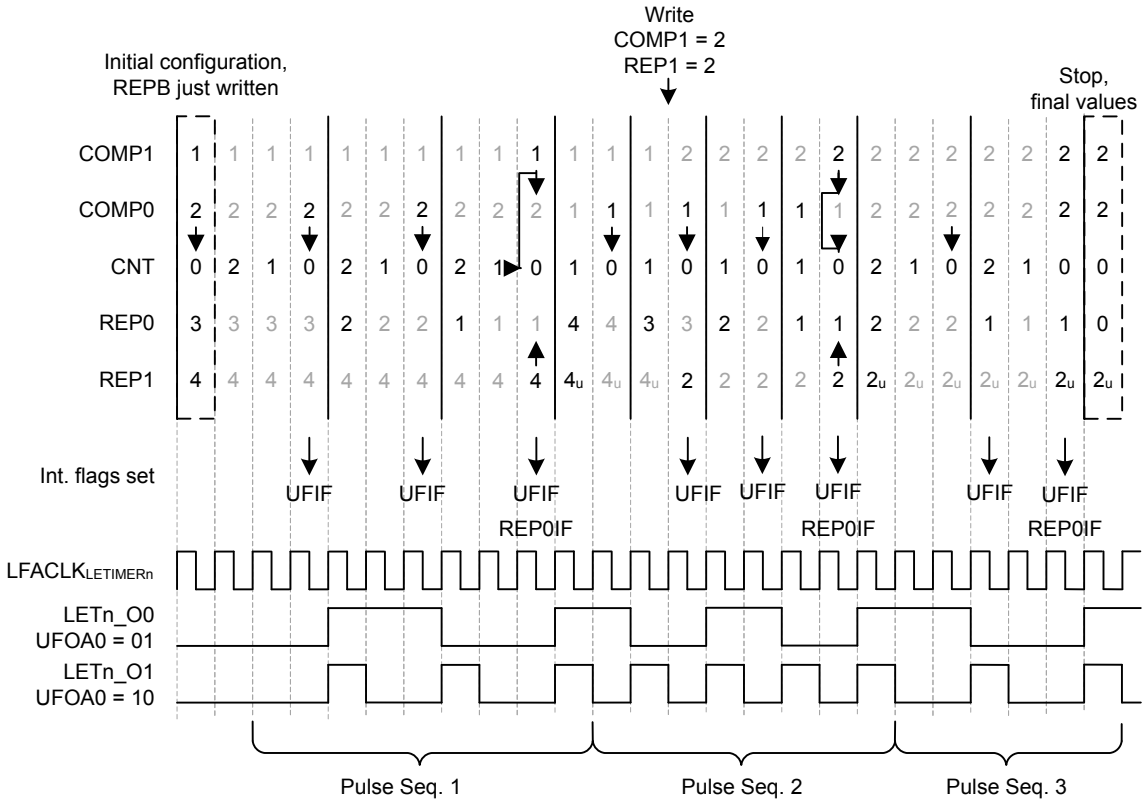


Figure 21.12. LETIMER Continuous Operation

The first two sequences are loaded into the LETIMER before the timer is started.

LETIMERn_COMP0 is set to 2 (cycles – 1), and LETIMERn_REP0 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_REP1 is set to 4.

The LETIMER is set to trigger an interrupt when LETIMERn_REP0 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 21.12 LETIMER Continuous Operation on page 695. 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 21.12 LETIMER Continuous Operation on page 695 assumes that writes are done in advance so they arrive in the LETIMER as described in the figure.

Figure 21.13 LETIMER LETIMERn_CNT Not Initialized to 0 on page 696 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.

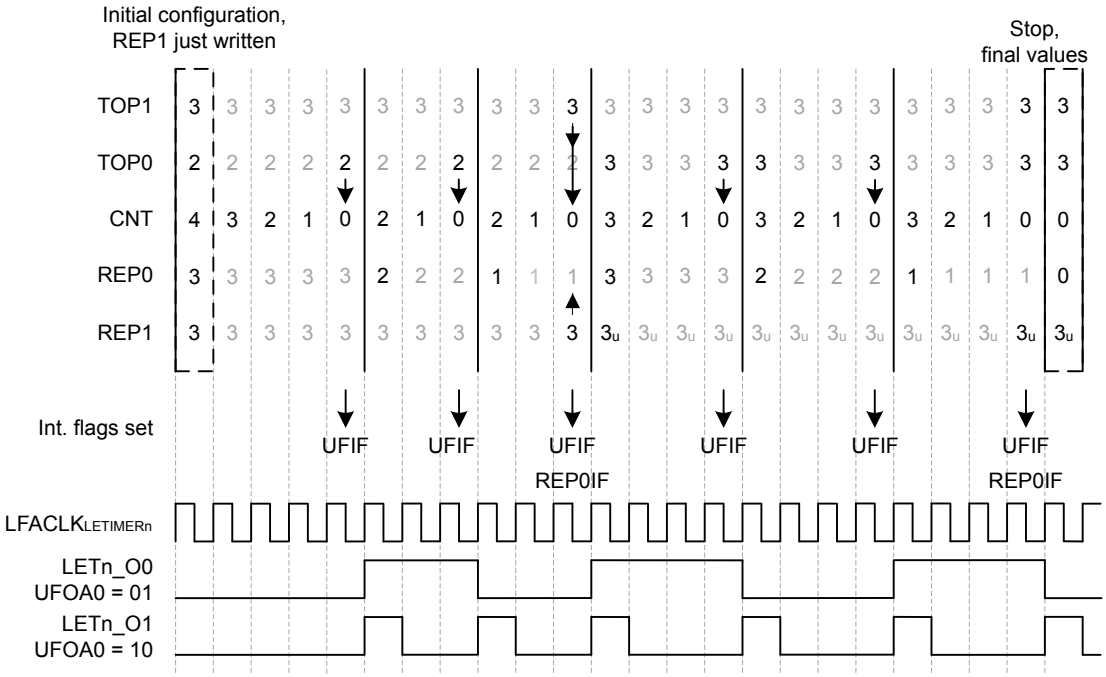


Figure 21.13. LETIMER LETIMERn_CNT Not Initialized to 0

21.3.6.3 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 UFOA1 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_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.

21.3.6.4 Interrupts

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.

21.3.7 Register Access

This module is a Low Energy Peripheral, and supports immediate synchronization. For description regarding immediate synchronization, the reader is referred to 4.3.1 Writing.

21.4 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	RWH	Compare Value Register 0
0x014	LETIMERn_COMP1	RW	Compare Value Register 1
0x018	LETIMERn_REP0	RWH	Repeat Counter Register 0
0x01C	LETIMERn_REP1	RWH	Repeat Counter Register 1
0x020	LETIMERn_IF	R	Interrupt Flag Register
0x024	LETIMERn_IFS	W1	Interrupt Flag Set Register
0x028	LETIMERn_IFC	(R)W1	Interrupt Flag Clear Register
0x02C	LETIMERn_IEN	RW	Interrupt Enable Register
0x034	LETIMERn_SYNCBUSY	R	Synchronization Busy Register
0x040	LETIMERn_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x044	LETIMERn_ROUTELOC0	RW	I/O Routing Location Register
0x050	LETIMERn_PRSSEL	RW	PRS Input Select Register

21.5 Register Description

21.5.1 LETIMERn_CTRL - Control Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

Offset	Bit Position																											
0x000	31	30	29	28	27	26	25	24	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	0x0		0x0		0x0	
Access																				RW			RW	RW	RW	RW	RW		RW		RW	
Name																				DEBUGRUN			COMP0TOP	BUFTOP	OPOL1	OPOL0	UFOA1		UFOA0		REPMODE	

Bit	Name	Reset	Access	Description
31:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
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

Bit	Name	Reset	Access	Description
11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	COMP0TOP	0	RW	**Compare Value 0 is Top Value**

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

Bit	Name	Reset	Access	Description
8	BUFTOP	0	RW	**Buffered Top**

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	COMP0 is set to COMP1 when REP0 reaches 0

Bit	Name	Reset	Access	Description
7	OPOL1	0	RW	**Output 1 Polarity**

Defines the idle value of output 1.

Bit	Name	Reset	Access	Description
6	OPOL0	0	RW	**Output 0 Polarity**

Defines the idle value of output 0.

Bit	Name	Reset	Access	Description
5:4	UFOA1	0x0	RW	**Underflow Output Action 1**

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 $LFACLK_{LETIMER0}$ 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

Bit	Name	Reset	Access	Description
3:2	UFOA0	0x0	RW	**Underflow Output Action 0**

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 $LFACLK_{LETIMER0}$ 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

Bit	Name	Reset	Access	Description
1:0	REPMODE	0x0	RW	**Repeat Mode**

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, otherwise 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

21.5.2 LETIMERn_CMD - Command Register (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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	0	0
Access																												W1	W1	W1	W1	W1
Name																												CTO1	CTO0	CLEAR	STOP	START

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	CTO1	0	W1	**Clear Toggle Output 1**
	Set to drive toggle output 1 to its idle value			
3	CTO0	0	W1	**Clear Toggle Output 0**
	Set to drive toggle output 0 to its idle value			
2	CLEAR	0	W1	**Clear LETIMER**
	Set to clear LETIMER			
1	STOP	0	W1	**Stop LETIMER**
	Set to stop LETIMER			
0	START	0	W1	**Start LETIMER**
	Set to start LETIMER			

21.5.3 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
Reset																																0
Access																																R
Name																																RUNNING

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	RUNNING	0	R	**LETIMER Running**
	Set when LETIMER is running.			

21.5.4 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 1.2 Conventions*		
15:0	CNT	0x0000	RWH	**Counter Value**
	Use to read the current value of the LETIMER.			

21.5.5 LETIMERn_COMP0 - Compare Value Register 0 (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																	RWH															
Name																	COMP0															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	COMP0	0x0000	RWH	**Compare Value 0**
	Compare and optionally top value for LETIMER.			

21.5.6 LETIMERn_COMP1 - Compare Value Register 1 (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																	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 1.2 Conventions*		
15:0	COMP1	0x0000	RW	**Compare Value 1**
	Compare and optionally buffered top value for LETIMER.			

21.5.7 LETIMERn_REP0 - Repeat Counter Register 0 (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																									RWH							
Name																									REP0							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	REP0	0x00	RWH	**Repeat Counter 0**
	Optional repeat counter.			

21.5.8 LETIMERn_REP1 - Repeat Counter Register 1 (Async Reg)

For more information about asynchronous registers see 4.3 Access to Low Energy Peripherals (Asynchronous Registers).

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																												RWH				
Name																												REP1				

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	REP1	0x00	RWH	**Repeat Counter 1**
	Optional repeat counter or buffer for REP0.			

21.5.9 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	4	3	2	1	0
Reset																												0	0	0	0	0
Access																												R	R	R	R	R
Name																												REP1	REP0	UF	COMP1	COMP0

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	REP1	0	R	**Repeat Counter 1 Interrupt Flag**
	Set when repeat counter 1 reaches zero.			
3	REP0	0	R	**Repeat Counter 0 Interrupt Flag**
	Set when repeat counter 0 reaches zero or when the REP1 interrupt flag is loaded into the REP0 interrupt flag.			
2	UF	0	R	**Underflow Interrupt Flag**
	Set on LETIMER underflow.			
1	COMP1	0	R	**Compare Match 1 Interrupt Flag**
	Set when LETIMER reaches the value of COMP1.			
0	COMP0	0	R	**Compare Match 0 Interrupt Flag**
	Set when LETIMER reaches the value of COMP0.			

21.5.10 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	4	3	2	1	0
Reset																												0	0	0	0	0
Access																												W1	W1	W1	W1	W1
Name																												REP1	REP0	UF	COMP1	COMP0

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	REP1	0	W1	**Set REP1 Interrupt Flag**
	Write 1 to set the REP1 interrupt flag			
3	REP0	0	W1	**Set REP0 Interrupt Flag**
	Write 1 to set the REP0 interrupt flag			
2	UF	0	W1	**Set UF Interrupt Flag**
	Write 1 to set the UF interrupt flag			
1	COMP1	0	W1	**Set COMP1 Interrupt Flag**
	Write 1 to set the COMP1 interrupt flag			
0	COMP0	0	W1	**Set COMP0 Interrupt Flag**
	Write 1 to set the COMP0 interrupt flag			

21.5.11 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
Access																												(R)W1	(R)W1	(R)W1	(R)W1	(R)W1
Name																												REP1	REP0	UF	COMP1	COMP0

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	REP1	0	(R)W1	**Clear REP1 Interrupt Flag**
	Write 1 to clear the REP1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
3	REP0	0	(R)W1	**Clear REP0 Interrupt Flag**
	Write 1 to clear the REP0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	UF	0	(R)W1	**Clear UF Interrupt Flag**
	Write 1 to clear the UF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	COMP1	0	(R)W1	**Clear COMP1 Interrupt Flag**
	Write 1 to clear the COMP1 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	COMP0	0	(R)W1	**Clear COMP0 Interrupt Flag**
	Write 1 to clear the COMP0 interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

21.5.12 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																												0	0	0	0	0
Access																												RW	RW	RW	RW	RW
Name																												REP1	REP0	UF	COMP1	COMP0

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	REP1	0	RW	**REP1 Interrupt Enable**
	Enable/disable the REP1 interrupt			
3	REP0	0	RW	**REP0 Interrupt Enable**
	Enable/disable the REP0 interrupt			
2	UF	0	RW	**UF Interrupt Enable**
	Enable/disable the UF interrupt			
1	COMP1	0	RW	**COMP1 Interrupt Enable**
	Enable/disable the COMP1 interrupt			
0	COMP0	0	RW	**COMP0 Interrupt Enable**
	Enable/disable the COMP0 interrupt			

21.5.13 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																															0	
Access																															R	
Name																															CMD	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	CMD	0	R	**CMD Register Busy**
	Set when the value written to CMD is being synchronized.			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

21.5.14 LETIMERn_ROUTEPEN - I/O Routing Pin Enable 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																															0	0
Access																															RW	RW
Name																															OUT1PEN	OUT0PEN

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	OUT1PEN	0	RW	**Output 1 Pin Enable**

When set, output 1 of the LETIMER is enabled.

Value	Description
0	The LETn_O1 pin is disabled
1	The LETn_O1 pin is enabled

Bit	Name	Reset	Access	Description
0	OUT0PEN	0	RW	**Output 0 Pin Enable**

When set, output 0 of the LETIMER is enabled.

Value	Description
0	The LETn_O0 pin is disabled
1	The LETn_O0 pin is enabled

21.5.15 LETIMERn_ROUTELOC0 - I/O Routing Location 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																			0x00								0x00					
Access																			RW								RW					
Name																			OUT1LOC								OUT0LOC					

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:8	OUT1LOC	0x00	RW	**I/O Location**

Decides the location of the LETIMER OUT1 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31
7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	OUT0LOC	0x00	RW	**I/O Location**

Decides the location of the LETIMER OUT0 pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

21.5.16 LETIMERn_PRSSEL - PRS Input Select 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	11	10	9	8	7	6	5	4	3	2	1	0
Reset					0x0				0x0				0x0				0x0						0x0						0x0			
Access					RW				RW				RW				RW						RW						RW			
Name					PRSCLEARMODE				PRSSTOPMODE				PRSSTARTMODE				PRSCLEARSEL						PRSSTOPSEL						PRSSTARTSEL			

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:26	PRSCLEARMODE	0x0	RW	**PRS Clear Mode**

Determines mode for PRS input clear.

Value	Mode	Description
0	NONE	PRS cannot clear the LETIMER
1	RISING	Rising edge of selected PRS input can clear the LETIMER
2	FALLING	Falling edge of selected PRS input can clear the LETIMER
3	BOTH	Both the rising or falling edge of the selected PRS input can clear the LETIMER

25:24	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
23:22	PRSSTOPMODE	0x0	RW	**PRS Stop Mode**

Determines mode for PRS input stop.

Value	Mode	Description
0	NONE	PRS cannot stop the LETIMER
1	RISING	Rising edge of selected PRS input can stop the LETIMER
2	FALLING	Falling edge of selected PRS input can stop the LETIMER
3	BOTH	Both the rising or falling edge of the selected PRS input can stop the LETIMER

21:20	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
19:18	PRSSTARTMODE	0x0	RW	**PRS Start Mode**

Determines mode for PRS input start.

Value	Mode	Description
0	NONE	PRS cannot start the LETIMER
1	RISING	Rising edge of selected PRS input can start the LETIMER

Bit	Name	Reset	Access	Description
	2	FALLING		Falling edge of selected PRS input can start the LETIMER
	3	BOTH		Both the rising or falling edge of the selected PRS input can start the LETIMER
17:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:12	PRSCLEARSEL	0x0	RW	**PRS Clear Select**

Determines which PRS input can clear the LETIMER.

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

11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:6	PRSSTOPSEL	0x0	RW	**PRS Stop Select**

Determines which PRS input can stop the LETIMER.

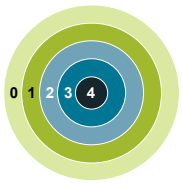
Value	Mode	Description
0	PRSCH0	PRS Channel 0 selected as input
1	PRSCH1	PRS Channel 1 selected as input
2	PRSCH2	PRS Channel 2 selected as input
3	PRSCH3	PRS Channel 3 selected as input
4	PRSCH4	PRS Channel 4 selected as input
5	PRSCH5	PRS Channel 5 selected as input
6	PRSCH6	PRS Channel 6 selected 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

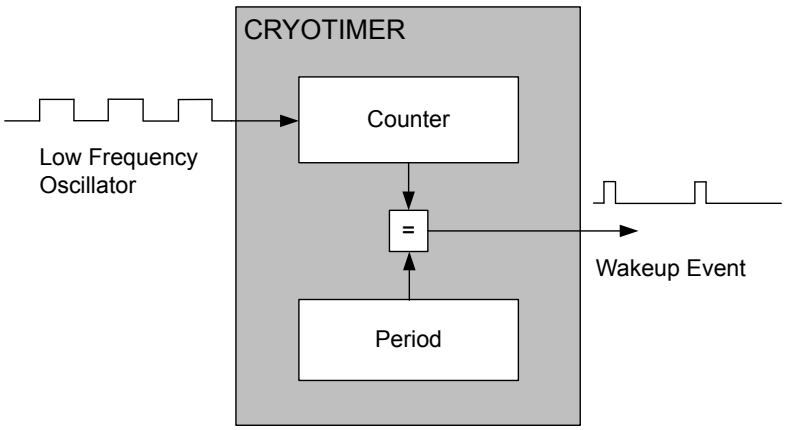
Bit	Name	Reset	Access	Description
5:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	PRSSTARTSEL	0x0	RW	**PRS Start Select**

Determines which PRS input can start the LETIMER.

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

22. CRYOTIMER - Ultra Low Energy Timer/Counter





Quick Facts

What?

The CRYOTIMER is a timer capable of providing wakeup events/interrupts after deterministic intervals in all energy modes, including EM4.

Why?

The CRYOTIMER enables the chip to remain in the lowest energy modes for long durations, while keeping track of time and being able to wake up at regular intervals, all with an absolute minimum current consumption.

How?

Using a counter running on a prescaled Low Frequency Oscillator, the CRYOTIMER can provide periodic wakeup events with a very wide period range.

22.1 Introduction

The CRYOTIMER is a 32 bit counter which operates on a low frequency oscillator, and is capable of running in all energy modes. It can provide periodic wakeup events and PRS signals which can be used to wake up peripherals from any energy mode. The CRYOTIMER provides a very wide range of periods for the interrupts facilitating flexible ultra-low energy operation.

Because of its simplicity, the CRYOTIMER is a lower energy solution for periodically waking up the MCU compared to the RTCC.

22.2 Features

- 32 bit Counter
- Works in all the energy modes
- Only External and Power-On resets reset the CRYOTIMER
- Interrupt/wake up event after deterministic intervals
- PRS Output
- Debug mode
  - Configurable to either run or stop when processor is stopped (break)

22.3 Functional Description

22.3.1 Block Diagram

An overview of the CRYOTIMER is shown in Figure 22.1 CRYOTIMER Block Overview on page 715.

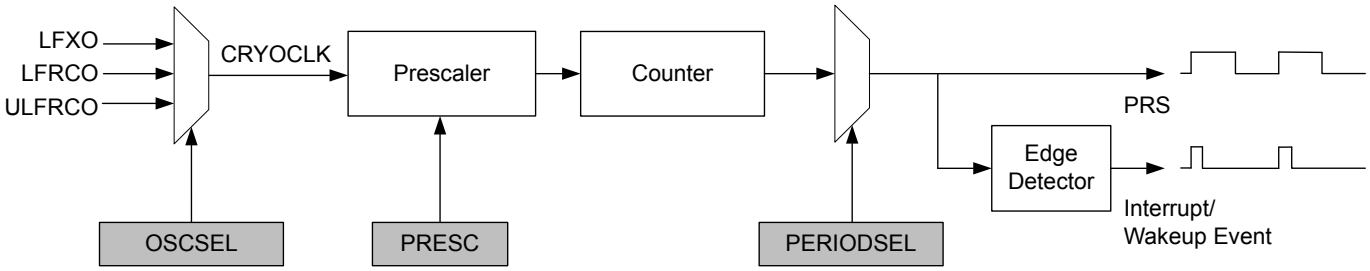


Figure 22.1. CRYOTIMER Block Overview

22.3.2 Operation

The desired low frequency oscillator for the CRYOTIMER operation can be selected by using OSCSEL in CRYOTIMER_CTRL. The selection must be made before enabling the CRYOTIMER, and it must be ensured that the selected oscillator is ready. This can be checked by observing LFXORDY or LFRCORDY (depending upon the oscillator selection) in CMU_STATUS. Note that the ULFRCO is always ready.

By default the CRYOTIMER is held in reset. It can be started by setting EN in CRYOTIMER_CTRL. The CRYOTIMER, when running, is reset by clearing EN.

The timer counts at a frequency determined by PRESC in CRYOTIMER_CTRL. This value should be set before the CRYOTIMER is enabled. Setting PRESC to 0 gives the maximum resolution, while higher values allow longer periods, see Table 22.1 CRYOTIMER Resolution vs Maximum Wakeup Event/Interrupt Period, $F_{CRYOCLK}$ = 32768 Hz on page 716.

The 32-bit Counter provides 32 different options for selecting the duration between the Wakeup events. The selected duration is specified by CRYOTIMER_PERIODSEL. It should be configured before the CRYOTIMER is enabled.

$$T_{WU} = (2^{PRESC} \times 2^{PERIODSEL})/f_{CRYOCLK}$$

Figure 22.2. Duration Between the CRYOTIMER Wakeup Events in Seconds

Table 22.1. CRYOTIMER Resolution vs Maximum Wakeup Event/Interrupt Period, $F_{CRYOCLK}$ = 32768 Hz

CRYOTIMER_CTRL_PRESC	Resolution, $2^{PRESC}/f_{CRYOCLK}$	Maximum Wakeup event/Interrupt Period
DIV1	30.5 µs	36.4 hours
DIV2	61 µs	72.8 hours
DIV4	122 µs	145.6 hours
DIV8	244 µs	12 days
DIV16	488 µs	24 days
DIV32	977 µs	48 days
DIV64	1.95 ms	97 days
DIV128	3.91 ms	194 days

The 32-bit counter value of the CRYOTIMER can be read using the CRYOTIMER_CNT register.

The PRS output pulses of the CRYOTIMER are 1 CRYOCLK clock cycle wide. However, if the PRESC and PERIODSEL are both set to 0, the width of these pulses will be half CRYOCLK time period.

The CRYOTIMER wakeup events set the flag in the CRYOTIMER_IF. Interrupt on this event can be enabled by using the CRYOTIMER_IEN register.

The CRYOTIMER is always reset by the External Pin and Power-On resets. Additionally, by using EMU_CTRL, it can also be configured to reset by Watchdog, lockup, and system request resets.

Note: The CRYOTIMER configuration bits/registers should only be changed when EN in CRYOTIMER_CTRL is cleared.

22.3.3 Debug Mode

When the CPU is halted in debug mode, the CRYOTIMER can be configured to either continue to run or to be frozen. This is configured using DEBUGRUN in CRYOTIMER_CTRL.

22.3.4 Energy Mode Availability

The CRYOTIMER is available in all energy modes. Wakeup from EM2 DeepSleep and EM3 Stop to EM0 Active can be performed using the regular interrupt as discussed in 22.3.2 Operation. To generate wakeup events during EM4 Hibernate/Shutoff, EM4WU in CRYOTIMER_EM4WUEN must be set to 1. Since the interrupt flag serves as the wakeup source, it must be cleared by software after exiting a low energy mode. Refer to 11. EMU - Energy Management Unit for details on how to configure the EMU.

22.4 Register Map

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

Offset	Name	Type	Description
0x000	CRYOTIMER_CTRL	RW	Control Register
0x004	CRYOTIMER_PERIODSEL	RW	Interrupt Duration
0x008	CRYOTIMER_CNT	R	Counter Value
0x00C	CRYOTIMER_EM4WUEN	RW	Wake Up Enable
0x010	CRYOTIMER_IF	R	Interrupt Flag Register
0x014	CRYOTIMER_IFS	W1	Interrupt Flag Set Register
0x018	CRYOTIMER_IFC	(R)W1	Interrupt Flag Clear Register
0x01C	CRYOTIMER_IEN	RW	Interrupt Enable Register

22.5 Register Description

22.5.1 CRYOTIMER_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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		0	0
Access																									RW				RW		RW	RW
Name																									PRESC				OSCSEL		DEBUGRUN	EN

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:5	PRESC	0x0	RW	**Prescaler Setting**

These bits select the prescaling factor.

Value	Mode	Description
0	DIV1	LF Oscillator frequency undivided
1	DIV2	LF Oscillator frequency divided by 2
2	DIV4	LF Oscillator frequency divided by 4
3	DIV8	LF Oscillator frequency divided by 8
4	DIV16	LF Oscillator frequency divided by 16
5	DIV32	LF Oscillator frequency divided by 32
6	DIV64	LF Oscillator frequency divided by 64
7	DIV128	LF Oscillator frequency divided by 128

4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:2	OSCSEL	0x0	RW	**Select Low Frequency Oscillator**

These bits select the low frequency oscillator for the CRYOTIMER operation. This field should be set after the oscillator to be selected is ready.

Value	Mode	Description
0	LFRCO	Select Low Frequency RC Oscillator
1	LFXO	Select Low Frequency Crystal Oscillator
2	ULFRCO	Select Ultra Low Frequency RC Oscillator

1	DEBUGRUN	0	RW	**Debug Mode Run Enable**

Set this bit to enable CRYOTIMER to run in debug mode.

0	EN	0	RW	**Enable CRYOTIMER**

Set this bit to start the CRYOTIMER. Clear this bit to reset the CRYOTIMER. This bit should be set after the oscillator to be selected is ready.

22.5.2 CRYOTIMER_PERIODSEL - Interrupt Duration

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																											0x20					
Access																											RW					
Name																											PERIODSEL					

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	PERIODSEL	0x20	RW	**Interrupts/Wakeup Events Period Setting**

Defines the duration between the Interrupts/Wakeup events based on the pre-scaled clock.

Value	Description
0	Wakeup event after every Pre-scaled clock cycle.
1	Wakeup event after 2 Pre-scaled clock cycles.
2	Wakeup event after 4 Pre-scaled clock cycles.
3	Wakeup event after 8 Pre-scaled clock cycles.
4	Wakeup event after 16 Pre-scaled clock cycles.
5	Wakeup event after 32 Pre-scaled clock cycles.
6	Wakeup event after 64 Pre-scaled clock cycles.
7	Wakeup event after 128 Pre-scaled clock cycles.
8	Wakeup event after 256 Pre-scaled clock cycles.
9	Wakeup event after 512 Pre-scaled clock cycles.
10	Wakeup event after 1k Pre-scaled clock cycles.
11	Wakeup event after 2k Pre-scaled clock cycles.
12	Wakeup event after 4k Pre-scaled clock cycles.
13	Wakeup event after 8k Pre-scaled clock cycles.
14	Wakeup event after 16k Pre-scaled clock cycles.
15	Wakeup event after 32k Pre-scaled clock cycles.
16	Wakeup event after 64k Pre-scaled clock cycles.
17	Wakeup event after 128k Pre-scaled clock cycles.
18	Wakeup event after 256k Pre-scaled clock cycles.
19	Wakeup event after 512k Pre-scaled clock cycles.
20	Wakeup event after 1M Pre-scaled clock cycles.
21	Wakeup event after 2M Pre-scaled clock cycles.
22	Wakeup event after 4M Pre-scaled clock cycles.

Bit	Name	Reset	Access	Description
	23			Wakeup event after 8M Pre-scaled clock cycles.
	24			Wakeup event after 16M Pre-scaled clock cycles.
	25			Wakeup event after 32M Pre-scaled clock cycles.
	26			Wakeup event after 64M Pre-scaled clock cycles.
	27			Wakeup event after 128M Pre-scaled clock cycles.
	28			Wakeup event after 256M Pre-scaled clock cycles.
	29			Wakeup event after 512M Pre-scaled clock cycles.
	30			Wakeup event after 1024M Pre-scaled clock cycles.
	31			Wakeup event after 2048M Pre-scaled clock cycles.
	32			Wakeup event after 4096M Pre-scaled clock cycles.

22.5.3 CRYOTIMER_CNT - Counter Value

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																															
Name	CNT																															

Bit	Name	Reset	Access	Description
31:0	CNT	0x00000000	R	**Counter Value**
	These bits hold the Counter value.			

22.5.4 CRYOTIMER_EM4WUEN - Wake Up Enable

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
Access																																RW
Name																																EM4WU

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EM4WU	0	RW	**EM4 Wake-up Enable**
	Write 1 to enable wake-up request, write 0 to disable wake-up request.			

22.5.5 CRYOTIMER_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	6	5	4	3	2	1	0
Reset																																0
Access																																R
Name																																PERIOD

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	PERIOD	0	R	**Wakeup Event/Interrupt**
	Set when the Wakeup event/Interrupt occurs.			

22.5.6 CRYOTIMER_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	6	5	4	3	2	1	0
Reset																																0
Access																																W1
Name																																PERIOD

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	PERIOD	0	W1	**Set PERIOD Interrupt Flag**
	Write 1 to set the PERIOD interrupt flag			

22.5.7 CRYOTIMER_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	0
Reset																																0
Access																																(R)W1
Name																																PERIOD

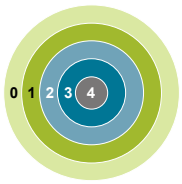
Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	PERIOD	0	(R)W1	**Clear PERIOD Interrupt Flag**
	Write 1 to clear the PERIOD interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

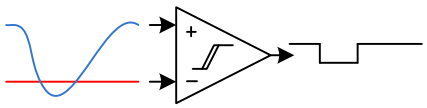
22.5.8 CRYOTIMER_IEN - Interrupt Enable Register

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																																0
Access																																RW
Name																																PERIOD

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	PERIOD	0	RW	**PERIOD Interrupt Enable**
	Enable/disable the PERIOD interrupt			

23. ACMP - Analog Comparator





Quick Facts

What?

The Analog Comparator (ACMP) compares two analog signals and returns a digital value telling which is greater.

Why?

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.

How?

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.

23.1 Introduction

The Analog Comparator compares the voltage of two analog inputs and outputs a digital signal indicating which input voltage is higher. Inputs can either be from internal references or from external pins. Response time, and thereby the current consumption, can be configured by altering the current supply to the comparator.

23.2 Features

- Up to 160 selectable external I/O inputs for both positive and negative inputs
  - Up to 48 I/O can be used as a dividable reference
- 3 selectable internal inputs
  - Dividable Internal 1.25 V bandgap reference voltage
  - Dividable Internal 2.5 V bandgap reference voltage
  - Dividable $V_{ACMPVDD}$ reference voltage
- Voltage supply monitoring
- Low power mode for internal V_{DD} and bandgap references
- Selectable hysteresis
  - 8 values
  - Values can be positive or negative
  - Dividable references have scale for both both output values, allowing for even larger hysteresis
- Selectable response time
- Asynchronous interrupt generation on selectable edges
  - Rising edge
  - Falling edge
  - Both edges
- Operational in EM0 Active down to EM3 Stop
- Dedicated capacitive sense mode with up to 8 inputs
  - Adjustable internal resistor
- Configurable output when inactive
- Comparator output direct on PRS
- Comparator output on GPIO through alternate functionality
  - Output inversion available

23.3 Functional Description

An overview of the ACMP is shown in Figure 23.1 ACMP Overview on page 724 .

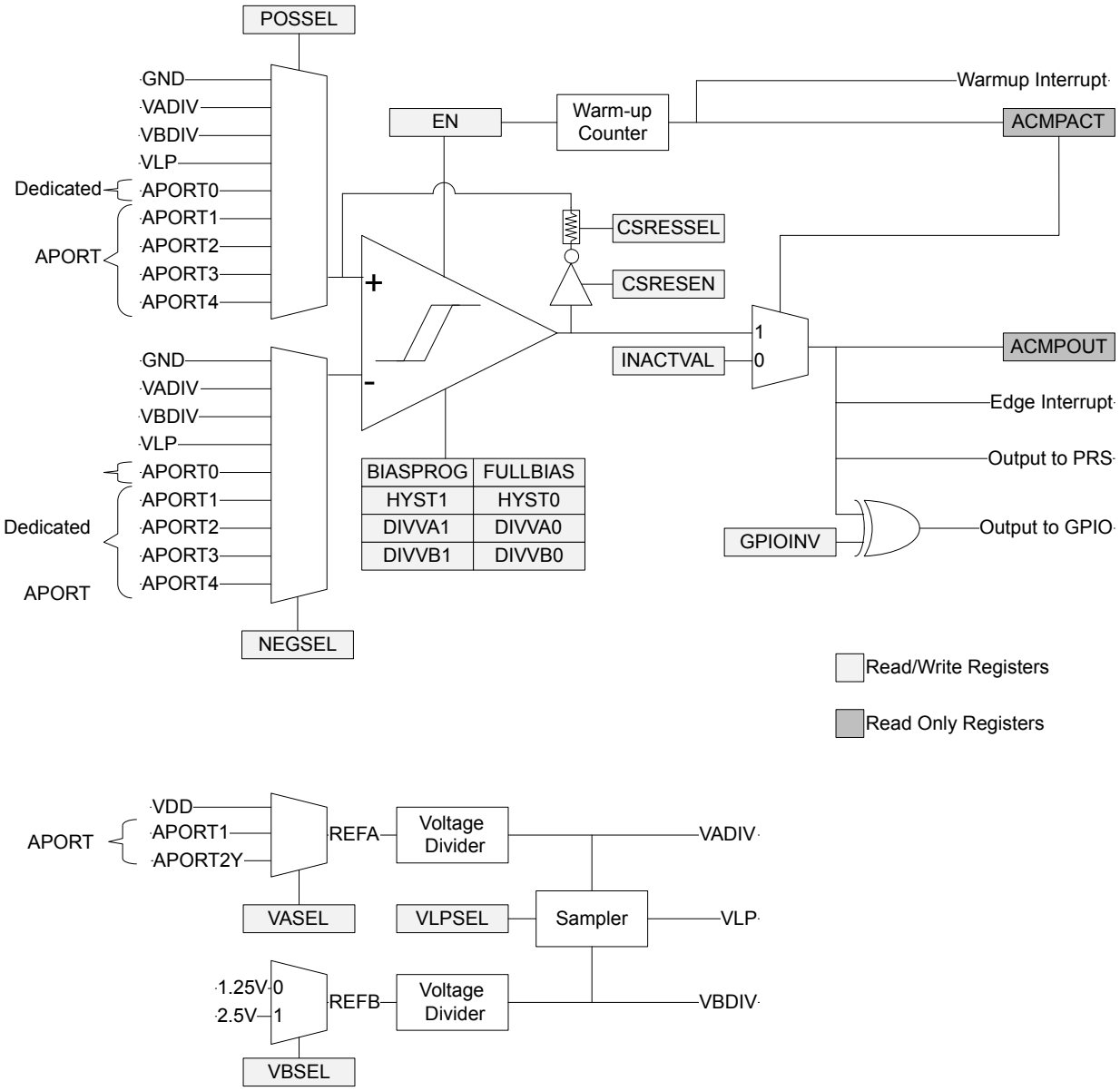


Figure 23.1. ACMP Overview

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.

23.3.1 Power Supply

The comparator power supply ($V_{ACMPVDD}$) can be configured to be AVDD, DVDD, or IOVDD using the PWRSEL bitfield in ACMPn_CTRL. By default, $V_{ACMPVDD}$ is set to AVDD.

23.3.2 Warm-up Time

The analog comparator is enabled by setting the EN bit in ACMPn_CTRL. The comparator requires some time to stabilize after it is enabled. This time period is called the warm-up time. The warm-up period is self-timed and will complete within 5µs after EN is set.

During warm-up and when the comparator is disabled, the output level of the comparator is set to the value of the INACTVAL bit in ACMPn_CTRL. When the warm-up time is over, the ACMPACT bit in ACMPn_STATUS is set to 1 to indicate that the comparator is active.

An edge interrupt will be generated if the edge interrupt is enabled and the value set in INACTVAL differs from ACMPOUT when the comparator transitions from warm-up to active.

Software 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.

23.3.3 Response Time

There is a delay from when the input voltage changes polarity to when the output toggles. This delay is called the response time and can be altered by increasing or decreasing the bias current to the comparator through the BIASPROG and FULLBIAS fields in the ACMPn_CTRL register. The current and speed of the circuit increase as the values of FULLBIAS and BIASPROG are increased from their minimum setting of FULLBIAS=0 BIASPROG=0b00000 to the maximum setting FULLBIAS=1 BIASPROG=0b11111 (maximum). The setting of FULLBIAS has a greater affect on current and speed than the setting of BIASPROG. See the part data sheet for specific current and response times related to the setting of these fields.

If FULLBIAS is set, to avoid glitches the highest hysteresis level should be used.

23.3.4 Hysteresis

When the hysteresis level is set to a non-zero value, 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 23.3 Hysteresis on page 726). This feature can be used to avoid continual comparator output changes due to noise when the positive and negative inputs are nearly equal by requiring the input difference to exceed the hysteresis threshold.

In the analog comparator, hysteresis can be configured to 8 different levels. Level 0 is no hysteresis. Hysteresis is configured through the HYST field in ACMPn_HYSTERESIS0 and ACMPn_HYSTERESIS1 registers. The hysteresis value can be positive or negative. The comparator will output a 1 if:

POSSEL - NEGSEL > HYST

There are two hysteresis registers, ACMPn_HYSTERESIS0 and ACMPn_HYSTERESIS1, as the ACMP supports asymmetric hysteresis. ACMPn_HYSTERESIS0 are the hysteresis values used when the comparator output is 0; ACMPn_HYSTERESIS1 are the values used when the comparator output is 1. The user must set both registers to the same values if symmetric hysteresis is desired.

Along with the HYST field, the ACMPn_HYSTERESIS0/1 registers include the DIVVA and DIVVB fields. This allows the user to implement even larger hysteresis when comparing against VADIV or VBDIV, as the reference voltage can vary with the comparator output, also.

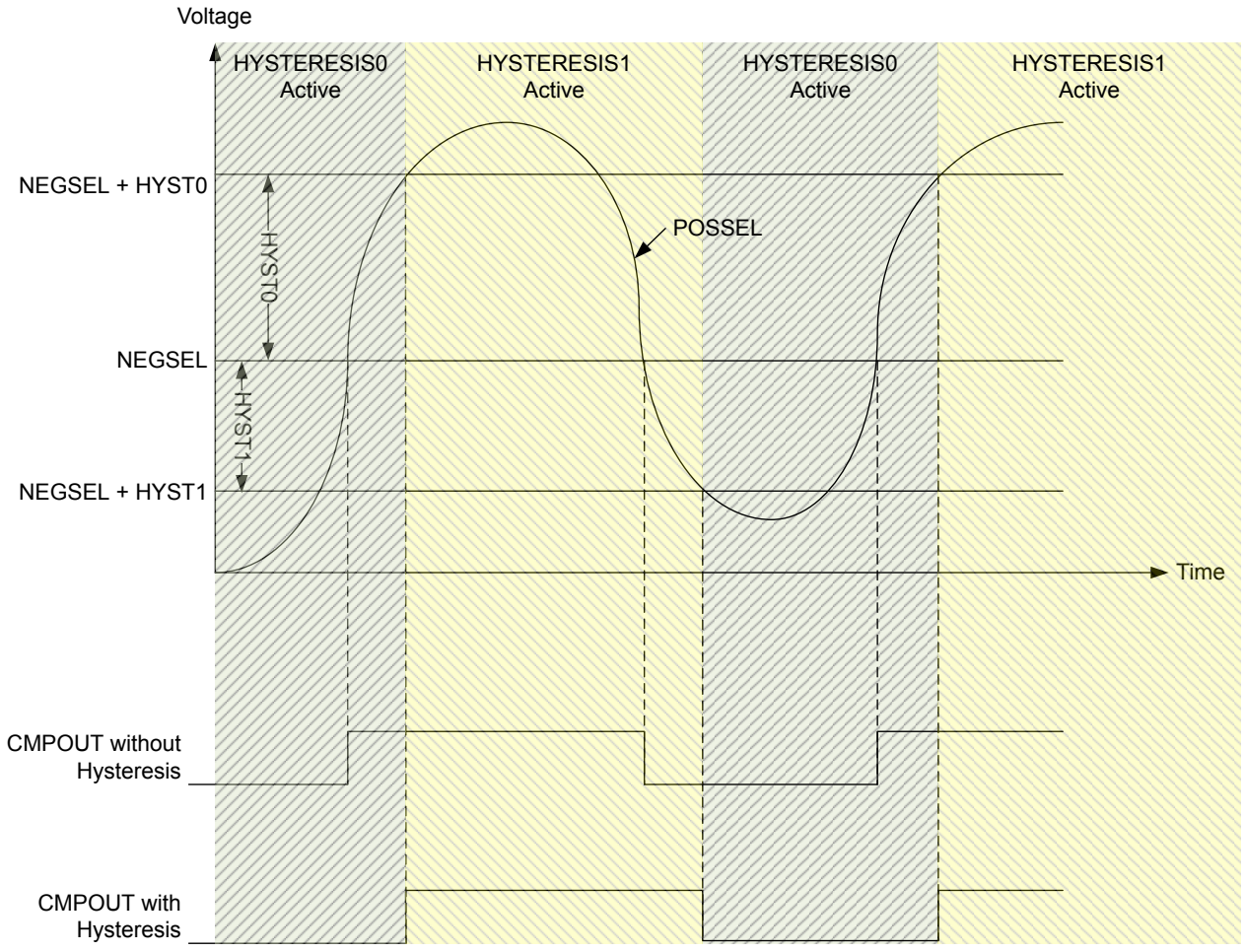


Figure 23.3. Hysteresis

23.3.5 Input Pin Considerations

For external ACMP inputs routed through the APORT, the maximum supported analog input voltage will be limited to the MIN($V_{ACMPVDD}$, IOVDD) (where $V_{ACMPVDD}$ is selected by the PWRSEL bitfield in ACMPn_CTRL). Note that pins configured as ACMP inputs should disable OVT (by setting the corresponding GPIO_Px_OVTDIS bit) to reduce any potential distortion introduced by the OVT circuitry.

23.3.6 Input Selection

The POSSEL and NEGSEL fields in ACMPn_INPUTSEL control the input connections to the positive and negative inputs of the comparator. The user can select external GPIO pins on the chip, or select a number of internal chip voltages. Pins are selected by configuring channels on APORT buses. Not all selectable channels are available on a given device, as different devices within a family may not implement or bring out all of the I/O defined for that family. Refer to the data sheet for channel availability and pin mapping.

There are limitations on the POSSEL and NEGSEL connections that can be made. The user cannot select an X-bus for both POSSEL and NEGSEL simultaneously, nor a Y-bus for both POSSEL and NEGSEL simultaneously. The second limitation is that when using the feedback resistor only X-bus selections can be made for POSSEL. (The resistor only physically exists on the positive input of the comparator).

The user may also select from a number of internal voltages. VADIV and VBDIV are two dividable voltages. VADIV can be $V_{ACMPVDD}$ divided, or the user can choose to select inputs from a number of APORT buses. VBDIV consists of two dividable band-gap references of either 1.25V or 2.5V. Each of these voltages have dividers in the ACMPn_HYSTERESIS0/1 registers. The formula for the division of these voltages is:

$$VADIV = VA \times ((DIVVA+1) / 64)$$

Figure 23.3. VA Voltage Division

$$VBDIV = VB \times ((DIVVB+1) / 64)$$

Figure 23.4. VB Voltage Division

Either VADIV and VBDIV can also be used as an input to a lower power reference: VLP. Which of the two is used is configured via the VLPSEL field in ACMPn_INPUTSEL. If the user selects VLP as an input source, then VADIV or VBDIV cannot be used as the source for the other input.

ACMP can be configured to operate with a selected level of accuracy depending on the setting of ACCURACY in ACMPn_CTRL. The default is low-accuracy mode where ACMP operates with lower accuracy but consumes less current. When higher accuracy is needed the user can set ACCURACY=1 at the cost of higher current consumption.

23.3.7 Capacitive Sense Mode

The analog comparator includes specialized hardware for capacitive sensing of passive push buttons. Such buttons are traces on the 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 23.5 Capacitive Sensing Setup on page 729). 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 (via the PRS), the change in capacitance can be detected.

The analog comparator contains a 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 any of 8 values by configuring the CSRESSEL bits in ACMPn_INPUTSEL. The source for VADIV is set to $V_{ACMPVDD}$ by setting field VASEL=0 in ACMPn_INPUTSEL. The oscillation rails are defined by the VADIV fields in registers ACMPn_HYSTERESIS0/1. The user should select VADIV as the source for NEGSEL, and APORTXCHc for POSSEL in ACMPn_INPUTSEL. When enabled, the comparator output will oscillate between the rails defined by VADIV in ACMPn_HYSTERESIS0/1.

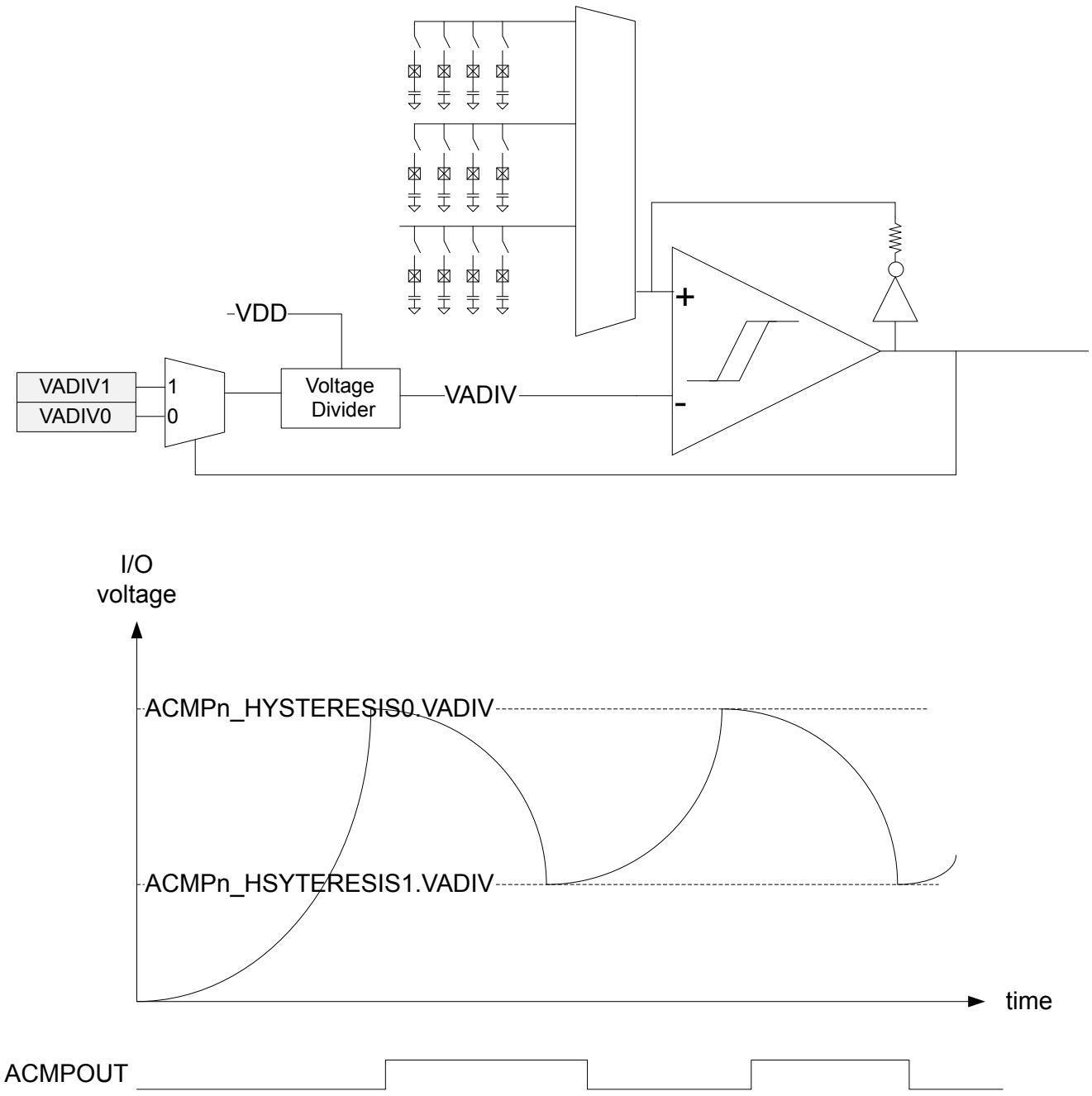


Figure 23.5. Capacitive Sensing Setup

23.3.8 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 Stop-EM1 Sleep.

The analog comparator includes the 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 analog comparator can also generate an interrupt if a bus conflict occurs. An interrupt request will be sent if the APORTCONFLICT interrupt flag in ACMPn_IF is set and enabled through the APORTCONFLICT bit in ACMPn_IEN.

The synchronized comparator output is also available as a PRS output signal.

23.3.9 Output to GPIO

The output from the comparator and the capacitive sense output are available as alternate functions to the GPIO pins. Set the ACMPPEN bit in ACMPn_ROUTE to enable the output to a pin and the LOCATION bits to select the 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.

23.3.10 APORT Conflicts

The analog comparator connects to chip pins through APORT buses. It is possible that another APORT client is using a given APORT bus. To help debugging over-utilization of APORT resources the ACMP provides a number of status registers. The ACMPn_APORTREQ gives the user visibility into what APORT buses the ACMP is requesting given the setting of registers ACMPn_INPUTSEL and ACMPn_CTRL. ACMPn_APORTCONFLICT indicates if any of the selections are in conflict, internally or externally.

For example, if the user selects APORT1XCH0 for POSSEL and APORT3XCH1 for NEGSEL, then bits APORT1XCONFLICT and APORT3XCONFLICT would be 1 in register ACMPn_APORTCONFLICT, as it is illegal for POSSEL and NEGSEL to both select an X-bus simultaneously.

If the user wishes the ACMP to monitor the same pin as another APORT client within the system, the ACMP can be configured to not attempt to control the switches on an APORT bus via the fields APORTXMASTERDIS, APORTYMASTERDIS, and APORTVMASTERDIS in ACMPn_CTRL. APORTXMASTERDIS and APORTYMASTERDIS control if the X or Y bus selected via POSSEL or NEGESEL is mastered or not. APORTVMASTERDIS controls if either the X or Y bus selection of VASEL is mastered or not. When bus mastering is disabled, it is the other APORT client that determines which pin is connected to the APORT bus.

23.3.11 Supply Voltage Monitoring

The ACMP can be used to monitor supply voltages. The ACMP can select which voltage it uses via PWRSEL in ACMPn_CTRL. This voltage can be selected for VADIV using VASEL=0 in ACMPn_INPUTSEL and divided to a voltage with the band-gap reference range using DIVVA in registers ACMPn_HYSTERESIS0/1. The band-gap reference voltage can also be scaled via DIVVB in registers ACMPn_HYSTERESIS0/1 to provide a voltage higher or lower than the scaled VA voltage for comparison.

23.4 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_IF	R	Interrupt Flag Register
0x010	ACMPn_IFS	W1	Interrupt Flag Set Register
0x014	ACMPn_IFC	(R)W1	Interrupt Flag Clear Register
0x018	ACMPn_IEN	RW	Interrupt Enable Register
0x020	ACMPn_APORTREQ	R	APORT Request Status Register
0x024	ACMPn_APORTCONFLICT	R	APORT Conflict Status Register
0x028	ACMPn_HYSTERESIS0	RW	Hysteresis 0 Register
0x02C	ACMPn_HYSTERESIS1	RW	Hysteresis 1 Register
0x040	ACMPn_ROUTEPEN	RW	I/O Routing Pine Enable Register
0x044	ACMPn_ROUTELOC0	RW	I/O Routing Location Register

23.5 Register Description

23.5.1 ACMPn_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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		0x07								0	0	0x0				0	0x0				0	0	0					0	0		0
Access	RW		RW								RW	RW	RW				RW	RW				RW	RW	RW					RW	RW		RW
Name	FULLBIAS		BIASPROG								IFALL	IRISE	INPUTRANGE				ACCURACY	PWRSEL				APORTVMASTERDIS	APORTYMASTERDIS	APORTXMASTERDIS					GPIOINV	INACTVAL		EN

Bit	Name	Reset	Access	Description
31	FULLBIAS	0	RW	**Full Bias Current**
	Set this bit to 1 for full bias current. See the data sheet for details.			
30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	BIASPROG	0x07	RW	**Bias Configuration**
	These bits control the bias current level. See the data sheet for details.			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21	IFALL	0	RW	**Falling Edge Interrupt Sense**
	Set this bit to 1 to set the EDGE interrupt flag on falling edges of comparator output.			

Value	Mode	Description
0	DISABLED	Interrupt flag is not set on falling edges
1	ENABLED	Interrupt flag is set on falling edges

20	IRISE	0	RW	**Rising Edge Interrupt Sense**
	Set this bit to 1 to set the EDGE interrupt flag on rising edges of comparator output.			

Value	Mode	Description
0	DISABLED	Interrupt flag is not set on rising edges
1	ENABLED	Interrupt flag is set on rising edges

19:18	INPUTRANGE	0x0	RW	**Input Range**
	Adjust performance of the comparator for a given input voltage range.			

Value	Mode	Description
0	FULL	Setting when the input can be from 0 to ACMPVDD.
1	GTVDDDIV2	Setting when the input will always be greater than ACMPVDD/2.

Bit	Name	Reset	Access	Description
	2	LTVDDDIV2		Setting when the input will always be less than ACMPVDD/2.
17:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15	ACCURACY	0	RW	**ACMP Accuracy Mode**

Select between low and high accuracy mode of the comparator. Note, high frequency changes can cause the ACMP performance to degrade. For such uses, such as quickly scanning through multiple channels or setting the ACMP to oscillate for capacitive sense, this bit should be set to 1.

Value	Mode	Description
0	LOW	ACMP operates in low-accuracy mode but consumes less current.
1	HIGH	ACMP operates in high-accuracy mode but consumes more current.

14:12	PWRSEL	0x0	RW	**Power Select**

Selects the power source for the ACMP(ACMPVDD). NOTE, this field should only be changed when the block is disabled (EN=0).

Value	Mode	Description
0	AVDD	AVDD supply
1	DVDD	DVDD supply
2	IOVDD0	IOVDD/IOVDD0 supply
4	IOVDD1	IOVDD1 supply (if part has two I/O voltages)

11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	APORTVMASTERDIS	0	RW	**APORT Bus Master Disable for Bus Selected By VASEL**

Determines if the ACMP will request the X or Y APORT bus selected by VASEL. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously by allowing the ACMP to not master the selected bus. When 1, the determination is expected to be from another peripheral, and the ACMP only passively looks at the bus. When 1, the selection of channel for a selected bus is ignored (the bus is not), and is whatever selection the external device mastering the bus has configured for the APORT bus.

Value	Description
0	Bus mastering enabled
1	Bus mastering disabled

9	APORTYMASTERDIS	0	RW	**APORT Bus Y Master Disable**

Determines if the ACMP will request the APORT Y bus selected by POSSEL or NEGSEL. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously by allowing the ACMP to not master the selected bus. When 1, the determination is expected to be from another peripheral, and the ACMP only passively looks at the bus. When 1, the selection of channel for a selected bus is ignored (the bus is not), and is whatever selection the external device mastering the bus has configured for the APORT bus.

Value	Description
0	Bus mastering enabled
1	Bus mastering disabled

Bit	Name	Reset	Access	Description
8	APORTXMASTER-DIS	0	RW	**APORT Bus X Master Disable**

Determines if the ACMP will request the APORT X bus selected by POSSEL or NEGSEL. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously by allowing the ACMP to not master the selected bus. When 1, the determination is expected to be from another peripheral, and the ACMP only passively looks at the bus. When 1, the selection of channel for a selected bus is ignored (the bus is not), and is whatever selection the external device mastering the bus has configured for the APORT bus.

Value	Description
0	Bus mastering enabled
1	Bus mastering disabled

7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	GPIOINV	0	RW	**Comparator GPIO Output Invert**

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	**Inactive Value**

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	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**Analog Comparator Enable**

Enable/disable analog comparator.

23.5.2 ACMPn_INPUTSEL - Input Selection 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				0		0		0	0x00						0x00								0x00							
Access		RW				RW		RW		RW	RW						RW								RW							
Name		CSRESSEL				CSRESEN		VLPSEL		VBSEL	VASEL						NEGSEL								POSSEL							

Bit	Name	Reset	Access	Description
31	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
30:28	CSRESSEL	0x0	RW	**Capacitive Sense Mode Internal Resistor Select**

These bits select the resistance value for the internal capacitive sense resistor. Resulting actual resistor values are given in the device data sheets.

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
4	RES4	Internal capacitive sense resistor value 4
5	RES5	Internal capacitive sense resistor value 5
6	RES6	Internal capacitive sense resistor value 6
7	RES7	Internal capacitive sense resistor value 7

27	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
26	CSRESEN	0	RW	**Capacitive Sense Mode Internal Resistor Enable**

Enable/disable the internal capacitive sense resistor.

25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	VLPSEL	0	RW	**Low-Power Sampled Voltage Selection**

Select the input to the sampled voltage VLP

Value	Mode	Description
0	VADIV	VADIV
1	VBDIV	VBDIV

23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
22	VBSEL	0	RW	**VB Selection**
	Select the input for the VB Divider			

Value	Mode	Description
0	1V25	1.25V
1	2V5	2.50V

Bit	Name	Reset	Access	Description
21:16	VASEL	0x00	RW	**VA Selection**
	Select the input for the VA Divider			

Mode	Value	Description
VDD	0x0	ACMPVDD
APORT2YCH0	0x1	APORT2Y Channel 0
APORT2YCH2	0x3	APORT2Y Channel 2
APORT2YCH4	0x5	APORT2Y Channel 4
. . .	. . .	. . .
APORT2YCH30	0x1f	APORT2Y Channel 30
APORT1XCH0	0x20	APORT1X Channel 0
APORT1YCH1	0x21	APORT1Y Channel 1
APORT1XCH2	0x22	APORT1X Channel 2
APORT1YCH3	0x23	APORT1Y Channel 3
APORT1XCH4	0x24	APORT1X Channel 4
APORT1YCH5	0x25	APORT1Y Channel 5
. . .	. . .	. . .
APORT1XCH30	0x3e	APORT1X Channel 30
APORT1YCH31	0x3f	APORT1Y Channel 31

Bit	Name	Reset	Access	Description
15:8	NEGSEL	0x00	RW	**Negative Input Select**
	Select negative input.			

APORT0XCH0	0x00	Dedicated APORT0X Channel 0
APORT0XCH1	0x01	Dedicated APORT0X Channel 1
APORT0XCH2	0x02	Dedicated APORT0X Channel 2
. . .	. . .	. . .
APORT0XCH15	0x0f	Dedicated APORT0X Channel 15
APORT0YCH0	0x10	Dedicated APORT0Y Channel 0
APORT0YCH1	0x11	Dedicated APORT0Y Channel 1
APORT0YCH2	0x12	Dedicated APORT0Y Channel 2
. . .	. . .	. . .
APORT0YCH15	0x1f	Dedicated APORT0Y Channel 15

Bit	Name	Reset	Access	Description
	APORT1XCH0	0x20		APORT1X Channel 0
	APORT1YCH1	0x21		APORT1Y Channel 1
	APORT1XCH2	0x22		APORT1X Channel 2
	APORT1YCH3	0x23		APORT1Y Channel 3
	APORT1XCH4	0x24		APORT1X Channel 4
	APORT1YCH5	0x25		APORT1Y Channel 5
	. . .	. . .		. . .
	APORT1XCH30	0x3e		APORT1X Channel 30
	APORT1YCH31	0x3f		APORT1Y Channel 31
	APORT2YCH0	0x40		APORT2Y Channel 0
	APORT2XCH1	0x41		APORT2X Channel 1
	APORT2YCH2	0x42		APORT2Y Channel 2
	APORT2XCH3	0x43		APORT2X Channel 3
	APORT2YCH4	0x44		APORT2Y Channel 4
	APORT2XCH5	0x45		APORT2X Channel 5
	. . .	. . .		. . .
	APORT2YCH30	0x5e		APORT2Y Channel 30
	APORT2XCH31	0x5f		APORT2X Channel 31
	APORT3XCH0	0x60		APORT3X Channel 0
	APORT3YCH1	0x61		APORT3Y Channel 1
	APORT3XCH2	0x62		APORT3X Channel 2
	APORT3YCH3	0x63		APORT3Y Channel 3
	APORT3XCH4	0x64		APORT3X Channel 4
	APORT3YCH5	0x65		APORT3Y Channel 5
	. . .	. . .		. . .
	APORT3XCH30	0x7e		APORT3X Channel 30
	APORT3YCH31	0x7f		APORT3Y Channel 31
	APORT4YCH0	0x80		APORT4Y Channel 0
	APORT4XCH1	0x81		APORT4X Channel 1
	APORT4YCH2	0x82		APORT4Y Channel 2
	APORT4XCH3	0x83		APORT4X Channel 3
	APORT4YCH4	0x84		APORT4Y Channel 4
	APORT4XCH5	0x85		APORT4X Channel 5
	. . .	. . .		. . .
	APORT4YCH30	0x9e		APORT4Y Channel 30
	APORT4XCH31	0x9f		APORT4X Channel 31
	VLP	0xfb		Low-Power Sampled Voltage

Bit	Name	Reset	Access	Description
	VBDIV	0xfc		Divided VB Voltage
	VADIV	0xfd		Divided VA Voltage
	VDD	0xfe		ACMPVDD as selected via PWRSEL
	VSS	0xff		VSS
7:0	POSSEL	0x00	RW	**Positive Input Select**
	Select positive input.			
	APORT0XCH0	0x00		Dedicated APORT0X Channel 0
	APORT0XCH1	0x01		Dedicated APORT0X Channel 1
	APORT0XCH2	0x02		Dedicated APORT0X Channel 2
	. . .	. . .		. . .
	APORT0XCH15	0x0f		Dedicated APORT0X Channel 15
	APORT0YCH0	0x10		Dedicated APORT0Y Channel 0
	APORT0YCH1	0x11		Dedicated APORT0Y Channel 1
	APORT0YCH2	0x12		Dedicated APORT0Y Channel 2
	. . .	. . .		. . .
	APORT0YCH15	0x1f		Dedicated APORT0Y Channel 15
	APORT1XCH0	0x20		APORT1X Channel 0
	APORT1YCH1	0x21		APORT1Y Channel 1
	APORT1XCH2	0x22		APORT1X Channel 2
	APORT1YCH3	0x23		APORT1Y Channel 3
	APORT1XCH4	0x24		APORT1X Channel 4
	APORT1YCH5	0x25		APORT1Y Channel 5
	. . .	. . .		. . .
	APORT1XCH30	0x3e		APORT1X Channel 30
	APORT1YCH31	0x3f		APORT1Y Channel 31
	APORT2YCH0	0x40		APORT2Y Channel 0
	APORT2XCH1	0x41		APORT2X Channel 1
	APORT2YCH2	0x42		APORT2Y Channel 2
	APORT2XCH3	0x43		APORT2X Channel 3
	APORT2YCH4	0x44		APORT2Y Channel 4
	APORT2XCH5	0x45		APORT2X Channel 5
	. . .	. . .		. . .
	APORT2YCH30	0x5e		APORT2Y Channel 30
	APORT2XCH31	0x5f		APORT2X Channel 31
	APORT3XCH0	0x60		APORT3X Channel 0
	APORT3YCH1	0x61		APORT3Y Channel 1

Bit	Name	Reset	Access	Description
	APORT3XCH2	0x62		APORT3X Channel 2
	APORT3YCH3	0x63		APORT3Y Channel 3
	APORT3XCH4	0x64		APORT3X Channel 4
	APORT3YCH5	0x65		APORT3Y Channel 5
	. . .	. . .		. . .
	APORT3XCH30	0x7e		APORT3X Channel 30
	APORT3YCH31	0x7f		APORT3Y Channel 31
	APORT4YCH0	0x80		APORT4Y Channel 0
	APORT4XCH1	0x81		APORT4X Channel 1
	APORT4YCH2	0x82		APORT4Y Channel 2
	APORT4XCH3	0x83		APORT4X Channel 3
	APORT4YCH4	0x84		APORT4Y Channel 4
	APORT4XCH5	0x85		APORT4X Channel 5
	. . .	. . .		. . .
	APORT4YCH30	0x9e		APORT4Y Channel 30
	APORT4XCH31	0x9f		APORT4X Channel 31
	VLP	0xfb		Low-Power Sampled Voltage
	VBDIV	0xfc		Divided VB Voltage
	VADIV	0xfd		Divided VA Voltage
	VDD	0xfe		ACMPVDD as selected via PWRSEL
	VSS	0xff		VSS

23.5.3 ACMPn_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																														0	0	0
Access																														R	R	R
Name																														APORTCONFLICT	ACMPOUT	ACMPACT

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	APORTCONFLICT	0	R	**APORT Conflict Output**
	1 if any of the APORT BUSes being requested by the ACMPn are also being requested by another peripheral			
1	ACMPOUT	0	R	**Analog Comparator Output**
	Analog comparator output value.			
0	ACMPACT	0	R	**Analog Comparator Active**
	Analog comparator active status.			

23.5.4 ACMPn_IF - Interrupt Flag 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	0
Access																														R	R	R
Name																														APORTCONFLICT	WARMUP	EDGE

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	APORTCONFLICT	0	R	**APORT Conflict Interrupt Flag**
	1 if any of the APORT BUSes being requested by the ACMPn are also being requested by another peripheral			
1	WARMUP	0	R	**Warm-up Interrupt Flag**
	Indicates that the analog comparator warm-up period is finished.			
0	EDGE	0	R	**Edge Triggered Interrupt Flag**
	Indicates that there has been a rising or falling edge on the analog comparator output.			

23.5.5 ACMPn_IFS - Interrupt Flag 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																														0	0	0
Access																														W1	W1	W1
Name																														APORTCONFLICT	WARMUP	EDGE

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	APORTCONFLICT	0	W1	**Set APORTCONFLICT Interrupt Flag**
	Write 1 to set the APORTCONFLICT interrupt flag			
1	WARMUP	0	W1	**Set WARMUP Interrupt Flag**
	Write 1 to set the WARMUP interrupt flag			
0	EDGE	0	W1	**Set EDGE Interrupt Flag**
	Write 1 to set the EDGE interrupt flag			

23.5.6 ACMPn_IFC - Interrupt Flag 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																														0	0	0
Access																														(R)W1	(R)W1	(R)W1
Name																														APORTCONFLICT	WARMUP	EDGE

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	APORTCONFLICT	0	(R)W1	**Clear APORTCONFLICT Interrupt Flag**
	Write 1 to clear the APORTCONFLICT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	WARMUP	0	(R)W1	**Clear WARMUP Interrupt Flag**
	Write 1 to clear the WARMUP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	EDGE	0	(R)W1	**Clear EDGE Interrupt Flag**
	Write 1 to clear the EDGE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

23.5.7 ACMPn_IEN - Interrupt Enable 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	0
Access																														RW	RW	RW
Name																														APORTCONFLICT	WARMUP	EDGE

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	APORTCONFLICT	0	RW	**APORTCONFLICT Interrupt Enable**
	Enable/disable the APORTCONFLICT interrupt			
1	WARMUP	0	RW	**WARMUP Interrupt Enable**
	Enable/disable the WARMUP interrupt			
0	EDGE	0	RW	**EDGE Interrupt Enable**
	Enable/disable the EDGE interrupt			

23.5.8 ACMPn_APORTREQ - APORT Request Status 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																							0	0	0	0	0	0	0	0	0	0
Access																							R	R	R	R	R	R	R	R	R	R
Name																							APORT4YREQ	APORT4XREQ	APORT3YREQ	APORT3XREQ	APORT2YREQ	APORT2XREQ	APORT1YREQ	APORT1XREQ	APORT0YREQ	APORT0XREQ

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	APORT4YREQ	0	R	**1 If the Bus Connected to APORT4Y is Requested**
	Reports if the bus connected to APORT4Y is being requested from the APORT			
8	APORT4XREQ	0	R	**1 If the Bus Connected to APORT4X is Requested**
	Reports if the bus connected to APORT4X is being requested from the APORT			
7	APORT3YREQ	0	R	**1 If the Bus Connected to APORT3Y is Requested**
	Reports if the bus connected to APORT3Y is being requested from the APORT			
6	APORT3XREQ	0	R	**1 If the Bus Connected to APORT3X is Requested**
	Reports if the bus connected to APORT3X is being requested from the APORT			
5	APORT2YREQ	0	R	**1 If the Bus Connected to APORT2Y is Requested**
	Reports if the bus connected to APORT2Y is being requested from the APORT			
4	APORT2XREQ	0	R	**1 If the Bus Connected to APORT2X is Requested**
	Reports if the bus connected to APORT2X is being requested from the APORT			
3	APORT1YREQ	0	R	**1 If the Bus Connected to APORT1X is Requested**
	Reports if the bus connected to APORT1X is being requested from the APORT			
2	APORT1XREQ	0	R	**1 If the Bus Connected to APORT2X is Requested**
	Reports if the bus connected to APORT2X is being requested from the APORT			
1	APORT0YREQ	0	R	**1 If the Bus Connected to APORT0Y is Requested**
	Reports if the bus connected to APORT0Y is being requested from the APORT			
0	APORT0XREQ	0	R	**1 If the Bus Connected to APORT0X is Requested**
	Reports if the bus connected to APORT0X is being requested from the APORT			

23.5.9 ACMPn_APORTCONFLICT - APORT Conflict Status 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																							0	0	0	0	0	0	0	0	0	0
Access																							R	R	R	R	R	R	R	R	R	R
Name																							APORT4YCONFLICT	APORT4XCONFLICT	APORT3YCONFLICT	APORT3XCONFLICT	APORT2YCONFLICT	APORT2XCONFLICT	APORT1YCONFLICT	APORT1XCONFLICT	APORT0YCONFLICT	APORT0XCONFLICT

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	APORT4YCONFLICT	0	R	**1 If the Bus Connected to APORT4Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT4Y is is also being requested by another peripheral
8	APORT4XCONFLICT	0	R	**1 If the Bus Connected to APORT4X is in Conflict With Another Peripheral** Reports if the bus connected to APORT4X is is also being requested by another peripheral
7	APORT3YCONFLICT	0	R	**1 If the Bus Connected to APORT3Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT3Y is is also being requested by another peripheral
6	APORT3XCONFLICT	0	R	**1 If the Bus Connected to APORT3X is in Conflict With Another Peripheral** Reports if the bus connected to APORT3X is is also being requested by another peripheral
5	APORT2YCONFLICT	0	R	**1 If the Bus Connected to APORT2Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT2Y is is also being requested by another peripheral
4	APORT2XCONFLICT	0	R	**1 If the Bus Connected to APORT2X is in Conflict With Another Peripheral** Reports if the bus connected to APORT2X is is also being requested by another peripheral
3	APORT1YCONFLICT	0	R	**1 If the Bus Connected to APORT1X is in Conflict With Another Peripheral** Reports if the bus connected to APORT1X is is also being requested by another peripheral
2	APORT1XCONFLICT	0	R	**1 If the Bus Connected to APORT1X is in Conflict With Another Peripheral** Reports if the bus connected to APORT1X is is also being requested by another peripheral
1	APORT0YCONFLICT	0	R	**1 If the Bus Connected to APORT0Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT0Y is is also being requested by another peripheral

Bit	Name	Reset	Access	Description
0	APORT0XCONFLICT	0	R	**1 If the Bus Connected to APORT0X is in Conflict With Another Peripheral** Reports if the bus connected to APORT0X is is also being requested by another peripheral

23.5.10 ACMPn_HYSTERESIS0 - Hysteresis 0 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			0x00								0x00																		0x0			
Access			RW								RW																		RW			
Name			DIVVB								DIVVA																		HYST			

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	DIVVB	0x00	RW	**Divider for VB Voltage When ACMPOUT=0**
	Divider to scale VB when ACMPOUT=0. VBDIV = VB * (DIVVB+1)/64.			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	DIVVA	0x00	RW	**Divider for VA Voltage When ACMPOUT=0**
	Divider to scale VA when ACMPOUT=0. VADIV = VA * (DIVVA+1)/64.			
15:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	HYST	0x0	RW	**Hysteresis Select When ACMPOUT=0**
	Select hysteresis level when comparator output is 0. 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	14 mV hysteresis
2	HYST2	25 mV hysteresis
3	HYST3	30 mV hysteresis
4	HYST4	35 mV hysteresis
5	HYST5	39 mV hysteresis
6	HYST6	42 mV hysteresis
7	HYST7	45 mV hysteresis
8	HYST8	No hysteresis
9	HYST9	-14 mV hysteresis
10	HYST10	-25 mV hysteresis
11	HYST11	-30 mV hysteresis
12	HYST12	-35 mV hysteresis
13	HYST13	-39 mV hysteresis
14	HYST14	-42 mV hysteresis
15	HYST15	-45 mV hysteresis

23.5.11 ACMPn_HYSTERESIS1 - Hysteresis 1 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			0x00								0x00																		0x0			
Access			RW								RW																		RW			
Name			DIVVB								DIVVA																		HYST			

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:24	DIVVB	0x00	RW	**Divider for VB Voltage When ACMPOUT=1**
	Divider to scale VB when ACMPOUT=1. VBDIV = VB * (DIVVB+1)/64.			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:16	DIVVA	0x00	RW	**Divider for VA Voltage When ACMPOUT=1**
	Divider to scale VA when ACMPOUT=1. VADIV = VA * (DIVVA+1)/64.			
15:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	HYST	0x0	RW	**Hysteresis Select When ACMPOUT=1**
	Select hysteresis level when comparator output is 1. 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	14 mV hysteresis
2	HYST2	25 mV hysteresis
3	HYST3	30 mV hysteresis
4	HYST4	35 mV hysteresis
5	HYST5	39 mV hysteresis
6	HYST6	42 mV hysteresis
7	HYST7	45 mV hysteresis
8	HYST8	No hysteresis
9	HYST9	-14 mV hysteresis
10	HYST10	-25 mV hysteresis
11	HYST11	-30 mV hysteresis
12	HYST12	-35 mV hysteresis
13	HYST13	-39 mV hysteresis
14	HYST14	-42 mV hysteresis
15	HYST15	-45 mV hysteresis

23.5.12 ACMPn_ROUTEPEN - I/O Routing Pine Enable 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																																0
Access																																RW
Name																																OUTPEN

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	OUTPEN	0	RW	**ACMP Output Pin Enable**
	Enable/disable analog comparator output to pin.			

23.5.13 ACMPn_ROUTELOC0 - I/O Routing Location 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																											0x00					
Access																											RW					
Name																											OUTLOC					

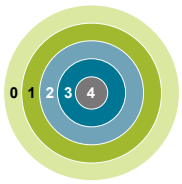
Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	OUTLOC	0x00	RW	**I/O Location**

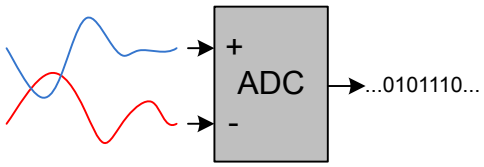
Decides the location of the OUT pin.

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	LOC7	Location 7
8	LOC8	Location 8
9	LOC9	Location 9
10	LOC10	Location 10
11	LOC11	Location 11
12	LOC12	Location 12
13	LOC13	Location 13
14	LOC14	Location 14
15	LOC15	Location 15
16	LOC16	Location 16
17	LOC17	Location 17
18	LOC18	Location 18
19	LOC19	Location 19
20	LOC20	Location 20
21	LOC21	Location 21
22	LOC22	Location 22

Bit	Name	Reset	Access	Description
	23	LOC23		Location 23
	24	LOC24		Location 24
	25	LOC25		Location 25
	26	LOC26		Location 26
	27	LOC27		Location 27
	28	LOC28		Location 28
	29	LOC29		Location 29
	30	LOC30		Location 30
	31	LOC31		Location 31

24. ADC - Analog to Digital Converter





Quick Facts

What?

The ADC is used to convert analog signals into a digital representation and features low-power, autonomous operation.

Why?

In many applications there is a need to measure analog signals and record them in a digital representation, without exhausting the energy source.

How?

A low power ADC samples up to 32 input channels in a programmable sequence. With the help of PRS and DMA, the ADC can operate without CPU intervention in EM2 DeepSleep and EM3 Stop, minimizing the number of powered up resources. The ADC can further be duty-cycled to reduce the energy consumption.

24.1 Introduction

The ADC uses a Successive Approximation Register (SAR) architecture, with a resolution of up to 12 bits at up to one million samples per second (1 Msps). The integrated input multiplexer can select from external I/Os and several internal signals.

24.2 Features

- Programmable resolution (6/8/12-bit)
  - 13 conversion clock cycles for a 12-bit conversion
  - Maximum 1 Msps @ 12-bit
  - Maximum 1.6 Msps @ 6-bit
- Configurable acquisition time
- Externally controllable conversion start time using PRS in TIMED mode
- Integrated prescaler for conversion clock generation
  - Selectable clock division factor from 1 to 128
- Wide conversion clock range: 32 kHz to 16 MHz
- Can be run during EM2 DeepSleep and EM3 Stop, waking up the system upon various enabled interrupts
- Can be run during EM2 DeepSleep and EM3 Stop with DMA enabled to pull data from the FIFOs without waking up the system
- Supports up to 144 external input channels and several internal inputs
  - Includes temperature sensor and random number generator function
- Left or right adjusted results
  - Results in 2's complement representation
  - Differential results sign extended to 32-bits results
- Programmable scan sequence
  - Up to 32 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
  - Four deep FIFO to store conversion data along with channel ID and option to overwrite old data when full
  - Programmable watermark (DVL) to generate SCAN interrupt
  - Supports overflow and underflow interrupt generation
  - Supports window compare function
  - Conversion tailgating support for predictable periodic scans
- Programmable single channel conversion
  - Triggered by software or PRS input
  - Can be interleaved between two scan sequences
  - One shot or repetitive mode
  - Oversampling available
  - Four deep FIFO to store conversion data with option to overwrite old data when full
  - programmable watermark (DVL) to generate SINGLE interrupt
  - Supports overflow and underflow interrupt generation
  - Supports window compare function
- 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 channel mode
  - Common OSR select
- Programmable and preset input full scale (peak-to-peak) range (VFS) with selectable reference sources
  - VFS=1.25 V using internal VBGR reference
  - VFS=2.5 V using internal VBGR reference
  - VFS=AVDD with AVDD as reference source
  - VFS=5 V with internal VBGR reference
  - Single ended external reference
  - Differential external reference
  - VFS=2xAVDD with AVDD as reference source
  - User-programmable dividers for flexible VFS options from internal, external or supply voltage reference sources

- Support for offset and gain calibration
- Interrupt generation and/or DMA request when
  - Programmable number of converted data available in the single FIFO (also generates DMA request)
  - Programmable number of converted data available in the scan FIFO (also generates DMA request)
  - Single FIFO overflow or underflow
  - Scan FIFO overflow or underflow
  - Latest Single conversion tripped compare logic
  - Latest Scan conversion tripped compare logic
  - Analog over-voltage interrupt
  - Programming Error interrupt due to APORT Bus Request conflict or NEGSEL programming error

24.3 Functional Description

An overview of the ADC is shown in Figure 24.1 ADC Overview on page 754.

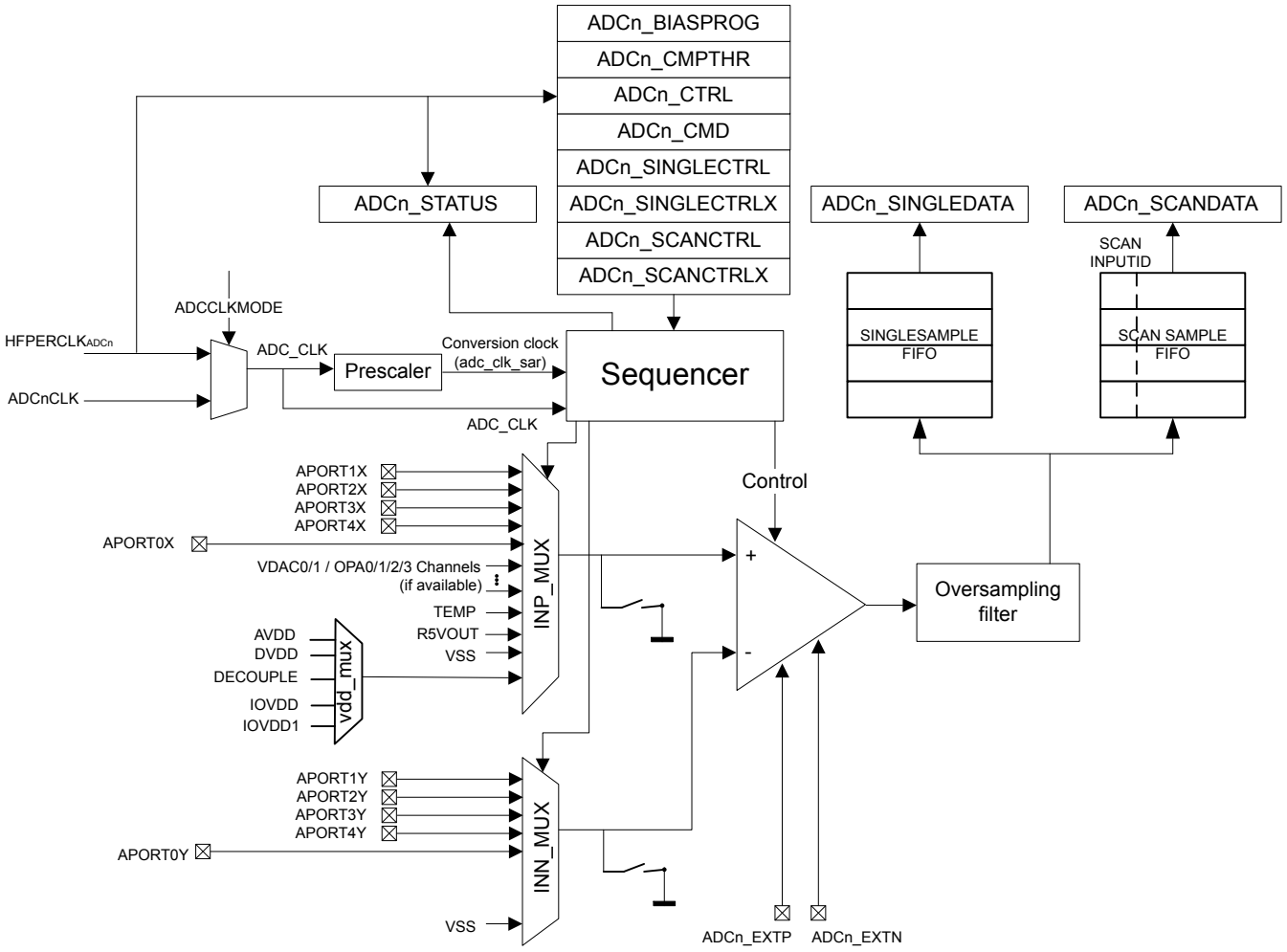


Figure 24.1. ADC Overview

24.3.1 Clock Selection

The ADC logic is partitioned into two clock domains: HFPERCLK and ADC_CLK. The HFPERCLK domain contains the register interface logic, APORT request logic and portions of FIFO read logic. The HFPERCLK is the default clock for the ADC peripheral. The rest of the ADC is clocked by the ADC_CLK domain. The ADC_CLK is chosen by ADCCLKMODE bit in the ADCn_CTRL register.

The ADC_CLK is the main clock for the ADC engine. If the ADCCLKMODE is set to SYNC, the ADC_CLK is equal to the HFPERCLK and the ADC operates in synchronous mode. If the ADCCLKMODE is set to ASYNC, the ADC_CLK is ASYNCCLK and the ADC operates in asynchronous mode. This distinction is important to understand as there are additional system restrictions and benefits to running the ADC in asynchronous mode detailed in 24.3.15 ASYNC ADC_CLK Usage Restrictions and Benefits.

Note: Whenever ADC is being used in asynchronous mode, then HFPERCLK must be at least 1.5 times higher than the ADC_CLK.

The ADC has an internal clock prescaler, controlled by PRESC bits in ADCn_CTRL, which can divide the ADC_CLK by any factor between 1 and 128 to generate the conversion clock (adc_clk_sar) for the ADC. This adc_clk_sar is also used to generate acquisition timing. Note that the maximum clock frequency for adc_clk_sar is 16 MHz. The ADC warmup time is determined by ADC_CLK and not by adc_clk_sar.

ASYNCCLK is a clock source from the CMU which is considered asynchronous to HFPERCLK. The CMU_ADCCTRL register can be programmed to request and use ASYNCCLK. It has multiple choices for its source, including AUXHFRCO, HFXO and HFSRCCLK, and can optionally be inverted. If the chosen source for ASYNCCLK is not active at the time of request, the CMU enables the source oscillator upon receiving the request, and shuts down the oscillator when the ADC stops requesting the clock. Consult the CMU chapter for details of how to program the clock sources for the ASYNCCLK and oscillator start-up time details.

Software may choose a clock request generation scheme by programming the ASYNCCLKEN and WARMMODE of the ADCn_CTRL register. If the ASYNCCLKEN is set to ASNEEDED with WARMMODE set to NORMAL, the ADC requests ASYNCCLK only when a conversion trigger is activated. The ASYNCCLK request is withdrawn after the conversion is complete. All other options keep the ASYNCCLK request "ON" until software programs these fields otherwise or changes the ADCCLKMODE to SYNC.

For EM2 DeepSleep or EM3 Stop operation of the ADC, the ADC_CLK must be configured for AUXHFRCO as this is the only available option during EM2 DeepSleep or EM3 Stop. The ADC_CLK source should not be changed as the system enters or exits various energy modes, otherwise measurement inaccuracies will result.

24.3.2 Conversions

A conversion consists of two phases: acquisition and approximation. 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 sequence and single channel conversions (see 24.3.3 ADC Modes) by setting AT in ADCn_SINGLECTRL/ADCn_SCANCTRL. The acquisition times can be set to 1 , 2, 3 or any integer power of 2 from 4 to 256 adc_clk_sar 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 sampling at 1 Msps and typical input loading is 187.5 ns.

The ADC uses one adc_clk_sar cycle per output bit in the approximation phase plus 1 extra adc_clk_sar cycle.

$$T_{conv} = (T_{acq} + (N + 1) \times T_{adc_clk_sar}) \times OVSRSEL$$

Where T_{acq} is the acquisition time set by the AT bit field, N is the resolution (in bits), and OVSRSEL is the oversampling ratio according to the OVSRSEL field in ADCn_CTRL when oversampling is enabled (see 24.3.10.6 Oversampling).

Figure 24.2. ADC Total Conversion Time Per Output

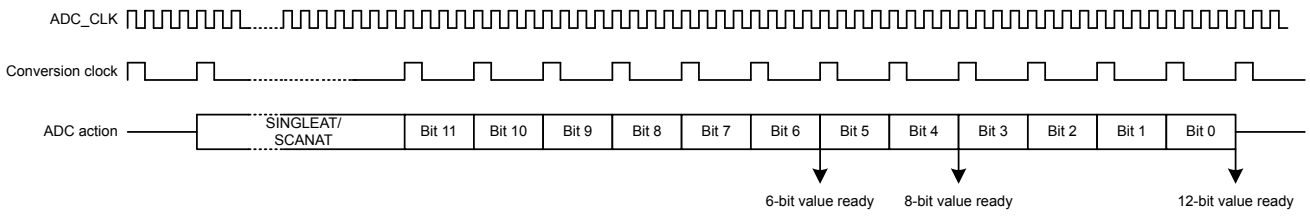


Figure 24.3. ADC Conversion Timing

24.3.3 ADC Modes

The ADC contains two programmable modes: single channel mode and scan mode. Both modes have separate configuration registers and a four-deep FIFO for conversion results. Both modes may be set up to run only once per trigger or to automatically repeat after each operation. The scan mode has priority over the single channel mode. However by default, if scan sequence is running, a triggered single channel conversion will be interleaved between two scan samples.

24.3.3.1 Single Channel Mode

Single channel mode can be used to convert a single channel either once per trigger or repetitively. The configuration of single channel mode is done using the ADCn_SINGLECTRL and ADCn_SINGLECTRLX registers and the result FIFO can be read through the ADCn_SINGLEDATA register. The DVL field of the ADCn_SINGLECTRLX controls the FIFO watermark crossing which sets the SINGLEDV bit in ADCn_STATUS high and is cleared when the data is read and the number of unread data samples falls below the DVL threshold. The user can choose to throw out new samples or overwrite the old samples when the FIFO becomes full by programming the FIFOOFACT field of the ADCn_SINGLECTRLX register. Single channel results can also be read through ADCn_SINGLEDATAP without popping the FIFO, returning its latest element. The DIFF field in ADCn_SINGLECTRL selects whether differential or single ended inputs are used and POSSEL and NEGSEL selects the input signal(s). The CMPEN bit in the ADCn_SINGLECTRL register enables the window compare function, and the latest converted data is compared against values programmed into the ADGT and ADLT fields of the ADCn_CMPTHR register and generates SINGLECMP interrupts if enabled. The window compare function allows for compare triggering both within (if ADGT less than ADLT) or out of (if ADGT greater than ADLT) window.

24.3.3.2 Scan Mode

Scan mode is used to perform conversions across multiple channels, sweeping a set of selected inputs in a sequence. The configuration of scan mode is done in the ADCn_SCANCTRL and ADCn_SCANCTRLX registers. It has similar controls and data read mechanisms to single channel mode. There are two key differences between single channel mode and scan mode: the input sequence is programmed differently, and it has additional information in the result to indicate the channel on which the conversion was acquired. 24.3.7 Input Selection explains how the input sequence is chosen. When the scan sequence is triggered, the ADC samples all inputs that are included in the mask (ADCn_SCANMASK), starting at the lowest pin number. DIFF in ADCn_SCANCTRL selects whether single ended or differential inputs are used. The FIFO data is tagged with SCANINPUTID and can be read along with the scan data using ADCn_SCANDATAX register. The ADCn_SCANDATAXP can be used to read the latest valid entry from the scan FIFO without popping it. There is also a ADCn_SCANDATA register that contains results without the SCANINPUTID appended.

24.3.4 Warm-up Time

After power-on, the ADC requires some time for internal bias currents and references to settle prior to starting a conversion. This time period is called the warm-up time. Warm-up timing is performed by hardware. Software must program the number of ADC_CLK cycles required to count at least 1 µs in the TIMEBASE field of the ADCn_CTRL register. TIMEBASE only affects the timing of the warm-up sequence and is not dependent on adc_clk_sar. When enabling the ADC or changing references between samples, the ADC is automatically warmed up for 5 µs (5 times the period indicated by TIMEBASE).

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, reducing the warm-up time or eliminating it altogether. Figure 24.4 ADC Analog Power Consumption With Different WARMUPMODE Settings on page 758 shows the effects on analog power consumption in scenarios using different WARMUPMODE settings.

Only the reference for scan-mode can be kept warm. Thus, if the single-mode reference setting is different than scan-mode, the single mode conversion will first warmup its reference for 5 µs before a conversion begins. If the ADC is used only in single conversion mode, it is important to configure both the ADCn_SINGLECTRL, ADCn_SINGLECTRLX and ADCn_SCANCTRL, ADCn_SCANCTRLX registers with the same reference to avoid this extra warm-up time.

Various warmup modes are described here:

- NORMAL: This is the lowest power option for general-purpose use and low sampling rates (below 35 ksps). The ADC and references are shut off when there are no samples waiting. The ADC does not consume any power when it is shut down. A 5 µs warmup time will be initiated prior to every conversion. Figure a in Figure 24.4 ADC Analog Power Consumption With Different WARMUPMODE Settings on page 758 shows this mode.
- KEEPINSTANDBY: This mode is suitable for infrequent sampling of lower impedance inputs, and is the lowest power option for sampling rates between about 35 and 125 ksps. It may also be useful for lower sampling rates where latency is important. The reference selected for scan mode is kept warm, but the ADC is powered down. The ADC will initiate a 1 µs warmup period before a conversion begins. Because the reference is kept warm, the ADC will consume a small amount of standby current when it is not converting. Figure b in Figure 24.4 ADC Analog Power Consumption With Different WARMUPMODE Settings on page 758 shows this mode.
- KEEPINSLOWACC: This mode is useful for high-impedance inputs which are sampled infrequently. It is similar to KEEPINSTANDBY, but continuously tracks the input, keeping the input multiplexer connected to the APORT bus. This mode consumes little more power than KEEPINSTANDBY mode (about 2 µA extra) when a conversion is not in progress. This allows the user to avoid programming long acquisition time that would otherwise be necessary for high-impedance inputs when ADC wakes up to full power mode, thereby reducing the total current consumption per conversion.
- KEEPADCWARM: This mode provides the lowest latency and allows for maximum sampling rates. The ADC and reference circuitry remain powered on even when conversions are not in progress. Figure c in Figure 24.4 ADC Analog Power Consumption With Different WARMUPMODE Settings on page 758 shows this mode. This mode consumes the most power, but as soon as a trigger event occurs, the acquisition and conversion begin with no warm-up time. Note that if KEEPADCWARM mode is set and HFXO is selected as the ADC clock source, the HFXO will remain on in EM2.

When KEEPADCWARM is chosen, ADC is termed as being in continuous operation. When any other warmup mode is chosen, ADC is termed to be in duty-cycled operation.

When entering EM2 DeepSleep or EM3 Stop, if the ADC is not going to be used, it should be returned to an idle state and WARMUPMODE in ADCn_CTRL written to 0. Refer to 24.3.17 ADC Programming Model for more information on placing the ADC in an idle state. If the ADC is going to be used in these low energy modes, the user can use any of the WARMUPMODE settings, but should be mindful of the power consumption that comes along with the different mode settings. For EM2 DeepSleep or EM3 Stop operation, the ADC clock source must be configured to use AUXHFRCO.

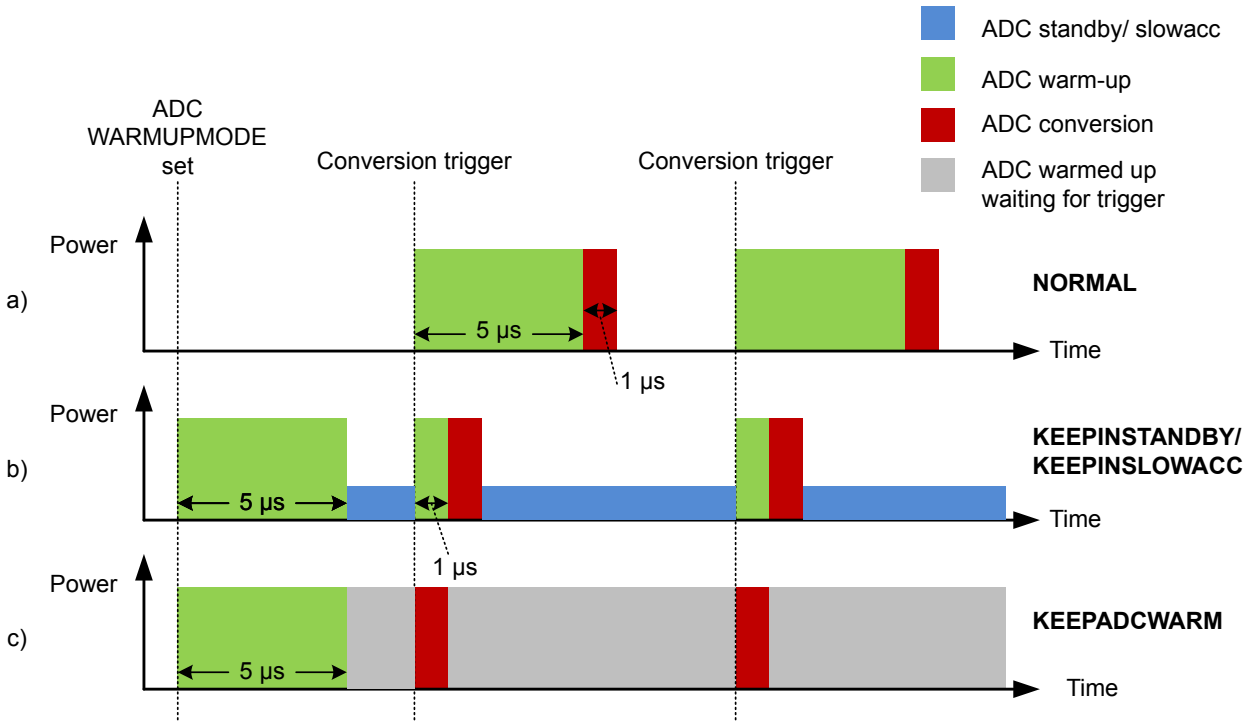


Figure 24.4. ADC Analog Power Consumption With Different WARMUPMODE Settings

Note: When using any warm-up mode other than NORMAL, always switch back to the NORMAL mode before switching to another warm-up mode.

24.3.5 Power Supply

The ADC block power (V_{ADC}) is derived from the VDDX_ANA supply rail. VDDX_ANA can be selected from the AVDD or DVDD supply pins using the EMU_PWRCTRL_ANASW bit field.

24.3.6 Input Pin Considerations

For external ADC inputs routed through the APORT, the maximum supported analog input voltage will be limited to the MIN(V_{ADC}, IOVDD) (where V_{ADC} is VDDX_ANA, as described in 24.3.5 Power Supply). Note that pins configured as ADC inputs should disable OVT (by setting the corresponding GPIO_Px_OVTDIS bit) to reduce any potential distortion introduced by the OVT circuitry.

ADC external reference inputs are not routed through the APORT, and the maximum supported analog input voltage for an external reference will also be limited to the MIN(V_{ADC}, IOVDD).

24.3.7 Input Selection

The ADC samples and converts the analog voltage differential at its positive and negative voltage inputs. The input multiplexers of the ADC can connect these inputs to one of several internal nodes (e.g., temperature sensor) or to external signals via analog ports (APORT0, APORT1, APORT2, APORT3 or APORT4).

The analog ports APORT1, APORT2, APORT3, and APORT4 connect to external pins via analog buses (BUSAX, BUSAY, BUSBX, etc.) which are shared among other analog peripherals on the device. APORT1 through APORT4 are each 32 channels wide with connections to two sub-buses: a 16-channel X bus and a 16-channel Y bus. In the ADC module, all X buses connect to the INP_MUX and all Y buses connect to the INN_MUX as shown in Figure 24.5 APORT Connection to the ADC on page 759. Connections to the X and Y sub-buses alternate channels on the APORT. On APORT1 and APORT3, even-numbered channels connect to the X bus, and odd-numbered channels connect to the Y bus. On APORT2 and APORT4, even-numbered channels connect to the Y bus and odd-numbered channels connect to the X bus. The APORT to BUS mappings may vary from device to device, Refer to the APORT Client Map in the device data sheet for exact mappings.

Unlike APORT1 through APORT4, APORT0 is not a shared resource. It consists of a 16-channel X bus and a 16-channel Y bus, each with dedicated I/O pin connections. Note that APORT0 is not available on all device families.

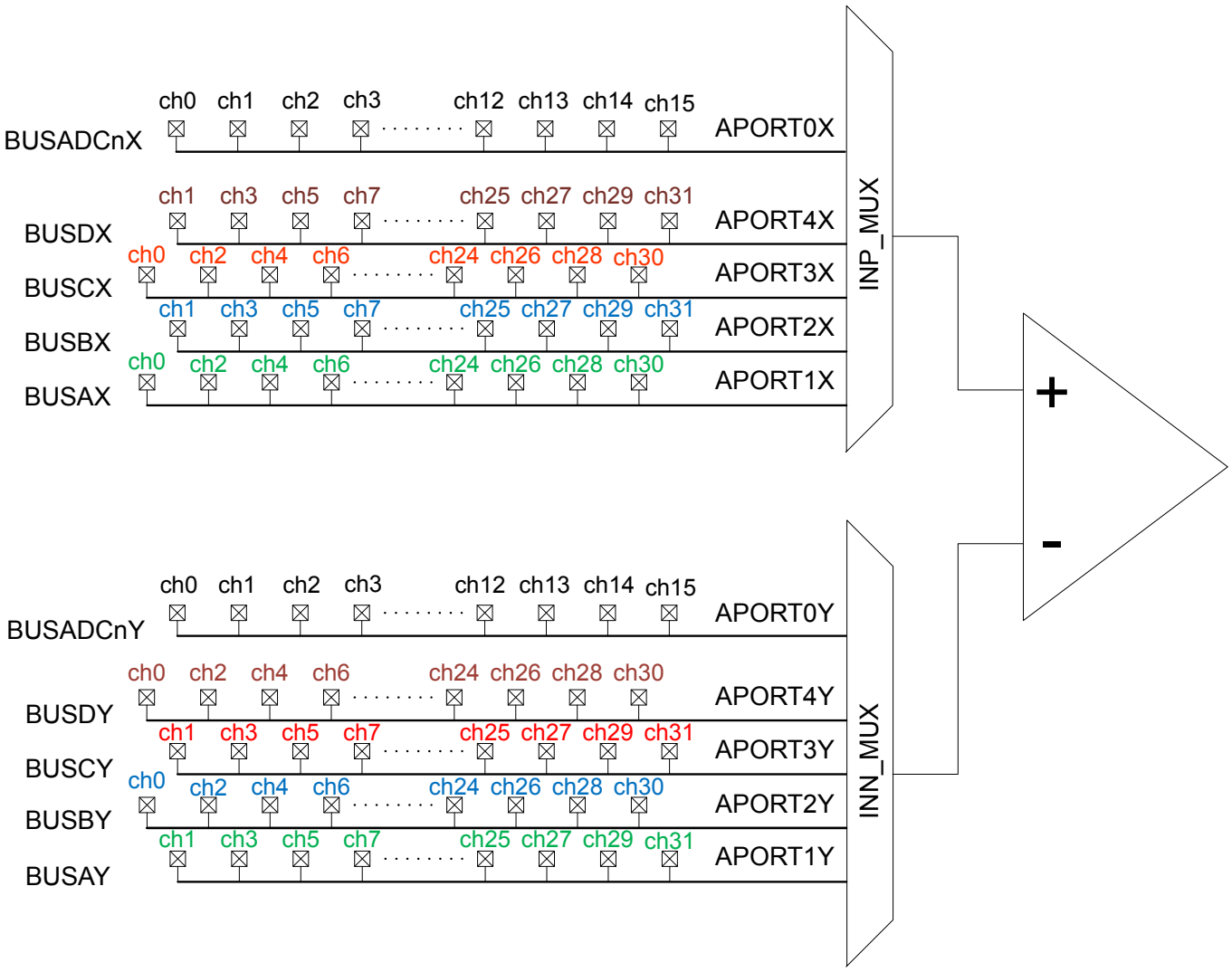


Figure 24.5. APORT Connection to the ADC

For differential measurements, one input must be chosen from an X bus and the other from a Y bus. Choosing both inputs from an X bus or both from a Y bus will generate a PROGERR interrupt (if enabled) of NEGSELCONF type. The PROGERR type can be checked in the ADCn_STATUS register.

The mapping and availability for external I/O connections to ADC0 inputs is shown in device data sheet.

Multiple peripherals may request the same shared system bus (BUSAX, BUSAY, BUSBX, etc.). When this happens, a conflict status is generated and that bus is kept floating. If this happens with the ADC, the PROGERR field in ADCn_STATUS is set to BUSCONF, and an interrupt may be generated (if enabled). When connecting dedicated I/Os through APORT0, all inputs are available to APORT0X and APORT0Y and no bus conflict is possible. Refer to 24.3.7.3 APORT Conflicts for more information on identifying and resolving bus conflicts.

Note: The internal inputs can only be sampled in single channel, single-ended mode. NEGSEL should be fixed to VSS for these conversions.

24.3.7.1 Configuring ADC Inputs in Single Channel Mode

In single channel mode, the ADCn_SINGLECTRL register provides the POSSEL and NEGSEL selection for positive and negative channel selection of the ADC. The APORT Client Map provides external pin to internal bus channel mapping enumeration for a particular device. Software can also choose internal nodes for POSSEL.

For all single-ended conversions, VSS must be selected in NEGSEL.

Note that in both the POSSEL and NEGSEL fields, it is possible to choose inputs from both X and Y buses, even though X channels are physically connected to the positive mux (INP_MUX) and Y channels are physically connected to the negative mux (INN_MUX). For single-ended operation (DIFF = 0), if the positive input is chosen from a Y channel the ADC performs a negative single ended conversion and automatically inverts the result at the end, producing a positive result. For differential conversions (DIFF = 1), if a Y channel is chosen for the positive input and an X channel is chosen for the negative input, the ADC result will be inverted to produce the correct polarity.

Refer to device-specific data sheet for specific pin connection options. Note that the same I/O pin may appear in multiple locations.

24.3.7.2 Configuring ADC Inputs in Scan Mode

In scan mode, the ADC can sample and convert up to 32 external channels on each conversion trigger. Internal channels are not available in scan mode. The ADC's scanner logic automatically changes the input mux settings between conversions, eliminating the need for firmware intervention.

The ADC scanner logic is controlled by a set of 32 logical channels called SCANINPUTIDs. The 32 SCANINPUTIDs are arranged in four groups of 8 channels each. Each channel group can point to a predefined series of 8 sequential channels on any of the available APORTs. The ADCn_SCANINPUTSEL register is used to configure which group of physical APORT channels each of the SCANINPUTID channel groups map to. For example, selecting APORT1CH16TOCH23 in the INPUT7TO0SEL field selects APORT1CH16 for SCANINPUTID0, APORT1CH17 for SCANINPUTID1, APORT1CH18 for SCANINPUTID2, and so on.

The four SCANINPUTID groups are fully independent and may be selected from any APORT in any combination. It is possible also to repeat the same selection in multiple groups. For example, the user may select APORT2CH0TOCH7 for all four of the SCANINPUTID groups.

In many cases, the user application will not require all 32 channels of the scanner to be converted. Each of the scanner channels may be individually enabled according to the needs of the system. The ADCn_SCANMASK register is used to enable and disable individual SCANINPUTIDs. The bits in the ADCnSCANMASK register correspond one-to-one with the SCANINPUTID channel numbers. During a scan operation, the ADC scanner logic will convert only the enabled SCANINPUTIDs, in order from lowest to highest.

In single-ended mode, all conversions performed by the ADC will be relative to VSS. For any enabled SCANINPUTID, the selected APORT channel will be connected to the ADC with the opposite ADC input terminal connected to VSS. Note that the channel groups selected in ADCn_SCANINPUTSEL point to a block of 8 channels on an APORT, which includes both X and Y channels. Depending on the channels enabled by ADCn_SCANMASK, the ADC may perform conversions on the X or the Y bus associated with that APORT.

Figure 24.6 ADC Single-ended Scan Mode Example on page 761 shows an example of a single-ended scan configuration. In this example, ADCn_SCANINPUTSEL has been configured to place APORT1CH16TO23 in the first, third, and fourth channel groups. APORT4CH8TO15 has been placed in the second channel group. ADCn_SCANMASK selects six of these channels for inclusion in the scan. When an ADC scan is initiated with this configuration, the ADC begins at SCANINPUTID0 and converts each enabled channel in turn. This scan configuration results in a set of six single-ended ADC conversions: PF0, PF3, PA5, PA5, PF7, and PF4.

SCANINPUTSEL	APORT1CH16TO23								APORT1CH16TO23								APORT4CH8TO15								APORT1CH16TO23							
APORT-Channel	1-23	1-22	1-21	1-20	1-19	1-18	1-17	1-16	1-23	1-22	1-21	1-20	1-19	1-18	1-17	1-16	4-15	4-14	4-13	4-12	4-11	4-10	4-9	4-8	1-23	1-22	1-21	1-20	1-19	1-18	1-17	1-16
I/O Pin	PF7	PF6	PF5	PF4	PF3	PF2	PF1	PF0	PF7	PF6	PF5	PF4	PF3	PF2	PF1	PF0	none	none	PA5	PA4	PA3	PA2	PA1	PA0	PF7	PF6	PF5	PF4	PF3	PF2	PF1	PF0
SCANMASK	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	1	0	0	1
SCANINPUTID	31							24	23							16	15							8	7							0

Figure 24.6. ADC Single-ended Scan Mode Example

In differential mode, the default operation of the ADC scanner is to perform a differential measurement between the selected APORT channel and the next channel on that APORT. For example, if the enabled SCANINPUTID points to APORT1CH6, the ADC will perform a differential conversion between APORT1CH6 and APORT1CH7.

There are two exceptions to this rule, listed in order of precedence:

1. When converting SCANINPUTID15, the differential conversion will be performed between the channel selected by SCANINPUTID15 and the channel selected by SCANINPUTID8.
2. When APORTnCH31 is the selected input, the differential conversion will be performed between APORTnCH31 and APORTnCH0.

Figure 24.7 ADC Differential Scan Mode Example on page 762 shows an example of a differential scan configuration. In this example, ADCn_SCANINPUTSEL has been configured to place APORT1CH16TO23 in the first, third, and fourth channel groups. APORT4CH8TO15 has been placed in the second channel group. ADCn_SCANMASK selects three channels pairs for inclusion in the scan. When an ADC scan is initiated with this configuration, the ADC begins at SCANINPUTID0 and converts each enabled channel in turn. This scan configuration results in a set of three differential ADC conversions: PF0-PF1, PF2-PF3, and PA4-PA5.

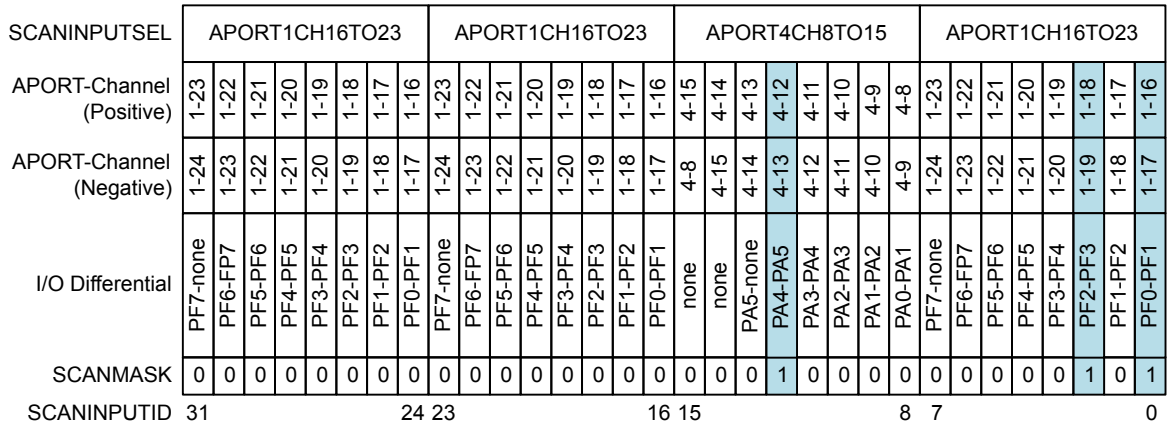


Figure 24.7. ADC Differential Scan Mode Example

In certain applications it may be desirable to perform differential conversions on several channels against a common voltage. The ADCn_SCANNEGSEL register allows eight of the SCANINPUTIDs to re-map the negative terminal of a differential conversion to a common channel. In the first ADCn_SCANINPUTSEL group, the negative input for SCANINPUT 0, 2, 4, and 6 may be re-mapped to any of the odd-numbered channels in that group (SCANINPUT 1, 3, 5, or 7). Likewise, in the second ADCn_SCANINPUTSEL group, the negative input for SCANINPUT 9, 11, 13, and 15 may be re-mapped to any of the even-numbered channels in that group (SCANINPUT 8, 10, 12, or 14).

Figure 24.8 ADC Differential Scan Mode Re-mapping Negative Input Selections on page 762 shows the effects of the ADCn_SCANNEGSEL register on the re-mappable inputs. The left side of the figure shows the default channel mapping, and the right side of the figure shows how ADCn_SCANNEGSEL can be programmed to map the same negative input on up to four channels.

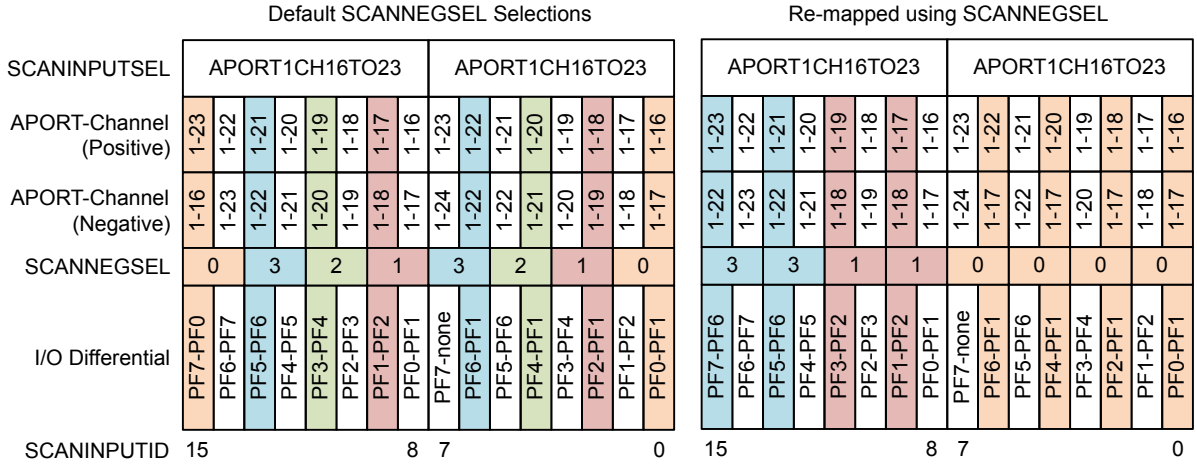


Figure 24.8. ADC Differential Scan Mode Re-mapping Negative Input Selections

24.3.7.3 APORT Conflicts

The ADC shares common analog buses connected to its APORTs (1-4) with other analog peripherals (see device-specific data sheet). As the ADC performs single or scan conversions, it requests the shared buses and sends selections for the control switches to connect the desired I/O pins. If another analog peripheral requests the same shared bus at the same time, there will be a collision and none of the peripherals will be granted control of that bus.

To help debug over-utilization of APORT resources, the ADC hardware provides status information in local registers. The ADCn_APORTREQ register gives the user visibility into which APORT(s) the ADC is requesting given the setting of the input selection registers. ADCn_APORTCONFLICT reports any conflicts that occur. If PROGERR in ADCn_IEN is set, any conflict generates an interrupt. The PROGERR field in the ADCn_STATUS register indicates whether the programming error happened as a result of an APORT bus conflict (BUSCONF) or from a negative-input selection conflict (NEGSELCONF). If the PROGERR interrupt occurred due to a negative selection conflict, then the interrupt can be cleared by software only after correcting the conflict. If a software clear is attempted without correcting the configuration, the interrupt will be cleared for one clock cycle but then it will trigger again as the invalid configuration still persists.

Note: The ADC requests shared bus connections as soon as that bus is selected in the input select registers, even if the ADC is not performing any conversions. This means that by using the APORT request, the ADC will acquire the associated shared analog bus, preventing other peripherals from using it. The bus will be released only when the input select registers are changed.

It is possible for the ADC to passively monitor shared bus signals without controlling the switches and creating bus conflicts. This can be done by setting the ADCn_APORTMASTERDIS register. When ADCn_APORTMASTERDIS is used, channel selection defers to the peripheral acting as the bus master for that shared bus, and no bus conflict will occur. The ADC will connect its input to the shared bus, but the specific channel will be controlled by the peripheral designated as the bus master.

24.3.8 Reference Selection and Input Range Definition

The full scale voltage (VFS) of the ADC is defined as the full input range, from the lowest possible input voltage to the highest. For single-ended conversions, the input range on the selected positive input is from 0 to VFS. For differential conversions, the input to the converter is the difference between the positive and negative input selections. This can range from -VFS/2 to +VFS/2.

VFS for the converter is determined by a combination of the selected voltage reference (VREF) and programmable divider circuits on the ADC input and voltage reference paths. Users have full control over the VREF and divider selections, offering a very flexible and wide selection of VFS values. In most applications however, it is not necessary to adjust VFS beyond a set of common pre-defined choices. For the simplest VFS configuration, refer to 24.3.8.1 Basic Full-Scale Voltage Configuration. If the application requires a VFS configuration not available in the pre-defined choices, 24.3.8.2 Advanced Full-Scale Voltage Configuration covers additional configuration options.

24.3.8.1 Basic Full-Scale Voltage Configuration

Basic configuration of the VFS (full scale voltage) for the converter is done by programming the REF bitfield in ADCn_SINGLECTRL (for single channel mode) or ADCn_SCANCTRL (for scan mode) to any of the pre-defined options. The list of available pre-defined VFS options is:

- VFS = 1.25 V using internal VBGR as the reference source
- VFS = 2.5 V using internal VBGR as the reference source
- VFS = AVDD using AVDD as the reference source (AVDD ≤ 3.6 V)
- VFS = 5 V using internal VBGR as the reference source
- VFS = ADCn_EXTP external pin as a single-ended reference source (1.2 V - 3.6 V)
- VFS = ADCn_EXTP - ADCn_EXTN external pins as a differential reference source. (1.2 V - 3.6 V difference)
- VFS = 2 x AVDD using AVDD as the reference source (AVDD ≤ 3.6 V)

The maximum and minimum input voltage which the ADC can recognize at any external pin is limited to the minimum of the V_{ADC} and IOVDD supply voltages (where V_{ADC} is VDDX_ANA, as described in 24.3.5 Power Supply). If VFS is configured to be larger than the supply range, the full ADC range will not be available. For example, with a 3.3 V supply and VFS configured to 5 V, the input voltage for single-ended conversions will be limited to 0 to 3.3 V, though the effective VFS is still 5 V.

The ADC uses a chip-level bias circuit to provide bias current for its operation. For highest accuracy when using a VBGR-derived internal bandgap reference source, GPBIASACC in ADCn_BIASPROG should be cleared to 0 (HIGHACC). This will allow the ADC to enable high-accuracy mode from the bias circuitry during conversions. When AVDD or an external pin reference option is used, software may set GPBIASACC in ADCn_BIASPROG to 1 (LOWACC) to conserve energy. Note that DC-DC usage may also switch the chip-level bias to high- accuracy mode (even if GPBIASACC is set to LOWACC), potentially impacting ADC results. DC-DC startup automatically switches the chip-level bias circuit to high-accuracy mode for a short time, i.e., if DC-DC startup happens when ADC is doing a conversion (with GPBIASACC set to LOWACC), ADC results may get corrupted. DC-DC startup automatically switches the bias circuit to high-accuracy mode for 25 µs. It is during this time that ADC conversions with the GPBIASACC set to LOWACC should be avoided.

If the pre-defined VFS options do not suit the particular application, refer to 24.3.8.2 Advanced Full-Scale Voltage Configuration for more advanced VFS options.

24.3.8.2 Advanced Full-Scale Voltage Configuration

For most applications, the pre-defined VFS options described in 24.3.8.1 Basic Full-Scale Voltage Configuration are suitable. Advanced VFS configurations are also possible by programming the REF bitfield in ADCn_SINGLECTRL or ADCn_SCANCTRL to the CONF option. Programming the REF bitfield to CONF allows the user to select the specific VREF source and adjust the programmable input and reference divider options directly.

The general procedure for programming an advanced VFS configuration is as follows:

1. Select the voltage reference source using VREFSEL.
2. Configure VREFATTFIX and VREFATT so that the reference voltage at the ADC is between 0.7 and 1.05 V.
3. Configure VINATT to achieve the desired full-scale voltage.

The VREFSEL field in ADCn_SINGLECTRLX or ADCn_SCANCTRLX selects the voltage reference source. The ADC can choose from the following voltage reference (VREF) sources:

- VBGR: An internal 0.83 V bandgap reference voltage. This is the most precise internal reference source available.
- VDDXWATT: An attenuated version of the AVDD supply voltage. The attenuation factor is determined by the VREFATTFIX and/or VREFATT bit fields.
- VREFPWATT: An external reference source applied to the ADCn_EXTP pin, and attenuated by the attenuation factor (determined by the VREFATTFIX and/or VREFATT bit fields). This is the appropriate choice for external reference inputs greater than 1.05 V.
- VREFP: An external reference source applied to the ADCn_EXTP pin, without any attenuation. This is the appropriate choice for external reference inputs between 0.7 V and 1.05 V.
- VENTROPY: A very low internal reference voltage (approx. 0.1 V). This option is intended to be used only with the ADC inputs tied internally to VSS, for generating random noise at the ADC output.
- VREFPNWATT: A differential version of VREFPWATT, with the reference source applied to the ADCn_EXTP and ADCn_EXTN pins and attenuated. This is the appropriate choice where a differential reference of greater than 1.05 V is required.
- VREFPN: A differential version of VREFP, with the reference source applied to the ADCn_EXTP and ADCn_EXTN pins and no attenuation. This is the appropriate choice where a differential reference of between 0.7 V and 1.05 V is required.
- VBGRLOW: An internal 0.78 V bandgap reference voltage.

The ADC reference voltage should be attenuated to a lower voltage when using AVDD or the external reference source. A simple method for a wide range of reference sources is to set VREFATTFIX to 1. The VREF attenuation factor (ATT_{VREF}) can then be selected between 1/3 (when VREFATT is greater than 0), and 1/4 (when VREFATT is equal to 0). For reference sources between 1.2 V and 3.6 V, ATT_{VREF} = 1/3 is the best choice. ATT_{VREF} = 1/4 can be used with references from 1.6 V to 3.8 V, with slight performance degradation.

Finer granularity on ATT_{VREF} is possible as well, by clearing VREFATTFIX to 0, and setting the VREFATT field. For optimal performance with VREFATTFIX = 0, the attenuated ADC reference input should be limited to between 0.7 V and 1.05 V. When VREFATTFIX is cleared to 0, ATT_{VREF} is set according to the equation:

$$ATT_{VREF} = (VREFATT + 6) / 24 \text{ for } VREFATT < 13, \text{ and } (VREFATT - 3) / 12 \text{ for } VREFATT \geq 13$$

Figure 24.9. ATT_{VREF}: VREF Attenuation Factor

The ADC input also includes a programmable attenuator. The VIN attenuator is used to widen the available input range of the ADC beyond the reference source. The VIN attenuation factor (ATT_{VIN}) is determined by the VINATT field according to the equation:

$$ATT_{VIN} = VINATT / 12 \text{ for } VINATT \geq 3 \text{ (settings 0, 1, and 2 are not allowable values for VINATT)}$$

Figure 24.10. ATT_{VIN}: VIN Attenuation Factor

VFS can be calculated by the formula given below for any given VREF source, VREF attenuation, and VIN attenuation:

$$VFS = 2 \times VREF \times ATT_{VREF} / ATT_{VIN}$$

VREF is selected in the VREFSEL bitfield, and

ATT_{VREF} is the VREF attenuation factor, determined by VREFATT or VREFATTFIX

ATT_{VIN} is the VIN attenuation factor, determined by VINATT

Figure 24.11. VFS: Full-Scale Input Range

The maximum and minimum input voltage which the ADC can recognize at any external pin is limited to the minimum of the V_{ADC} and IOVDD supply voltages (where V_{ADC} is VDDX_ANA, as described in 24.3.5 Power Supply). If VFS is configured to be larger than the supply range, the full ADC range will not be available. For example, with a 3.3 V supply and VFS configured to 5 V, the input voltage for single-ended conversions will be limited to 0 to 3.3 V, though the effective VFS is still 5 V.

The ADC uses a chip-level bias circuit to provide bias current for its operation. For highest accuracy when using a VBGR-derived internal bandgap reference source, GPBIASACC in ADCn_BIASPROG should be cleared to 0 (HIGHACC). This will allow the ADC to enable high-accuracy mode from the bias circuitry during conversions. When AVDD or an external pin reference option is used, software may set GPBIASACC in ADCn_BIASPROG to 1 (LOWACC) to conserve energy. Note that DC-DC usage may also switch the chip-level bias to high- accuracy mode (even if GPBIASACC is set to LOWACC), potentially impacting ADC results. DC-DC startup automatically switches the chip-level bias circuit to high-accuracy mode for a short time, i.e., if DC-DC startup happens when ADC is doing a conversion (with GPBIASACC set to LOWACC), ADC results may get corrupted. DC-DC startup automatically switches the bias circuit to high-accuracy mode for 25 µs. It is during this time that ADC conversions with the GPBIASACC set to LOWACC should be avoided.

The combination of VREF, ATT_{VREF} and ATT_{VIN} can produce a wide range of full-scale voltage options for the converter. Table 24.1 Advanced VFS Configuration: VREF = AVDD on page 766 shows some example VFS configurations using AVDD as a reference source.

Table 24.1. Advanced VFS Configuration: VREF = AVDD

AVDD Voltage	VREF Attenuation Settings	Reference Voltage at ADC	VIN Attenuation Settings	VFS
1.85 V	VREFATTFIX = 0 VREFATT = 6 **ATT_{VREF} = 1/2**	0.925 V	VINATT = 12 **ATT_{VIN} = 1**	1.85 V (+/-0.925 V differential)
3.0 V	VREFATTFIX = 0 VREFATT = 2 **ATT_{VREF} = 1/3**	1.0 V	VINATT = 8 **ATT_{VIN} = 2/3**	3.0 V (+/-1.5 V differential)
3.0 V	VREFATTFIX = 0 VREFATT = 2 **ATT_{VREF} = 1/3**	1.0 V	VINATT = 4 **ATT_{VIN} = 1/3**	6.0 V (+/-3.0 V differential)
3.6 V	VREFATTFIX = 1 VREFATT = 0 **ATT_{VREF} = 1/4**	0.9 V	VINATT = 6 **ATT_{VIN} = 1/2**	3.6 V (+/-1.8 V differential)

24.3.9 Programming of Bias Current

The ADC uses a chip-level bias generator to provide bias current for its operation. The ADC's internal bias can be scaled by ADCBIASPROG field of the ADCn_BIASPROG register. At lower conversion speeds, the ADCBIASPROG can be used to lower active power. Some commonly used settings are given in the ADCBIASPROG register description. For proper operation, the ADC conversion speed must be scaled accordingly. The scale factor is calculated as:

Bias scale factor = (1- ADCBIASPROG[2:0]/8) / (1+3×ADCBIASPROG[3])

Figure 24.12. Bias Scale Factor

The bias programming register also includes the VFAULTCLR bit field. If VREFOF interrupt is enabled and it is triggered, then the user needs to set this bit in the ISR before clearing the interrupt flag. This bit then needs to be reset after the interrupt flag is cleared in order to enable the VREFOV flag to trigger on the next VREFOV condition.

The bias current settings should only be changed while the ADC is disabled (i.e. in NORMAL warm-up mode and no conversion in progress).

24.3.10 Feature Set

The following sections explain different ADC features.

24.3.10.1 Conversion Tailgating

Scan conversions have priority over single channel conversions. This means that if scan and single triggers are received simultaneously, or even if the scan is received later when ADC is being warmed up for performing a single conversion, the scan conversion will have priority and will be done before the single conversion. However, a scan trigger will not interrupt in the middle of a single conversion, i.e., if the single conversion is in the acquisition or approximation phase, then the scan will have to wait for the single conversion to complete. If a scan sequence is triggered by a timer on a periodic basis, single channel conversion that started 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 channels will wait for the next scan sequence to finish before activating (see Figure 24.13 ADC Conversion Tailgating on page 767). The single channel will then follow immediately after the scan sequence. In this way, the scan sequence will always start immediately when triggered, provided that the period between the scan triggers is big enough to allow the single sample conversion that was triggered to finish before the next scan trigger arrives. Note that if tailgating is set and a single channel conversion is triggered, it will indefinitely wait for a scan conversion before starting the single channel conversion.

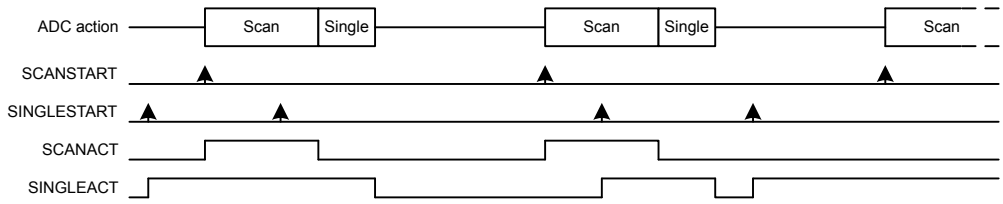


Figure 24.13. ADC Conversion Tailgating

24.3.10.2 Repetitive Mode

Both single channel and scan mode can be run as a one shot conversion or in repetitive mode. The REP bitfield in ADCn_SINGLECTRL/ADCn_SCANCTRL registers can be used to activate the repetitive mode for single and scan respectively. In order to achieve the maximum sampling rate of 1 Msps, repetitive mode should be used.

24.3.10.3 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 FIFO contents for any prior conversions are still intact). Every time a STOP command is issued, the user should wait for the corresponding status flag (SINGLEACT/SCANACT) to go low and then either read all the data in the FIFO or send the corresponding FIFOCLEAR command. 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 PRS is treated as an asynchronous trigger. Setting PRSEN in ADCn_SINGLECTRL/ADCn_SCANCTRL enables triggering from PRS input. Which PRS channel to listen to is defined by PRSSEL in ADCn_SINGLECTRLX/ADCn_SCANCTRLX. When PRS trigger is selected, it is still possible to trigger a conversion from software. Refer to the PRS chapter for more information on how to set up the PRS channels. When the conversions are triggered using the ADCn_CMD register, then the SINGLEACT and SCANACT bits in the ADCn_STATUS are set as soon as the START command is written to the register. When the conversion is triggered using PRS, it takes some cycles from the time PRS trigger is received until the SINGLEACT and SCANACT bits are set due to the synchronization requirement. If SINGLEACT is already high then sending a new START command or a new PRS trigger for a single conversion will not have any impact as ADC already has a single conversion ongoing or a single conversion pending (single conversion can be pending if ADC is busy running a scan sequence). The same rules apply for SCANACT and SCAN START and PRS triggers. When software issues a SINGLE/SCAN STOP command, it must wait until SINGLEACT/ SCANACT flag goes low before issuing a new START.

The PRS may trigger the ADC in two possible ways, configured by PRSMODE in ADCn_SINGLECTRLX/ADCn_SCANCTRLX. In PULSED mode, a PRS pulse triggers the ADC to start the ADC_CLK (if not already enabled), warm up (if not already warm), start the acquisition period, and perform the conversion. This is identical to issuing a START command from software. In this mode, the input sampling finishes at the end of the acquisition period (AT).

If the ADC_CLK and the source of the trigger (START command or PRS pulse) are not synchronous, the frequency of the input sampling (FS), will experience a $1_{1/2}$ to $2_{1/2}$ ADC_CLK cycle jitter due to synchronization requirements.

To precisely control the sample frequency, the PRSMODE can be set to TIMED mode. In this mode, a long PRS pulse is expected to trigger the ADC and its negative edge directly finishes input sampling and starts the approximation phase, giving precise sampling frequency management. The restriction is that the PRS pulse has to be long enough to start the ADC_CLK (if not already enabled), and finish the acquisition period based on the AT field in ADCn_SINGLECTRL/ADCn_SCANCTRL. The PRS pulse needs to be high when AT event finishes. If it is not high when AT finishes, then it is ignored and input sampling finishes after AT event has ended (a two cycle latency is added to the conversion in this scenario).

If the PRS pulse is too long (e.g., FS = 32kHz), the analog ADC start can be delayed to save power. The CONVSTARTDELAY along with its EN in the ADCn_SINGLECTRLX or ADCn_SCANCTRLx can be programmed to implement a 0 to 8 microseconds delay. The microsecond tick is counted by TIMEBASE with ADC_CLK similar to warmup case. This saves power as the ADC is not enabled until the last possible microsecond before the fall edge of the PRS arrives to open the sampling switch and to start the approximation phase. Figure 24.14 ADC PRS Timed Mode with ASNEEDED ADC_CLK Request on page 768) shows PRS Timed mode triggering with CONVSTARTDELAY and ASNEEDED ADC_CLK request. See that power is saved by both delaying the ADC EN and by requesting the ADC_CLK only during ADC operation. This is especially useful in saving power when running the ADC in EM2 DeepSleep or EM3 Stop power mode with low sampling frequency.

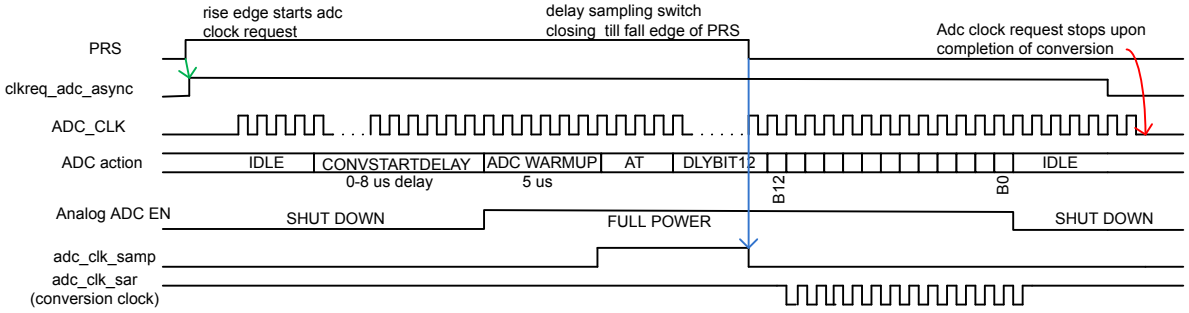


Figure 24.14. ADC PRS Timed Mode with ASNEEDED ADC_CLK Request

When a PRS pulse is received, if the ADC_CLK is not running (ASNEEDED mode), then the ADC requests the clock by setting clkreq_adc_async high. If the chosen clock source (HFXO/ HFSRCCLK/ AUXHFRCO) is already running, then it takes 5 ADC_CLK cycles after the clock request is asserted for the ADC_CLK to start. HFXO and HFSRCCLK (if chosen as ADC clock source) need to be already running before ADC sends out the clock request. If AUXHFRCO is chosen as the ADC clock source, and it is not already

running, then the CMU automatically turns it on when the ADC sends a clock request. In such a case, it takes (7 ADC_CLK cycles + the oscillator startup time) for the ADC_CLK to start. The oscillator startup time can be found in the device data sheet.

When triggering repeat mode using PRS and then stopping the triggered mode using STOP command, ensure that the PRS pulse used to generate the repeat mode has gone low by the time the STOP command is issued. If the PRS pulse continues to stay high after ADC has stopped the ongoing conversion, then it will be picked as a new trigger to start a new conversion.

Note:

- The conversion settings should not be changed while the ADC is running. Doing so may lead to unpredictable behavior.
- The adc_clk_sar phase is always reset by a conversion trigger as long as a conversion is not in progress. This gives predictable latency from the time of the trigger to the time the conversion starts, regardless of when in the trigger occurs.
- Software should not trigger conversions if PRS Timed mode is selected and PRSEN is set to 1 in the ADCn_SINGLECTRL/ADCn_SCANCTRL register.
- If the PRS Timed mode is being used, the acquisition time (AT) must be set greater than 0.

24.3.10.4 Output Results

ADC output results are presented in 2's complement form and the format for single ended and differential conversions are given in Table 24.2 ADC Single Ended Conversion on page 769 and Table 24.3 ADC Differential Conversion on page 769, respectively. If differential mode is selected, the results are sign extended up to 32-bits (shown in Table 24.5 ADC Results Representation on page 770).

Table 24.2. ADC Single Ended Conversion

Input Voltage	Output Results	
	Binary	Hex value
4095/4096 × VFS	111111111111	FFF
0.5 × VFS	100000000000	800
1/4096 × VFS	000000000001	001
0	000000000000	000

Table 24.3. ADC Differential Conversion

Input	Output Results	
	Binary	Hex value
2047/4096 × VFS	011111111111	7FF
0.25 × VFS	010000000000	400
1/4096 × VFS	000000000001	001
0	000000000000	000
-1/4096 × VFS	111111111111	FFF
-0.25 × VFS	110000000000	C00
-0.5 × VFS	100000000000	800

24.3.10.5 Resolution

The ADC performs 12-bit conversions by default. However, if full 12-bit resolution is not needed, it is possible to speed up the conversion by selecting a lower resolution (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.

24.3.10.6 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 (OVSRSEL 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 channel mode (OVSRSEL field in ADCn_CTRL).

With oversampling, each input is sampled at 12-bits of resolution a number of times (given by OVSRSEL), 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 24.4 Oversampling Result Shifting and Resolution on page 770.

Table 24.4. 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

24.3.10.7 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 24.5 ADC Results Representation on page 770. 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 24.5. ADC Results Representation

Adjustment	Resolution	Bits																
		31 ... 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	10	9	8	7	6	5	4	3	2	1	0
	8	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	4	3	2	1	0
	OVS	15 ... 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Left	12	11 ... 11	11	10	9	8	7	6	5	4	3	2	1	0	-	-	-	-
	8	7 ... 7	7	6	5	4	3	2	1	0	-	-	-	-	-	-	-	-
	6	5 ... 5	5	4	3	2	1	0	-	-	-	-	-	-	-	-	-	-
	OVS	15 ... 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

24.3.10.8 Channel Connection

The inputs are connected to the analog ADC at the beginning of the acquisition phase and are disconnected at the end of the acquisition phase. The time when the APORT switches are closed (for the next input to be converted) can be controlled by the CHCONMODE bitfield in the ADCn_CTRL register. By default, this field is set to the MAXSETTLE option. For MAXSETTLE, APORT switches are closed on the next input as soon as the acquisition phase for the current conversion is complete. This means that the APORT switches are closed approximately 12 adc_clk_sar cycles (assuming 12 bit resolution) before the acquisition phase of the current conversion starts, giving APORT switches maximum time to settle. The time for which APORT switches should be closed before the acquisition phase starts, should be the same for all inputs in order to get consistent results. This means that if the ADC is warmed up with CHCONREFWARMIDLE set to 0 (scan reference warmed up and the APORT switches for the first scan channel closed) and a single trigger comes in, the single conversion will have to wait 12 adc_clk_sar cycles before it can start (even if single is using the same reference as scan). In this case, it might be more suitable to switch to the MAXRESP option in the CHCONMODE bitfield. In MAXRESP, the APORT switches for the upcoming conversion are closed just before the acquisition phase starts. This gives less settling time to the APORT switches but removes the extra waiting time before a conversion can start (which could be the case with MAXSETTLE as discussed above).

24.3.10.9 Temperature Measurement

The ADC includes an internal temperature sensor. This sensor is measured during production test and the temperature readout from the ADC at production temperature, ADC0CAL3_TEMPREAD1V25, is given in the Device Information (DI) page. The production temperature, CAL_TEMP, is also given in this page. The temperature sensor slope, V_TS_SLOPE (mV/degree Celsius), for the sensor is found in the data sheet for the device. Using the 1.25 V VFS option and 12-bit resolution, the temperature can be calculated according to the following formula (VFS in the formula is 1250 mV) :

$$T_{CELSIUS} = CAL_TEMP - (ADC0CAL3_TEMPREAD1V25 - ADC_result) \times VFS / (4096\times V_TS_SLOPE)$$

Figure 24.15. ADC Temperature Measurement

When reading the temperature sensor, the GPBIASACC bit in ADCn_BIASPROG should be set to 1 to keep the bias in LOWACC mode. Note that DC-DC usage while ADC converts (with ADCn_BIASPROG set to 1) may corrupt ADC results. See section 24.3.8 Reference Selection and Input Range Definition for details.

Note:

- The minimum acquisition time for the temperature reference is found in the electrical characteristics for the device. If using the 1.25 V reference, extra acquisition time is required. In this case the AT field of ADCn_SINGLECTRL or ADCn_SCANCTRL should be set to a value of 9 or higher.
- If the device has more than one ADC, all ADCs may not be equipped with the temperature sensor. See the device data sheet.

24.3.10.10 ADC as a Random Number Generator

The ADC can be used as a random number generator. This is done by:

1. Choose the REF in the ADCn_SINGLECTRL as CONF, setting the VREFSEL in the ADCn_SINGLECTRLX as VENTROPY and VINATT in the same register to its maximum value of 15.
2. Set DIFF to 1 and RES to 0 in the ADCn_SINGLECTRL register.
3. Trigger a single channel conversion and then read ADCn_SINGLEDATA register when the conversion finishes.

The LSB[2:0] of each sample will be a random number. In this mode, the POSSEL or NEGSEL in ADCn_SINGLECTRL can be connected to VSS or any other noisy input.

24.3.11 Interrupts, PRS Output

The single and scan modes have separate SINGLE and SCAN interrupt flags indicating whether corresponding FIFO contains DVL # of valid conversion data. Corresponding interrupt enable bit has to be set in ADCn_IEN in order to generate interrupts. For these interrupts, there is no software clear mechanism by writing to ADCn_IFC. The user needs to read enough data from the interrupted FIFO to ensure it contains less than DVL # of elements. The ADCn_SINGLEFIFOCOUNT/ADCn_SCANFIFOCOUNT can provide number of valid elements remaining in corresponding FIFO. The FIFO can also be cleared by ADCn_SINGLEFIFOCLEAR/ADCn_SCANFIFOCLEAR, but any existing data will be lost by this operation.

In addition to the SINGLE and SCAN interrupt flags, there is separate scan and single channel result overflow interrupt flag which signals that a result from a scan or single channel FIFO has been overwritten before being read. There is also separate scan and single channel result underflow interrupt flag which signals that a FIFO read was issued when the FIFO was empty.

There is separate scan and single compare interrupt flag which signals a compare match with latest sample if the CMPEN in ADCn_SINGLECTRL/ADCn_SCANCTRL is enabled.

ADC has two separate PRS outputs, one for single channel and one for scan sequence. A finished conversion results in a one ADC_CLK cycle pulse, which is output to the Peripheral Reflex System (PRS). Note that the PRS pulse for scan is generated once after every channel conversion in the scan sequence.

24.3.12 DMA Request

The ADC has two DMA request lines, SINGLEREQ and SCANREQ, which are set when a single or scan FIFO receives DVL# of samples. The requests are cleared when the corresponding single or scan result register is read and corresponding FIFO count reaches lower than DVL. It also has two additional DMA Single request lines, SINGLESREQ and SCANSREQ, that are set when the corresponding FIFO is not empty.

24.3.13 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. For each reference, it needs to be repeated for single-ended, negative single-ended (see 24.3.7 Input Selection for details) and differential measurement. The ADC calibration (ADCn_CAL) register contains register fields for calibrating offset and gain for both single and scan mode. The gain and offset calibration are done in single channel mode, but the resulting calibration values can be used for both single and scan mode.

Gain and offset for various references and modes 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. Others can be loaded as needed or the user can perform calibration on the fly using the particular reference and mode to be used and write the result in the ADCn_CAL before starting the ADC conversion with them.

24.3.13.1 Offset Calibration

Offset calibration must be performed prior to gain calibration. Follow these steps for the offset calibration in single mode:

1. Select the desired full scale configuration by setting the REF bit field of the ADCn_SINGLECTRL register.
2. Set the AT bit field of the ADCn_SINGLECTRL register to 16CYCLES.
3. Set the POSSEL and NEGSEL of the ADCn_SINGLECTRL register to VSS, and set the DIFF to 1 for enabling differential input if calibrating for DIFF measurement. During calibration, the ADC samples represent the code coming out of the analog. Thus, since the input voltage is 0, the expected ADC output is 0b100000000000 in differential mode, 0b000000000000 in single-ended mode and 0b111111111111 in negative single-ended mode.
4. A binary search is used to find the offset calibration value. Set the CALEN to 1, and OFFSETINVMODE to 1 (if calibrating for negative single-ended conversion) in the ADCn_CAL register. If user is performing negative single-ended calibration, the SINGLEOFFSETINV provides the offset else SINGLEOFFSET bit provides the offset (for both single-ended and differential offset calibration). Start with 0b0000 (or 0b1111 if doing calibration for differential mode) in SINGLEOFFSET or with 0b1000 in SINGLEOFFSETINV (if calibrating for negative single-ended conversion). Set the SINGLESTART bit in the ADCn_CMD register to perform a 12-bit conversion and read the ADCn_SINGLEDATA register. The offset is (ADCn_SINGLEDATA - expected ADC output). Calculate this and write [3:0] of the result into SINGLEOFFSET or SCANOFFSETINV (if doing negative single-ended conversion). The user repeats till ADCn_SINGLEDATA matches expected ADC output. The ADC has a 8LSB built in negative offset to allow for negative offset correction. So, with default offset value, which corrects for the negative offset, the converted ADCn_SINGLEDATA would match expected ADC output if there were no offset. To get better noise immunity, the sampling phase can be repeated with Oversampling enabled. The result of the binary search is written to the SINGLEOFFSET (or SINGLEOFFSETINV) field of the ADCn_CAL register.

24.3.13.2 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 for single channel conversion (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 input range for the selected reference.
3. Set SINGLEGAIN[6:0] to 64 in the ADCn_CAL and measure gain, repeat gain calibration walking the 1 in SINGLEGAIN[6] to SINGLEGAIN[0] till sampled ADCn_SINGLEDATA matches expected value. This is done by setting CALEN in ADCn_CAL set to 1 and performing single channel, reading in the raw ADC code from the ADCn_SINGLEDATA and comparing it with expected code, i.e. 0b111111111111 for single-ended or differential conversion, and 0b000000000000 for negative single-ended conversion. The target value is ideally the top of the ADC input 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.

For the VDD reference and external reference, there is no hardware gain calibration. Calibration can be done by software after taking a sample.

24.3.14 EM2 DeepSleep or EM3 Stop Operation

The ADC can operate in EM2 DeepSleep or EM3 Stop mode. For EM2 DeepSleep or EM3 Stop operation the ADC_CLK must be selected as AUXHFRCO. The section 24.3.1 Clock Selection describes how to choose AUXHFRCO as the ADC_CLK. The AUXHFRCO can be kept on for as long as sample conversion is needed or it can be requested by trigger event and after the conversion is done, the AUXHFRCO can be shut down. The second option saves power at the expense of the delay to start the AUXHFRCO oscillator. All the trigger modes are available in EM2 DeepSleep or EM3 Stop as well.

While in EM2 DeepSleep or EM3 Stop, the ADC can wake the system to EM0 Active on enabled interrupts. Following interrupts can wake up the system to EM0 Active:

- SINGLE or SCAN interrupt indicating that the corresponding FIFO has reached the DVL watermark.
- Overflow interrupt (SINGLEOF or SCANOF)
- Underflow interrupt (SINGLEUF or SCANUF), triggered if DMA pops more data than present in the FIFO while the system is asleep
- Compare interrupt (SINGLECMP or SCANCMP)
- Over voltage interrupt (VREFOV)

The ADC can also work with the DMA so that the system does not have to wake up to consume data. This can happen if the SCAN or SINGLE interrupt is disabled and the SINGLEDMAWU or SCANDMAWU in the ADCn_CTRL is set. The DMA will be triggered by the ADC when DVL samples become available in the corresponding FIFO. The DMA will then pop all the elements of the corresponding FIFO and put the system back into the low power state. A system-level wake up will occur upon the DMA done interrupt. Note that other enabled ADC interrupts can still wake up the system when operating with the DMA. For example, the user can configure the window compare function to trip when the result reaches a certain threshold while gathering ADC data in EM2 DeepSleep or EM3 Stop.

The ADC works with the EMU to wake up the system or the DMA. It takes 2 µs from the time the ADC request a wakeup to start of the peripheral clocks. In this ASYNC mode of ADC_CLK, it takes 6 HFPERCLK cycles to read a single entry from the single or scan FIFO. So, with a 20MHz HFPERCLK, it takes about 4 µs per DMA wakeup to empty a full FIFO (4 entries). This restricts the sampling rate in EM2 DeepSleep or EM3 Stop in order to avoid FIFO overflows.

The AUXHFRCO power can be reduced by reducing the clock speed, and the user may adjust the ADCBIASPROG field in the ADCn_BIASPROG register to reduce active power of the ADC during the conversions, thus reducing power even more in EM2 DeepSleep/EM3 Stop. Refer to the data sheet for relevant power consumption numbers.

If the ADC is not to be used in EM2 DeepSleep or EM3 Stop, then the user should ensure that the ADC is not busy before going to the low power mode. 24.3.17 ADC Programming Model explains how to ensure the ADC is not busy. If the chip enters EM2 DeepSleep or EM3 Stop when ADC is busy without using AUXHFRCO, then the ADC clock will stop but the ADC will stay on, resulting in higher supply current.

24.3.15 ASYNC ADC_CLK Usage Restrictions and Benefits

When the ADC_CLK is chosen to come from ASYNCCLK, (ADCCLKMODE is set to ASYNC), the ADC_CLK and the ADC peripheral clock are considered asynchronous and this adds some restrictions:

- Due to a synchronization delay, accessing the following registers takes extra time (up to additional 7 HFPERCLK cycles): ADCn_SINGLEDATA, ADCn_SCANDATA, ADCn_SINGLEDATAP, ADCn_SCANDATAP, ADCn_SCANDATAX, ADCn_SCANDATAXP, ADCn_SINGLEFIFOCOUNT, ADCn_SCANFIFOCOUNT, ADCn_SINGLEFIFOCLEAR, ADCn_SCANFIFOCLEAR.
- The safe time to change the ADCn_SINGLECTRL, ADCn_SINGLECTRLX, ADCn_SCANCTRL, ADCn_SCANCTRLx, ADCn_SCANINPUTSEL, ADCn_SCANNEGSEL or ADCn_SCANMASK register is when SINGLEACT/SCANACT in the ADCn_STATUS is 0 with no pending trigger event. The user can enforce this by writing the SINGLESTOP or SCANSTOP in the ADCn_CMD register and ensuring no trigger event can come before modifying the registers.
- When the ADC needs to run in EM2 DeepSleep or EM3 Stop, only AUXHFRCO can provide the ADC_CLK to the ADC. Thus the user needs to set ASYNC mode of ADCCLKMODE and setup the CMU to provide the AUXHFRCO clock as ASYNCCLK.
- If the ADC needs to run on a particular adc_clk_sar frequency to achieve a sample rate and the HFPERCLK is not a proper multiple for such clock frequency, a higher frequency system clock, HFRCO, can be chosen to be ADC_CLK using ASYNC mode. This allows HFPERCLK to be set to an optimum value from a system view point.
- ASYNC mode can also help with digital noise mitigation as this clock is asynchronous (not balanced) with the system clock. Moreover, the user can use the invert option to invert the source of ASYNCCLK helping in noise mitigation further.
- Whenever ADC is being used in asynchronous mode, then HFPERCLK must be at least 1.5 times higher than the ADC_CLK.
- With ASNEEDED setting for ASYNCCLK request, the ADC_CLK power can be reduced.

24.3.16 Window Compare Function

The ADC supports a window compare function on both the latest single and scan outputs. The compare thresholds, ADGT and ADLT, are defined in the ADCn_CMPTHR register. These are 16-bit values and their format must match the type of conversion (single-ended or differential) the user is trying to compare with. For example, a 12-bit differential conversion is sign extended to 16 bits while a 12-bit single-ended conversion result would get zero padded to 16-bit result before comparing with ADGT and ADLT. If over-sampling is enabled, the conversion result could grow to 16-bits. There is a single set of ADLT and ADGT threshold for both single and scan compare. The user can however enable single or scan compare logic individually by enabling CMPEN in ADCn_SINGLECTRL or ADCn_SCANCTRL register.

The user can perform comparison both within or outside of the window defined by the ADGT and ADLT. If the ADLT is greater than ADGT, the ADC compares if the current sample is within the window. Otherwise, the ADC compares if the current sample is outside of the window.

24.3.17 ADC Programming Model

The ADC configuration registers are considered static and can only be updated when (1) ADC is in SYNC mode and (2) ADC is idle. ADC is considered busy when it is doing conversions (either the SINGLEACT or SCANACT status flag is high) or when it is warmed up (one of the following status flags is high: WARM, SINGLEREFWARM, SCANREFWARM). The following registers are considered ADC configuration registers: CMU_ADCCTRL, ADCn_CTRL, ADCn_SINGLECTRL, ADCn_SINGLECTRLX, ADCn_SCANCTRL, ADCn_SCANCTRLX, ADCn_SCANINPUTSEL, ADCn_SCANNEGSEL, ADCn_IEN, ADCn_BIASPROG, ADCn_SCANMASK, ADCn_CAL and ADCn_CMPTHR.

From reset, the ADC is in SYNC mode by default. The user can program the configuration registers as needed. If PRS is to be used, PRSEN in ADCn_SINGLECTRL/ADCn_SCANCTRL should be set after all other configuration is complete. Once configuration is complete, the ADC is ready to receive triggers.

After the ADC has been used to perform conversions, the user must ensure that the ADC is idle before updating the configuration registers. The first step is to ensure that no new triggers (PRS) are being issued. It can take a few cycles from when a trigger is received to when SINGELACT/SCANACT flags go high due to synchronization requirement. If it is unclear when the triggers were issued and if those are under synchronization or not, the user should add a small delay before checking the status flags. If the SINGLEACT/SCANACT status flags are high, the corresponding STOP command should be issued and the user should wait until the SINGLEACT/SCANACT flags go low. If the ADC was warmed up, then the WARMUPMODE should be changed to NORMAL and then the user should wait on WARM, SINGLEREFWARM and SCANREFWARM flags until those go low. Now the ADC is idle.

Note:

When switching ADCCLKMODE in the ADCn_CTRL register, use the appropriate sequence below:

- SYNC to ASYNC:
  1. Disable ADC interrupts
  2. Clear the FIFOs
  3. Switch the ADCCLKMODE

     If the ADC is to be used in ASYNC clock mode with WARMUPMODE set to KEEPADCWARM, then both ADCCLKMODE and WARMUPMODE fields in the ADCn_CTRL register should be set to the desired values in the same register write. This will ensure that the ADC power-on sequence is valid.
- ASYNC TO SYNC:
  1. Disable ADC interrupts
  2. Switch the ADCCLKMODE
  3. Clear the FIFOs

The FIFOs are cleared by writing 1 to the ADCn_SCANFIFOCLEAR and ADCn_SINGLEFIFOCLEAR registers.

When switching from ASYNC to SYNC, ensure that the ASYNC clock is turned off before doing the switch.

24.4 Register Map

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

Offset	Name	Type	Description
0x000	ADCn_CTRL	RW	Control Register
0x008	ADCn_CMD	W1	Command Register
0x00C	ADCn_STATUS	R	Status Register
0x010	ADCn_SINGLECTRL	RW	Single Channel Control Register
0x014	ADCn_SINGLECTRLX	RW	Single Channel Control Register Continued
0x018	ADCn_SCANCTRL	RW	Scan Control Register
0x01C	ADCn_SCANCTRLX	RW	Scan Control Register Continued
0x020	ADCn_SCANMASK	RW	Scan Sequence Input Mask Register
0x024	ADCn_SCANINPUTSEL	RW	Input Selection Register for Scan Mode
0x028	ADCn_SCANNEGSEL	RW	Negative Input Select Register for Scan
0x02C	ADCn_CMPTHR	RW	Compare Threshold Register
0x030	ADCn_BIASPROG	RW	Bias Programming Register for Various Analog Blocks Used in ADC Operation
0x034	ADCn_CAL	RW	Calibration Register
0x038	ADCn_IF	R	Interrupt Flag Register
0x03C	ADCn_IFS	W1	Interrupt Flag Set Register
0x040	ADCn_IFC	(R)W1	Interrupt Flag Clear Register
0x044	ADCn_IEN	RW	Interrupt Enable Register
0x048	ADCn_SINGLEDATA	R(a)	Single Conversion Result Data
0x04C	ADCn_SCANDATA	R(a)	Scan Conversion Result Data
0x050	ADCn_SINGLEDATAP	R	Single Conversion Result Data Peek Register
0x054	ADCn_SCANDATAP	R	Scan Sequence Result Data Peek Register
0x068	ADCn_SCANDATAX	R(a)	Scan Sequence Result Data + Data Source Register
0x06C	ADCn_SCANDATAXP	R	Scan Sequence Result Data + Data Source Peek Register
0x07C	ADCn_APORTREQ	R	APORT Request Status Register
0x080	ADCn_APORTCONFLICT	R	APORT Conflict Status Register
0x084	ADCn_SINGLEFIFOCOUNT	R	Single FIFO Count Register
0x088	ADCn_SCANFIFOCOUNT	R	Scan FIFO Count Register
0x08C	ADCn_SINGLEFIFOCLEAR	W1	Single FIFO Clear Register
0x090	ADCn_SCANFIFOCLEAR	W1	Scan FIFO Clear Register
0x094	ADCn_APORTMASTERDIS	RW	APORT Bus Master Disable Register

24.5 Register Description

24.5.1 ADCn_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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					0x1F								0x00							0	0		0	0	0	0x0	
Access			RW		RW					RW								RW							RW	RW		RW	RW	RW	RW	
Name			CHCONMODE		OVSRSEL					TIMEBASE								PRESC							ADCCLKMODE	ASYNCCLKEN		TAILGATE	SCANDMAWU	SINGLEDMAWU	WARMUPMODE	

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	CHCONMODE	0	RW	**Channel Connect**

Selects Channel Connect Mode

Value	Mode	Description
0	MAXSETTLE	Connect APORT switches for the next input as soon as possible. This optimizes settling time.
1	MAXRESP	Connect APORT switches for the next input at the end of the conversion.

28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:24	OVSRSEL	0x0	RW	**Oversample Rate Select**

Select oversampling rate. Oversampling must be enabled 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
9	X1024	1024 samples for each conversion result
10	X2048	2048 samples for each conversion result
11	X4096	4096 samples for each conversion result

Bit	Name	Reset	Access	Description
23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:16	TIMEBASE	0x1F	RW	**1us Time Base**

Sets the time base used for the ADC warm up sequence based on ADC_CLK. The TIMEBASE field should be set equal to produce timing of 1us or greater.

Value	Description
TIMEBASE	ADC STANDBY/SLOWACC mode warm-up is set to 1 x (TIMEBASE + 1) ADC_CLK cycles and NORMAL mode warm-up is set to 5 x (TIMEBASE + 1) ADC_CLK cycles.

15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14:8	PRESC	0x00	RW	**Prescalar Setting for ADC Sample and Conversion Clock**

Sets the prescale factor to generate the ADC conversion clock (adc_sar_clk) from ADC_CLK.

Value	Description
PRESC	Clock prescale factor. ADC_CLK is divided by (PRESC+1) to produce adc_clk_sar.

7	ADCCLKMODE	0	RW	**ADC Clock Mode**

Selects ADC_CLK source as synchronous or asynchronous - with respect to the Peripheral Clock (HFPERCLK).

Value	Mode	Description
0	SYNC	Synchronous clocking. Uses HFPERCLK to generate ADC_CLK, ADC will not be available in EM2 in this mode.
1	ASYNC	Asynchronous clocking. Uses clk_adc_async coming from CMU to generate ADC_CLK. ADC might be available in EM2 in this mode if the CLK_ADC_ASYNC is available in EM2

6	ASYNCCLKEN	0	RW	**Selects ASYNC CLK Enable Mode When ADCCLKMODE=1**

Write a 1 to keep ASYNC CLK always enabled.

Value	Mode	Description
0	ASNEEDED	ASYNC CLK is enabled only during ADC Conversion.
1	ALWAYSON	ASYNC CLK is always enabled.

5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	TAILGATE	0	RW	**Conversion Tailgating**

Enable/disable conversion tailgating. Single channel conversions wait for a scan sequence to finish before starting.

Value	Description
0	Scan sequence has priority, but can be delayed by ongoing single channels.
1	Scan sequence has priority and single channels will only start immediately after completion of a scan sequence.

Bit	Name	Reset	Access	Description
3	SCANDMAWU	0	RW	**SCANFIFO DMA Wakeup**

Selects whether to wakeup the DMA controller when in EM2 and DVL is reached in SCANFIFO

Value	Description
0	While in EM2, the DMA controller will not get requests about DVL reached in SCANFIFO
1	DMA is available in EM2 for processing SCANFIFO DVL request

Bit	Name	Reset	Access	Description
2	SINGLEDMAWU	0	RW	**SINGLEFIFO DMA Wakeup**

Selects whether to wakeup the DMA controller when in EM2 and DVL is reached in SINGLEFIFO

Value	Description
0	While in EM2, the DMA controller will not get requests about Data Valid Level (DVL) reached in SINGLEFIFO
1	DMA is available in EM2 for processing SINGLEFIFO DVL request

Bit	Name	Reset	Access	Description
1:0	WARMUPMODE	0x0	RW	**Warm-up Mode**

Select Warm-up Mode for ADC

Value	Mode	Description
0	NORMAL	ADC is shut down after each conversion. 5us warmup time is used before each conversion.
1	KEEPINSTANDBY	ADC is kept in standby mode between conversions. 1us warmup time is used before each conversion.
2	KEEPINSLOWACC	ADC is kept in slow acquisition mode between conversions. 1us warm-up time is used before each conversion.
3	KEEPADCWARM	ADC is kept on after conversions, allowing for continuous conversion.

24.5.2 ADCn_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	0	0	0
Access																													W1	W1	W1	W1
Name																													SCANSTOP	SCANSTART	SINGLESTOP	SINGLESTART

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	SCANSTOP	0	W1	**Scan Sequence Stop**
	Write a 1 to stop scan sequence.			
2	SCANSTART	0	W1	**Scan Sequence Start**
	Write a 1 to start scan sequence.			
1	SINGLESTOP	0	W1	**Single Channel Conversion Stop**
	Write a 1 to stop single channel conversions.			
0	SINGLESTART	0	W1	**Single Channel Conversion Start**
	Write to 1 to start converting in single channel mode.			

24.5.3 ADCn_STATUS - Status 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				0	0x0		0	0							0	0
Access															R	R				R	R		R	R							R	R
Name															SCANDV	SINGLEDV				WARM	PROGERR		SCANREFWARM	SINGLEREFWARM							SCANACT	SINGLEACT

Bit	Name	Reset	Access	Description
31:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SCANDV	0	R	**Scan Data Valid**
	SCANCTRLX_DVL # of scan conversion data results are available in Scan FIFO.			
16	SINGLEDV	0	R	**Single Channel Data Valid**
	SINGLECTRLX_DVL # of single channel conversion results are available in Single FIFO.			
15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	WARM	0	R	**ADC Warmed Up**
	ADC is warmed up.			
11:10	PROGERR	0x0	R	**Programming Error Status**
	Programming Error Status			

Mode	Value	Description
BUSCONF	x1	APORT reported a BUS Conflict.
NEGSELCONF	1x	SINGLECTRL's NEGSEL choice is invalid with respect to POSSEL choice. Occurs when two X channels or two Y channels are selected.

9	SCANREFWARM	0	R	**Scan Reference Warmed Up**
	Reference selected for scan mode is warmed up.			
8	SINGLEREFWARM	0	R	**Single Channel Reference Warmed Up**
	Reference selected for single channel mode is warmed up.			
7:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	SCANACT	0	R	**Scan Conversion Active**
	Scan sequence is active or has pending conversions.			
0	SINGLEACT	0	R	**Single Channel Conversion Active**
	Single channel conversion is active or has pending conversions.			

24.5.4 ADCn_SINGLECTRL - Single Channel 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	2	1	0
Reset	0		0		0x0				0xFF								0xFF								0x0			0x0		0	0	0
Access	RW		RW		RW				RW								RW								RW			RW		RW	RW	RW
Name	CMPEN		PRSEN		AT				NEGSEL								POSSEL								REF			RES		ADJ	DIFF	REP

Bit	Name	Reset	Access	Description
31	CMPEN	0	RW	**Compare Logic Enable for Single Channel**

Enable/disable Compare Logic

Value	Description
0	Disable Compare Logic.
1	Enable Compare Logic.

30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	PRSEN	0	RW	**Single Channel PRS Trigger Enable**

Enabled/disable PRS trigger of single channel.

Value	Description
0	Single channel is not triggered by PRS input.
1	Single channel is triggered by PRS input selected by PRSSEL.

28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:24	AT	0x0	RW	**Single Channel Acquisition Time**

Select the acquisition time for single channel.

Value	Mode	Description
0	1CYCLE	1 conversion clock cycle acquisition time for single channel
1	2CYCLES	2 conversion clock cycles acquisition time for single channel
2	3CYCLES	3 conversion clock cycles acquisition time for single channel
3	4CYCLES	4 conversion clock cycles acquisition time for single channel
4	8CYCLES	8 conversion clock cycles acquisition time for single channel
5	16CYCLES	16 conversion clock cycles acquisition time for single channel
6	32CYCLES	32 conversion clock cycles acquisition time for single channel
7	64CYCLES	64 conversion clock cycles acquisition time for single channel
8	128CYCLES	128 conversion clock cycles acquisition time for single channel
9	256CYCLES	256 conversion clock cycles acquisition time for single channel

Bit	Name	Reset	Access	Description
23:16	NEGSEL	0xFF	RW	**Single Channel Negative Input Selection**

Selects the negative input to the ADC for Single Channel Differential mode (in case of singled ended mode, the negative input is grounded). The user can choose any of the 32 channels of any of the 5 BUSes but must ensure that POSSEL and NEGSEL are chosen from different resources (X or Y) BUS. In case of an invalid configuration, the ADC will perform a single-ended sampling and issue a BUSCONFLICT IRQ.

Mode	Value	Description
APORT0XCH0	0	Select APORT0XCH0
APORT0XCH1	1	Select APORT0XCH1
...	...	.....
APORT0XCH15	15	Select APORT0XCH15
APORT0YCH0	16	Select APORT0YCH0
APORT0YCH1	17	Select APORT0YCH1
APORT0YCH15	31	Select APORT0YCH15
APORT1XCH0	32	Select APORT1XCH0
APORT1YCH1	33	Select APORT1YCH1
...	...	.....
APORT1YCH31	63	Select APORT1YCH31
APORT2YCH0	64	Select APORT2YCH0
APORT2XCH1	65	Select APORT2XCH1
...	...	.....
APORT2XCH31	95	Select APORT2XCH31
APORT3XCH0	96	Select APORT3XCH0
APORT3YCH1	97	Select APORT3YCH1
...	...	.....
APORT3YCH31	127	Select APORT3YCH31
APORT4YCH0	128	Select APORT4YCH0
APORT4XCH1	129	Select APORT4XCH1
...	...	.....
APORT4XCH31	159	Select APORT4XCH31
TESTN	245	Reserved for future expansion
VSS	255	VSS

Bit	Name	Reset	Access	Description
15:8	POSSEL	0xFF	RW	**Single Channel Positive Input Selection**

Selects the positive input to the ADC for single channel operation. Software can choose any of the 32 channels of any BUS as positive input. In DIFF mode POSSEL and NEGSEL need to be chosen from different resources (X or Y). If an X BUS is connected to POSSEL, only a Y BUS can connect to NEGSEL, and vice-versa. The user can also select some internal nodes as positive input for single-ended sampling. These internal nodes cannot be sampled differentially.

Mode	Value	Description
APORT0XCH0	0	Select APORT0XCH0
APORT0XCH1	1	Select APORT0XCH1

Bit	Name	Reset	Access	Description
	...	...		.....
	APORT0XCH15	15		Select APORT0XCH15
	APORT0YCH0	16		Select APORT0YCH0
	APORT0YCH1	17		Select APORT0YCH1
	APORT0YCH15	31		Select APORT0YCH15
	APORT1XCH0	32		Select APORT1XCH0
	APORT1YCH1	33		Select APORT1YCH1
	...	...		.....
	APORT1YCH31	63		Select APORT1YCH31
	APORT2YCH0	64		Select APORT2YCH0
	APORT2XCH1	65		Select APORT2XCH1
	...	...		.....
	APORT2XCH31	95		Select APORT2XCH31
	APORT3XCH0	96		Select APORT3XCH0
	APORT3YCH1	97		Select APORT3YCH1
	...	...		.....
	APORT3YCH31	127		Select APORT3YCH31
	APORT4YCH0	128		Select APORT4YCH0
	APORT4XCH1	129		Select APORT4XCH1
	...	...		.....
	APORT4XCH31	159		Select APORT4XCH31
	AVDD	224		Select AVDD
	BUVDD	225		Select BUVDD
	DVDD	226		Select DVDD
	PAVDD	227		Reserved for future use
	DECOUPLE	228		Select DECOUPLE
	IOVDD	229		Select IOVDD
	IOVDD1	230		Select IOVDD1. Not Applicable if no IOVDD1 is available.
	VSP	231		Reserved for future expansion
	OPA2	242		OPA2 output. Not Applicable if no OPA is available.
	TEMP	243		Temperature sensor
	DAC0OUT0	244		DAC0 output 0. Not Applicable if no DAC is available.
	R5VOUT	245		5V sub-system ADC mux output. Not Applicable if no 5V sub-system is available.
	SP1	246		Reserved for future expansion
	SP2	247		Reserved for future expansion
	DAC0OUT1	248		DAC0 output 1. Not Applicable if no DAC is available.

Bit	Name	Reset	Access	Description
	SUBLSB	249		SUBLSB measurement enabled.
	OPA3	250		OPA3 output. Not Applicable if no OPA is available.
	VSS	255		VSS
7:5	REF	0x0	RW	**Single Channel Reference Selection**
	Select reference to ADC single channel mode.			
	Value	Mode		Description
	0	1V25		VFS = 1.25V with internal VBGR reference
	1	2V5		VFS = 2.5V with internal VBGR reference
	2	VDD		VFS = AVDD with AVDD as reference source
	3	5V		VFS = 5V with internal VBGR reference
	4	EXTSINGLE		Single ended external reference
	5	2XEXTDIFF		Differential external reference, 2x
	6	2XVDD		VFS = 2xAVDD with AVDD as the reference source
	7	CONF		Use SINGLECTRLX to configure reference
4:3	RES	0x0	RW	**Single Channel Resolution Select**
	Select single channel 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 OVSRSEL.
2	ADJ	0	RW	**Single Channel Result Adjustment**
	Select single channel result adjustment.			
	Value	Mode		Description
	0	RIGHT		Results are right adjusted.
	1	LEFT		Results are left adjusted.
1	DIFF	0	RW	**Single Channel Differential Mode**
	Select single ended or differential input.			
	Value			Description
	0			Single ended input.
	1			Differential input.
0	REP	0	RW	**Single Channel Repetitive Mode**
	Enable/disable repetitive single channel conversions.			
	Value			Description

Bit	Name	Reset	Access	Description
	0			ADC will perform one conversion per trigger in single channel mode.
	1			ADC will repeat conversions in single channel mode continuously until SINGLESTOP is written.

24.5.5 ADCn_SINGLECTRLX - Single Channel Control Register Continued

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					0	0x0						0x0				0		0	0x0		0x0				0x0				0	0x0		
Access					RW	RW						RW				RW		RW	RW		RW				RW				RW	RW		
Name					CONVSTARTDELAYEN	CONVSTARTDELAY						PRSSEL				PRSMODE		FIFOOFACT	DVL		VINATT				VREFATT				VREFATTFIX	VREFSEL		

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27	CONVSTARTDELAYEN	0	RW	**Enable Delaying Next Conversion Start**

Delay value for next conversion start event.

Value	Description
0	CONVSTARTDELAY is disabled.
1	CONVSTARTDELAY is enabled.

Bit	Name	Reset	Access	Description
26:24	CONVSTARTDELAY	0x0	RW	**Delay Value for Next Conversion Start If CONVSTARTDELAYEN is Set**

Delay value for next conversion start event in 1us ticks (based on TIMEBASE).

Value	Description
DELAY	Delay the next conversion start by (CONVSTARTDELAY+1) us

Bit	Name	Reset	Access	Description
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:17	PRSSEL	0x0	RW	**Single Channel PRS Trigger Select**

Select PRS trigger for single channel.

Value	Mode	Description
0	PRSCH0	PRS ch 0 triggers single channel
1	PRSCH1	PRS ch 1 triggers single channel
2	PRSCH2	PRS ch 2 triggers single channel
3	PRSCH3	PRS ch 3 triggers single channel
4	PRSCH4	PRS ch 4 triggers single channel
5	PRSCH5	PRS ch 5 triggers single channel

Bit	Name	Reset	Access	Description
	6	PRSCH6		PRS ch 6 triggers single channel
	7	PRSCH7		PRS ch 7 triggers single channel
	8	PRSCH8		PRS ch 8 triggers single channel
	9	PRSCH9		PRS ch 9 triggers single channel
	10	PRSCH10		PRS ch 10 triggers single channel
	11	PRSCH11		PRS ch 11 triggers single channel
16	PRSMODE	0	RW	**Single Channel PRS Trigger Mode**
	PRS trigger mode of single channel.			
	Value	Mode		Description
	0	PULSED		Single channel trigger is considered a regular asynchronous pulse that starts ADC warm-up, then acquisition/conversion sequence. The ADC_CLK controls the warmup-time.
	1	TIMED		Single channel trigger should be a pulse long enough to provide the required warm-up time for the selected ADC warmup mode. The negative edge requests sample acquisition. DELAY can be used to delay the warm-up request if the pulse is too long.
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	FIFOOFACT	0	RW	**Single Channel FIFO Overflow Action**
	Select how FIFO behaves when full			
	Value	Mode		Description
	0	DISCARD		FIFO stops accepting new data if full, triggers SINGLEOF IRQ.
	1	OVERWRITE		FIFO overwrites old data when full, triggers SINGLEOF IRQ.
13:12	DVL	0x0	RW	**Single Channel DV Level Select**
	Select single channel Data Valid level. SINGLE IRQ is set when (DVL+1) number of single channels have been converted and their results are available in the Single FIFO.			
11:8	VINATT	0x0	RW	**Code for VIN Attenuation Factor**
	Used to set the VIN attenuation factor.			
7:4	VREFATT	0x0	RW	**Code for VREF Attenuation Factor When VREFSEL is 1, 2 or 5**
	Used to set VREF attenuation factor.			
3	VREFATTFIX	0	RW	**Enable Fixed Scaling on VREF**
	Enables fixed scaling on VREF			
	Value			Description
	0			VREFATT setting is used to scale VREF when VREFSEL is 1, 2 or 5.
	1			A fixed VREF attenuation is used to cover a large reference source range. When VREFATT = 0, the scaling factor is 1/4. For non-zero values of VREFATT, the scaling factor is 1/3.

Bit	Name	Reset	Access	Description
2:0	VREFSEL	0x0	RW	**Single Channel Reference Selection**

Select reference VREF to ADC single channel mode.

Value	Mode	Description
0	VBGR	Internal 0.83V Bandgap reference
1	VDDXWATT	Scaled AVDD: AVDD*(the VREF attenuation factor)
2	VREFPWATT	Scaled singled ended external Vref: ADCn_EXTP*(the VREF attenuation factor)
3	VREFP	Raw single ended external Vref: ADCn_EXTP
4	VENTROPY	Special mode used to generate ENTROPY.
5	VREFPNWATT	Scaled differential external Vref from : (ADCn_EXTP-ADCn_EXTN)*(the VREF attenuation factor)
6	VREFPN	Raw differential external Vref from : (ADCn_EXTP-ADCn_EXTN)
7	VBGRLOW	Internal Bandgap reference at low setting 0.78V

24.5.6 ADCn_SCANCTRL - Scan 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
Reset	0		0		0x0																				0x0			0x0		0	0	0
Access	RW		RW		RW																				RW			RW		RW	RW	RW
Name	CMPEN		PRSEN		AT																				REF			RES		ADJ	DIFF	REP

Bit	Name	Reset	Access	Description
31	CMPEN	0	RW	**Compare Logic Enable for Scan**

Enable/disable Compare Logic

Value	Description
0	Disable Compare Logic.
1	Enable Compare Logic.

Bit	Name	Reset	Access	Description
30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	PRSEN	0	RW	**Scan Sequence PRS Trigger Enable**

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

Bit	Name	Reset	Access	Description
28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27:24	AT	0x0	RW	**Scan Acquisition Time**

Select the acquisition time for scan.

Value	Mode	Description
0	1CYCLE	1 conversion clock cycle acquisition time for scan
1	2CYCLES	2 conversion clock cycles acquisition time for scan
2	3CYCLES	3 conversion clock cycles acquisition time for scan
3	4CYCLES	4 conversion clock cycles acquisition time for scan
4	8CYCLES	8 conversion clock cycles acquisition time for scan
5	16CYCLES	16 conversion clock cycles acquisition time for scan
6	32CYCLES	32 conversion clock cycles acquisition time for scan
7	64CYCLES	64 conversion clock cycles acquisition time for scan
8	128CYCLES	128 conversion clock cycles acquisition time for scan
9	256CYCLES	256 conversion clock cycles acquisition time for scan

Bit	Name	Reset	Access	Description
23:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:5	REF	0x0	RW	**Scan Sequence Reference Selection**

Select reference to ADC scan sequence.

Value	Mode	Description
0	1V25	VFS = 1.25V with internal VBGR reference
1	2V5	VFS = 2.5V with internal VBGR reference
2	VDD	VFS = AVDD with AVDD as reference source
3	5V	VFS = 5V with internal VBGR reference
4	EXTSINGLE	Single ended external reference
5	2XEXTDIFF	Differential external reference, 2x
6	2XVDD	VFS=2xAVDD with AVDD as the reference source
7	CONF	Use SCANCTRLX to configure reference

4:3	RES	0x0	RW	**Scan Sequence Resolution Select**

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 OVSRSEL

2	ADJ	0	RW	**Scan Sequence Result Adjustment**

Select scan sequence result adjustment.

Value	Mode	Description
0	RIGHT	Results are right adjusted
1	LEFT	Results are left adjusted

1	DIFF	0	RW	**Scan Sequence Differential Mode**

Select single ended or differential input.

Value	Description
0	Single ended input
1	Differential input

0	REP	0	RW	**Scan Sequence Repetitive Mode**

Enable/disable repetitive scan sequence.

Value	Description
0	Scan conversion mode is deactivated after one sequence.

Bit	Name	Reset	Access	Description
	1			Scan conversion mode repeats continuously until SCANSTOP is written.

24.5.7 ADCn_SCANCTRLX - Scan Control Register Continued

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					0	0x0						0x0				0		0	0x0		0x0				0x0				0	0x0		
Access					RW	RW						RW				RW		RW	RW		RW				RW				RW	RW		
Name					CONVSTARTDELAYEN	CONVSTARTDELAY						PRSSEL				PRSMODE		FIFOOFACT	DVL		VINATT				VREFATT				VREFATTFIX	VREFSEL		

Bit	Name	Reset	Access	Description
31:28	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
27	CONVSTARTDELAYEN	0	RW	**Enable Delaying Next Conversion Start**

Delay value for next conversion start event.

Value	Description
0	CONVSTARTDELAY is disabled
1	CONVSTARTDELAY is enabled.

Bit	Name	Reset	Access	Description
26:24	CONVSTARTDELAY	0x0	RW	**Delay Next Conversion Start If CONVSTARTDELAYEN is Set**

Delay value for next conversion start event in 1us ticks (based on TIMEBASE)

Value	Description
DELAY	Delay the next conversion start by (DELAY+1) us

Bit	Name	Reset	Access	Description
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:17	PRSSEL	0x0	RW	**Scan Sequence PRS Trigger Select**

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

Bit	Name	Reset	Access	Description
	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
16	PRSMODE	0	RW	**Scan PRS Trigger Mode**
	PRS trigger mode of scan.			
	Value	Mode		Description
	0	PULSED		Scan trigger is considered a regular async pulse that starts ADC warm-up, then acquisition/conversion sequence. The ADC_CLK controls the warmup-time.
	1	TIMED		Scan trigger should be a pulse long enough to provide the required warm-up time for the selected ADC warmup mode. The negative edge requests sample acquisition. DELAY can be used to delay the warm-up request if the pulse is too long.
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	FIFOOFACT	0	RW	**Scan FIFO Overflow Action**
	Select how FIFO behaves when full			
	Value	Mode		Description
	0	DISCARD		FIFO stops accepting new data if full, triggers SCANOF IRQ.
	1	OVERWRITE		FIFO overwrites old data when full, triggers SCANOF IRQ.
13:12	DVL	0x0	RW	**Scan DV Level Select**
	Select Scan Data Valid level. SCAN IRQ is set when (DVL+1) number of scan channels have been converted and their results are available in the SCAN FIFO.			
11:8	VINATT	0x0	RW	**Code for VIN Attenuation Factor**
	Used to set the VIN attenuation factor.			
7:4	VREFATT	0x0	RW	**Code for VREF Attenuation Factor When VREFSEL is 1, 2 or 5**
	Used to set VREF attenuation factor.			
3	VREFATTFIX	0	RW	**Enable Fixed Scaling on VREF**
	Enables fixed scaling on VREF			
	Value			Description
	0			VREFATT setting is used to scale VREF when VREFSEL is 1, 2 or 5.
	1			A fixed VREF attenuation is used to cover a large reference source range. When VREFATT = 0, the scaling factor is 1/4. For non-zero values of VREFATT, the scaling factor is 1/3.
2:0	VREFSEL	0x0	RW	**Scan Channel Reference Selection**
	Select reference VREF to ADC scan channel mode.			

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	VBGR		Internal 0.83V Bandgap reference
	1	VDDXWATT		Scaled AVDD: AVDD*(the VREF attenuation factor)
	2	VREFPWATT		Scaled singled ended external Vref: ADCn_EXTP*(the VREF attenuation factor)
	3	VREFP		Raw single ended external Vref: ADCn_EXTP
	5	VREFPNWATT		Scaled differential external Vref from : (ADCn_EXTP-ADCn_EXTN)*(the VREF attenuation factor)
	6	VREFPN		Raw differential external Vref from : (ADCn_EXTP-ADCn_EXTN)
	7	VBGRLOW		Internal Bandgap reference at low setting 0.78V

24.5.8 ADCn_SCANMASK - Scan Sequence Input Mask 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	SCANINPUTEN																															

Bit	Name	Reset	Access	Description
31:0	SCANINPUTEN	0x00000000	RW	**Scan Sequence Input Mask**

Set one or more bits in this mask to select which inputs are included in scan sequence in either single ended or differential mode. This works with SCANINPUTSEL register. The SCANINPUTSEL chooses 32 possible channels for single-ended or 32 pairs of possible channels for differential scanning from BUSes. These chosen channels are referred as ADCn_INPUTx in the description. Four even inputs from first group of 8 ADCn_INPUTx and four odd inputs from second group of 8 ADCn_INPUTx have programmable NEGSEL, defined in SCANNEGSEL register. If the SCANMASK is set to 0 and scan conversion is triggered, ADC will do a conversion with garbage results since no inputs were enabled for conversion.

Mode	Value	Description
DIFF = 0		
INPUT0	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx1	ADCn_INPUT0 included in mask
INPUT1	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx1x	ADCn_INPUT1 included in mask
INPUT2	xxxxxxxxxxxxxxxxxxxxxxxxxxxxx1xx	ADCn_INPUT2 included in mask
INPUT3	xxxxxxxxxxxxxxxxxxxxxxxxxxxx1xxx	ADCn_INPUT3 included in mask
INPUT4	xxxxxxxxxxxxxxxxxxxxxxxxxxx1xxxx	ADCn_INPUT4 included in mask
INPUT5	xxxxxxxxxxxxxxxxxxxxxxxxxx1xxxxx	ADCn_INPUT5 included in mask
INPUT6	xxxxxxxxxxxxxxxxxxxxxxxxx1xxxxxx	ADCn_INPUT6 included in mask
INPUT7	xxxxxxxxxxxxxxxxxxxxxxxx1xxxxxxx	ADCn_INPUT7 included in mask
...	.....	.....
INPUT31	1xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	ADCn_INPUT31 included in mask
DIFF = 1		
INPUT0INPUT0NEGSEL	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx1	(Positive input: ADCn_INPUT0 Negative input: chosen by INPUT0NEGSEL) included in mask

Bit	Name	Reset	Access	Description
	INPUT1INPUT2	xxxxxxxxxxxxxxxxxxxx xxxxxxxxx1x		(Positive input: ADCn_INPUT1 Negative input: ADCn_INPUT2) included in mask
	INPUT2INPUT2NEGSEL	xxxxxxxxxxxxxxxxxxxx xxxxxxxx1xx		(Positive input: ADCn_INPUT2 Negative input: chosen by INPUT2NEGSEL) included in mask
	INPUT3INPUT4	xxxxxxxxxxxxxxxxxxxx xxxxxxx1xxx		(Positive input: ADCn_INPUT3 Negative input: ADCn_INPUT4) included in mask
	INPUT4INPUT4NEGSEL	xxxxxxxxxxxxxxxxxxxx xxxxxx1xxxx		(Positive input: ADCn_INPUT4 Negative input: chosen by INPUT4NEGSEL) included in mask
	INPUT5INPUT6	xxxxxxxxxxxxxxxxxxxx xxxxx1xxxxx		(Positive input: ADCn_INPUT5 Negative input: ADCn_INPUT6) included in mask
	INPUT6INPUT6NEGSEL	xxxxxxxxxxxxxxxxxxxx xxxx1xxxxxx		(Positive input: ADCn_INPUT6 Negative input: chosen by INPUT6NEGSEL) included in mask
	INPUT7INPUT0	xxxxxxxxxxxxxxxxxxxx xxx1xxxxxxx		(Positive input: ADCn_INPUT7 Negative input: ADCn_INPUT8) included in mask
	INPUT8INPUT9	xxxxxxxxxxxxxxxxxxxx xx1xxxxxxxx		(Positive input: ADCn_INPUT8 Negative input: ADCn_INPUT9) included in mask
	INPUT9INPUT9NEGSEL	xxxxxxxxxxxxxxxxxxxx x1xxxxxxxxx		(Positive input: ADCn_INPUT9 Negative input: chosen by INPUT9NEGSEL) included in mask
	INPUT10INPUT11	xxxxxxxxxxxxxxxxxxxx 1xxxxxxxxxx		(Positive input: ADCn_INPUT10 Negative input: ADCn_INPUT11) included in mask
	INPUT11INPUT11NEGSEL	xxxxxxxxxxxxxxxxxxx1 xxxxxxxxxx		(Positive input: ADCn_INPUT11 Negative input: chosen by INPUT11NEGSEL) included in mask
	INPUT12INPUT13	xxxxxxxxxxxxxxxxxx1x xxxxxxxxxx		(Positive input: ADCn_INPUT12 Negative input: ADCn_INPUT13) included in mask
	INPUT13INPUT13NEGSEL	xxxxxxxxxxxxxxxxx1xx xxxxxxxxxx		(Positive input: ADCn_INPUT13 Negative input: chosen by INPUT13NEGSEL) included in mask
	INPUT14INPUT15	xxxxxxxxxxxxxxxx1xxx xxxxxxxxxx		(Positive input: ADCn_INPUT14 Negative input: ADCn_INPUT15) included in mask
	INPUT15INPUT15NEGSEL	xxxxxxxxxxxxxxx1xxxx xxxxxxxxxx		(Positive input: ADCn_INPUT15 Negative input: chosen by INPUT15NEGSEL) included in mask
	INPUT16INPUT17	xxxxxxxxxxxxxx1xxxxx xxxxxxxxxx		(Positive input: ADCn_INPUT16 Negative input: ADCn_INPUT17) included in mask
	.....	.....		.....
	INPUT28INPUT29	xxx1xxxxxxxxxxxxxxxx xxxxxxxxxx		(Positive input: ADCn_INPUT28 Negative input: ADCn_INPUT29) included in mask
	INPUT29INPUT30	xx1xxxxxxxxxxxxxxxxx xxxxxxxxxx		(Positive input: ADCn_INPUT29 Negative input: ADCn_INPUT30) included in mask
	INPUT30INPUT31	x1xxxxxxxxxxxxxxxxxx xxxxxxxxxx		(Positive input: ADCn_INPUT30 Negative input: ADCn_INPUT31) included in mask
	INPUT31INPUT24	1xxxxxxxxxxxxxxxxxxx xxxxxxxxxx		(Positive input: ADCn_INPUT31 Negative input: ADCn_INPUT24) included in mask

24.5.9 ADCn_SCANINPUTSEL - Input Selection Register for Scan Mode

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				0x00								0x00								0x00								0x00				
Access				RW								RW								RW								RW				
Name				INPUT24TO31SEL								INPUT16TO23SEL								INPUT8TO15SEL								INPUT0TO7SEL				

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28:24	INPUT24TO31SEL	0x00	RW	**Inputs Chosen for ADCn_INPUT24-ADCn_INPUT31 as Referred in SCANMASK**

Mode	Value	Description
APORT0CH0TO7	0	Select APORT0's CH0-CH7 as ADCn_INPUT24-ADCn_INPUT31
APORT0CH8TO15	1	Select APORT0's CH8-CH15 as ADCn_INPUT24-ADCn_INPUT31
APORT1CH0TO7	4	Select APORT1's CH0-CH7 as ADCn_INPUT24-ADCn_INPUT31
APORT1CH8TO15	5	Select APORT1's CH8-CH15 as ADCn_INPUT24-ADCn_INPUT31
APORT1CH16TO23	6	Select APORT1's CH16-CH23 as ADCn_INPUT24-ADCn_INPUT31
APORT1CH24TO31	7	Select APORT1's CH24-CH31 as ADCn_INPUT24-ADCn_INPUT31
APORT2CH0TO7	8	Select APORT2's CH0-CH7 as ADCn_INPUT24-ADCn_INPUT31
...	.	.....
APORT3CH0TO7	12	Select APORT3's CH0-CH7 as ADCn_INPUT24-ADCn_INPUT31
...	.	.....
APORT4CH0TO7	16	Select APORT4's CH0-CH7 as ADCn_INPUT24-ADCn_INPUT31
...	.	.....

23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:16	INPUT16TO23SEL	0x00	RW	**Inputs Chosen for ADCn_INPUT16-ADCn_INPUT23 as Referred in SCANMASK**

Mode	Value	Description
APORT0CH0TO7	0	Select APORT0's CH0-CH7 as ADCn_INPUT16-ADCn_INPUT23
APORT0CH8TO15	1	Select APORT0's CH8-CH15 as ADCn_INPUT16-ADCn_INPUT23
APORT1CH0TO7	4	Select APORT1's CH0-CH7 as ADCn_INPUT16-ADCn_INPUT23

Bit	Name	Reset	Access	Description
	APORT1CH8TO15	5		Select APORT1's CH8-CH15 as ADCn_INPUT16-ADCn_INPUT23
	APORT1CH16TO23	6		Select APORT1's CH16-CH23 as ADCn_INPUT16-ADCn_INPUT23
	APORT1CH24TO31	7		Select APORT1's CH24-CH31 as ADCn_INPUT16-ADCn_INPUT23
	APORT2CH0TO7	8		Select APORT2's CH0-CH7 as ADCn_INPUT16-ADCn_INPUT23
	...	.		.....
	APORT3CH0TO7	12		Select APORT3's CH0-CH7 as ADCn_INPUT16-ADCn_INPUT23
	...	.		.....
	APORT4CH0TO7	16		Select APORT4's CH0-CH7 as ADCn_INPUT16-ADCn_INPUT23
	...	.		.....
15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12:8	INPUT8TO15SEL	0x00	RW	**Inputs Chosen for ADCn_INPUT8-ADCn_INPUT15 as Referred in SCANMASK**

Mode	Value	Description
APORT0CH0TO7	0	Select APORT0's CH0-CH7 as ADCn_INPUT8-ADCn_INPUT15
APORT0CH8TO15	1	Select APORT0's CH8-CH15 as ADCn_INPUT8-ADCn_INPUT15
APORT1CH0TO7	4	Select APORT1's CH0-CH7 as ADCn_INPUT8-ADCn_INPUT15
APORT1CH8TO15	5	Select APORT1's CH8-CH15 as ADCn_INPUT8-ADCn_INPUT15
APORT1CH16TO23	6	Select APORT1's CH16-CH23 as ADCn_INPUT8-ADCn_INPUT15
APORT1CH24TO31	7	Select APORT1's CH24-CH31 as ADCn_INPUT8-ADCn_INPUT15
APORT2CH0TO7	8	Select APORT2's CH0-CH7 as ADCn_INPUT8-ADCn_INPUT15
...	.	.....
APORT3CH0TO7	12	Select APORT3's CH0-CH7 as ADCn_INPUT8-ADCn_INPUT15
...	.	.....
APORT4CH0TO7	16	Select APORT4's CH0-CH7 as ADCn_INPUT8-ADCn_INPUT15
...	.	.....

7:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4:0	INPUT0TO7SEL	0x00	RW	**Inputs Chosen for ADCn_INPUT7-ADCn_INPUT0 as Referred in SCANMASK**

Mode	Value	Description
APORT0CH0TO7	0	Select APORT0's CH0-CH7 as ADCn_INPUT0-ADCn_INPUT7
APORT0CH8TO15	1	Select APORT0's CH8-CH15 as ADCn_INPUT0-ADCn_INPUT7
APORT1CH0TO7	4	Select APORT1's CH0-CH7 as ADCn_INPUT0-ADCn_INPUT7
APORT1CH8TO15	5	Select APORT1's CH8-CH15 as ADCn_INPUT0-ADCn_INPUT7
APORT1CH16TO23	6	Select APORT1's CH16-CH23 as ADCn_INPUT0-ADCn_INPUT7

Bit	Name	Reset	Access	Description
	APORT1CH24TO31	7		Select APORT1's CH24-CH31 as ADCn_INPUT0-ADCn_INPUT7
	APORT2CH0TO7	8		Select APORT2's CH0-CH7 as ADCn_INPUT0-ADCn_INPUT7
	...	.		.....
	APORT3CH0TO7	12		Select APORT3's CH0-CH7 as ADCn_INPUT0-ADCn_INPUT7
	...	.		.....
	APORT4CH0TO7	16		Select APORT4's CH0-CH7 as ADCn_INPUT0-ADCn_INPUT7
	...	.		.....

24.5.10 ADCn_SCANNEGSEL - Negative Input Select Register for Scan

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																	0x0		0x3		0x2		0x1		0x3		0x2		0x1		0x0	
Access																	RW		RW		RW		RW		RW		RW		RW		RW	
Name																	INPUT15NEGSEL		INPUT13NEGSEL		INPUT11NEGSEL		INPUT9NEGSEL		INPUT6NEGSEL		INPUT4NEGSEL		INPUT2NEGSEL		INPUT0NEGSEL	

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:14	INPUT15NEGSEL	0x0	RW	**Negative Input Select Register for ADCn_INPUT15 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT8	Selects ADCn_INPUT8 as negative channel input
1	INPUT10	Selects ADCn_INPUT10 as negative channel input
2	INPUT12	Selects ADCn_INPUT12 as negative channel input
3	INPUT14	Selects ADCn_INPUT14 as negative channel input

Bit	Name	Reset	Access	Description
13:12	INPUT13NEGSEL	0x3	RW	**Negative Input Select Register for ADCn_INPUT13 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT8	Selects ADCn_INPUT8 as negative channel input
1	INPUT10	Selects ADCn_INPUT10 as negative channel input
2	INPUT12	Selects ADCn_INPUT12 as negative channel input
3	INPUT14	Selects ADCn_INPUT14 as negative channel input

Bit	Name	Reset	Access	Description
11:10	INPUT11NEGSEL	0x2	RW	**Negative Input Select Register for ADCn_INPUT11 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT8	Selects ADCn_INPUT8 as negative channel input
1	INPUT10	Selects ADCn_INPUT10 as negative channel input
2	INPUT12	Selects ADCn_INPUT12 as negative channel input
3	INPUT14	Selects ADCn_INPUT14 as negative channel input

Bit	Name	Reset	Access	Description
9:8	INPUT9NEGSEL	0x1	RW	**Negative Input Select Register for ADCn_INPUT9 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT8	Selects ADCn_INPUT8 as negative channel input
1	INPUT10	Selects ADCn_INPUT10 as negative channel input
2	INPUT12	Selects ADCn_INPUT12 as negative channel input
3	INPUT14	Selects ADCn_INPUT14 as negative channel input

Bit	Name	Reset	Access	Description
7:6	INPUT6NEGSEL	0x3	RW	**Negative Input Select Register for ADCn_INPUT1 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT1	Selects ADCn_INPUT1 as negative channel input
1	INPUT3	Selects ADCn_INPUT3 as negative channel input
2	INPUT5	Selects ADCn_INPUT5 as negative channel input
3	INPUT7	Selects ADCn_INPUT7 as negative channel input

Bit	Name	Reset	Access	Description
5:4	INPUT4NEGSEL	0x2	RW	**Negative Input Select Register for ADCn_INPUT4 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT1	Selects ADCn_INPUT1 as negative channel input
1	INPUT3	Selects ADCn_INPUT3 as negative channel input
2	INPUT5	Selects ADCn_INPUT5 as negative channel input
3	INPUT7	Selects ADCn_INPUT7 as negative channel input

Bit	Name	Reset	Access	Description
3:2	INPUT2NEGSEL	0x1	RW	**Negative Input Select Register for ADCn_INPUT2 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description
0	INPUT1	Selects ADCn_INPUT1 as negative channel input
1	INPUT3	Selects ADCn_INPUT3 as negative channel input
2	INPUT5	Selects ADCn_INPUT5 as negative channel input
3	INPUT7	Selects ADCn_INPUT7 as negative channel input

Bit	Name	Reset	Access	Description
1:0	INPUT0NEGSEL	0x0	RW	**Negative Input Select Register for ADCn_INPUT0 in Differential Scan Mode**

Selects negative channel

Value	Mode	Description

Bit	Name	Reset	Access	Description
	0	INPUT1		Selects ADCn_INPUT1 as negative channel input
	1	INPUT3		Selects ADCn_INPUT3 as negative channel input
	2	INPUT5		Selects ADCn_INPUT5 as negative channel input
	3	INPUT7		Selects ADCn_INPUT7 as negative channel input

24.5.11 ADCn_CMPTHR - Compare Threshold 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	0x0000																0x0000															
Access	RW																RW															
Name	ADGT																ADLT															

Bit	Name	Reset	Access	Description
31:16	ADGT	0x0000	RW	**Greater Than Compare Threshold**
	Compare threshold value for greater-than comparison. Must match the conversion data representation chosen.			
15:0	ADLT	0x0000	RW	**Less Than Compare Threshold**
	Compare threshold value for less-than comparison. Must match the conversion data representation chosen.			

24.5.12 ADCn_BIASPROG - Bias Programming Register for Various Analog Blocks Used in ADC Operation

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									0x0		
Access																RW				RW									RW		
Name																GPBIASACC				VFAULTCLR									ADCBIASPROG		

Bit	Name	Reset	Access	Description
31:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	GPBIASACC	0	RW	**Accuracy Setting for the System Bias During ADC Operation**

Select bias accuracy mode for ADC operation. For devices with multiple ADCs, the bias will use the high accuracy setting unless all ADC instances configure GPBIASACC to LOWACC.

Value	Mode	Description
0	HIGHACC	High accuracy setting. Use when configured for an internal VBGR reference source.
1	LOWACC	Low accuracy setting. Can be used for all references other than VBGR to conserve energy.

15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	VFAULTCLR	0	RW	**Clear VREFOF Flag**

Use this bit to request clearing of the VREFOF flag. If VREFOF irq is enabled and is triggered, the user must set this bit in the ISR to clear VREFOF. The user needs to reset this bit to enable VREFOF to trigger further IRQs upon VREF overflow conditions.

11:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	ADCBIASPROG	0x0	RW	**Bias Programming Value of Analog ADC Block**

These bits are used to adjust the bias current in ADC analog block.

Value	Mode	Description
0	NORMAL	Normal power (use for 1Msps operation)
4	SCALE2	Scaling bias to 1/2
8	SCALE4	Scaling bias to 1/4
12	SCALE8	Scaling bias to 1/8
14	SCALE16	Scaling bias to 1/16
15	SCALE32	Scaling bias to 1/32

24.5.13 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	0	0x40							0x7				0x8				0	0x40							0x7				0x8			
Access	RW	RW							RW				RW				RW	RW							RW				RW			
Name	CALEN	SCANGAIN							SCANOFFSETINV				SCANOFFSET				OFFSETINVMODE	SINGLEGAIN							SINGLEOFFSETINV				SINGLEOFFSET			

Bit	Name	Reset	Access	Description
31	CALEN	0	RW	**Calibration Mode is Enabled**
	When enabled, the adc performs conversion and sends raw data to the ADC fifos. This can also be used to debug the adc data conversion			
30:24	SCANGAIN	0x40	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.			
23:20	SCANOFFSETINV	0x7	RW	**Scan Mode Offset Calibration Value for Negative Single-ended Mode**
	This register contains the offset calibration value used with scan conversions for negative single-ended mode. 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.			
19:16	SCANOFFSET	0x8	RW	**Scan Mode Offset Calibration Value for Differential or Positive Single-ended Mode**
	This register contains the offset calibration value used with scan conversions for differential or positive single-ended mode. 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	OFFSETINVMODE	0	RW	**Negative Single-ended Offset Calibration is Enabled**
	When enabled, along with CALEN bit, the ADC performs negative singled ended conversion. When not enabled, if CALEN is set, DIFF bit of SINGLECTRL register decides whether to do positive single-ended or differential conversion.			
14:8	SINGLEGAIN	0x40	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.			
7:4	SINGLEOFFSETINV	0x7	RW	**Single Mode Offset Calibration Value for Negative Single-ended Mode**
	This register contains the offset calibration value used with single conversions for negative single-ended mode. 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.			

Bit	Name	Reset	Access	Description
3:0	SINGLEOFFSET	0x8	RW	**Single Mode Offset Calibration Value for Differential or Positive Single-ended Mode** This register contains the offset calibration value used with single conversions for differential or positive single-ended mode. 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.

24.5.14 ADCn_IF - Interrupt Flag 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							0	0							0	0					0	0	0	0							0	0
Access							R	R							R	R					R	R	R	R							R	R
Name							PROGERR	VREFOV							SCANCMP	SINGLECMP					SCANUF	SINGLEUF	SCANOF	SINGLEOF							SCAN	SINGLE

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	PROGERR	0	R	**Programming Error Interrupt Flag**
	Indicates that a programming error has occurred. Read the STATUS register for cause.			
24	VREFOV	0	R	**VREF Over Voltage Interrupt Flag**
	Indicates that attenuated vref is greater than 1.3V when this bit is set. The ADC stops converting and disconnects the reference when this happens to protect the internal low-voltage circuits.			
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SCANCMP	0	R	**Scan Result Compare Match Interrupt Flag**
	Indicates scan result compare matched the window conditions when this bit is set.			
16	SINGLECMP	0	R	**Single Result Compare Match Interrupt Flag**
	Indicates single result compare matched the window conditions when this bit is set.			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	SCANUF	0	R	**Scan FIFO Underflow Interrupt Flag**
	Indicates scan result FIFO underflow when this bit is set. An underflow occurs if the FIFO is read and there is no data available.			
10	SINGLEUF	0	R	**Single FIFO Underflow Interrupt Flag**
	Indicates single result FIFO underflow when this bit is set. An underflow occurs if the FIFO is read and there is no data available.			
9	SCANOF	0	R	**Scan FIFO Overflow Interrupt Flag**
	Indicates scan result FIFO overflow when this bit is set. An overflow occurs if there is not room in the FIFO to store a new result.			
8	SINGLEOF	0	R	**Single FIFO Overflow Interrupt Flag**
	Indicates single result FIFO overflow when this bit is set. An overflow occurs if there is not room in the FIFO to store a new result.			
7:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	SCAN	0	R	**Scan Conversion Complete Interrupt Flag**
	Indicates (DVL+1) number of scan channel results are available in the Scan FIFO.			

Bit	Name	Reset	Access	Description
0	SINGLE	0	R	**Single Conversion Complete Interrupt Flag**
	Indicates (DVL+1) number of single channel results are available in the Single FIFO.			

24.5.15 ADCn_IFS - Interrupt Flag Set 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							0	0							0	0					0	0	0	0								
Access							W1	W1							W1	W1					W1	W1	W1	W1								
Name							PROGERR	VREFOV							SCANCMP	SINGLECMP					SCANUF	SINGLEUF	SCANOF	SINGLEOF								

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	PROGERR	0	W1	**Set PROGERR Interrupt Flag**
	Write 1 to set the PROGERR interrupt flag			
24	VREFOV	0	W1	**Set VREFOV Interrupt Flag**
	Write 1 to set the VREFOV interrupt flag			
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SCANCMP	0	W1	**Set SCANCMP Interrupt Flag**
	Write 1 to set the SCANCMP interrupt flag			
16	SINGLECMP	0	W1	**Set SINGLECMP Interrupt Flag**
	Write 1 to set the SINGLECMP interrupt flag			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	SCANUF	0	W1	**Set SCANUF Interrupt Flag**
	Write 1 to set the SCANUF interrupt flag			
10	SINGLEUF	0	W1	**Set SINGLEUF Interrupt Flag**
	Write 1 to set the SINGLEUF interrupt flag			
9	SCANOF	0	W1	**Set SCANOF Interrupt Flag**
	Write 1 to set the SCANOF interrupt flag			
8	SINGLEOF	0	W1	**Set SINGLEOF Interrupt Flag**
	Write 1 to set the SINGLEOF interrupt flag			
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

24.5.16 ADCn_IFC - Interrupt Flag Clear 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							0	0							0	0					0	0	0	0								
Access							(R)W1	(R)W1							(R)W1	(R)W1					(R)W1	(R)W1	(R)W1	(R)W1								
Name							PROGERR	VREFOV							SCANCMP	SINGLECMP					SCANUF	SINGLEUF	SCANOF	SINGLEOF								

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	PROGERR	0	(R)W1	**Clear PROGERR Interrupt Flag**
	Write 1 to clear the PROGERR interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
24	VREFOV	0	(R)W1	**Clear VREFOV Interrupt Flag**
	Write 1 to clear the VREFOV interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SCANCMP	0	(R)W1	**Clear SCANCMP Interrupt Flag**
	Write 1 to clear the SCANCMP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
16	SINGLECMP	0	(R)W1	**Clear SINGLECMP Interrupt Flag**
	Write 1 to clear the SINGLECMP interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	SCANUF	0	(R)W1	**Clear SCANUF Interrupt Flag**
	Write 1 to clear the SCANUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
10	SINGLEUF	0	(R)W1	**Clear SINGLEUF Interrupt Flag**
	Write 1 to clear the SINGLEUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
9	SCANOF	0	(R)W1	**Clear SCANOF Interrupt Flag**
	Write 1 to clear the SCANOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
8	SINGLEOF	0	(R)W1	**Clear SINGLEOF Interrupt Flag**
	Write 1 to clear the SINGLEOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
7:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

24.5.17 ADCn_IEN - Interrupt Enable 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							0	0							0	0					0	0	0	0							0	0
Access							RW	RW							RW	RW					RW	RW	RW	RW							RW	RW
Name							PROGERR	VREFOV							SCANCMP	SINGLECMP					SCANUF	SINGLEUF	SCANOF	SINGLEOF							SCAN	SINGLE

Bit	Name	Reset	Access	Description
31:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	PROGERR	0	RW	**PROGERR Interrupt Enable**
	Enable/disable the PROGERR interrupt			
24	VREFOV	0	RW	**VREFOV Interrupt Enable**
	Enable/disable the VREFOV interrupt			
23:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SCANCMP	0	RW	**SCANCMP Interrupt Enable**
	Enable/disable the SCANCMP interrupt			
16	SINGLECMP	0	RW	**SINGLECMP Interrupt Enable**
	Enable/disable the SINGLECMP interrupt			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	SCANUF	0	RW	**SCANUF Interrupt Enable**
	Enable/disable the SCANUF interrupt			
10	SINGLEUF	0	RW	**SINGLEUF Interrupt Enable**
	Enable/disable the SINGLEUF interrupt			
9	SCANOF	0	RW	**SCANOF Interrupt Enable**
	Enable/disable the SCANOF interrupt			
8	SINGLEOF	0	RW	**SINGLEOF Interrupt Enable**
	Enable/disable the SINGLEOF interrupt			
7:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	SCAN	0	RW	**SCAN Interrupt Enable**
	Enable/disable the SCAN interrupt			
0	SINGLE	0	RW	**SINGLE Interrupt Enable**
	Enable/disable the SINGLE interrupt			

24.5.18 ADCn_SINGLEDATA - Single Conversion Result Data (Actionable Reads)

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	R																															
Name	DATA																															

Bit	Name	Reset	Access	Description
31:0	DATA	0x00000000	R	**Single Conversion Result Data**
	This register holds the results from the last single channel mode conversion. Reading this field pops one entry from the SINGLE FIFO.			

24.5.19 ADCn_SCANDATA - Scan Conversion Result Data (Actionable Reads)

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	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 mode conversion. Reading this field pops one entry from the SCAN FIFO.			

24.5.20 ADCn_SINGLEDATAP - Single Conversion Result Data Peek 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	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 channel mode conversion. Reading this field will not pop an entry from the SINGLE FIFO.			

24.5.21 ADCn_SCANDATAP - Scan Sequence Result Data Peek 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	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 mode conversion. Reading this field will not pop an entry from the SCAN FIFO.			

24.5.22 ADCn_SCANDATAX - Scan Sequence Result Data + Data Source Register (Actionable Reads)

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														0x00			0x0000															
Access														R			R															
Name														SCANINPUTID			DATA															

Bit	Name	Reset	Access	Description
31:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:16	SCANINPUTID	0x00	R	**Scan Conversion Input ID** Indicates from which input the results in SCANDATA originated. Reading this field pops one entry from the SCAN FIFO.
15:0	DATA	0x0000	R	**Scan Conversion Result Data** Holds the results from the last scan conversion. Reading this field pops one entry from the SCAN FIFO.

24.5.23 ADCn_SCANDATAXP - Scan Sequence Result Data + Data Source Peek 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														0x00			0x0000															
Access														R			R															
Name														SCANINPUTIDPEEK			DATAP															

Bit	Name	Reset	Access	Description
31:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20:16	SCANINPUTIDPEEK	0x00	R	**Scan Conversion Data Source Peek** Indicates from which input channel the results in SCANDATA originated. Reading this field does not pop any entry from the SCAN FIFO.
15:0	DATAP	0x0000	R	**Scan Conversion Result Data Peek** The register holds the results from the last scan conversion. Reading this field does not pop any entry from the SCAN FIFO.

24.5.24 ADCn_APORTREQ - APORT Request Status 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																							0	0	0	0	0	0	0	0	0	0
Access																							R	R	R	R	R	R	R	R	R	R
Name																							APORT4YREQ	APORT4XREQ	APORT3YREQ	APORT3XREQ	APORT2YREQ	APORT2XREQ	APORT1YREQ	APORT1XREQ	APORT0YREQ	APORT0XREQ

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	APORT4YREQ	0	R	**1 If the Bus Connected to APORT4Y is Requested**
	Reports if the bus connected to APORT4Y is being requested from the APORT			
8	APORT4XREQ	0	R	**1 If the Bus Connected to APORT4X is Requested**
	Reports if the bus connected to APORT4X is being requested from the APORT			
7	APORT3YREQ	0	R	**1 If the Bus Connected to APORT3Y is Requested**
	Reports if the bus connected to APORT3Y is being requested from the APORT			
6	APORT3XREQ	0	R	**1 If the Bus Connected to APORT3X is Requested**
	Reports if the bus connected to APORT3X is being requested from the APORT			
5	APORT2YREQ	0	R	**1 If the Bus Connected to APORT2Y is Requested**
	Reports if the bus connected to APORT2Y is being requested from the APORT			
4	APORT2XREQ	0	R	**1 If the Bus Connected to APORT2X is Requested**
	Reports if the bus connected to APORT2X is being requested from the APORT			
3	APORT1YREQ	0	R	**1 If the Bus Connected to APORT1Y is Requested**
	Reports if the bus connected to APORT1Y is being requested from the APORT			
2	APORT1XREQ	0	R	**1 If the Bus Connected to APORT1X is Requested**
	Reports if the bus connected to APORT1X is being requested from the APORT			
1	APORT0YREQ	0	R	**1 If the Bus Connected to APORT0Y is Requested**
	Reports if the bus connected to APORT0Y is being requested from the APORT			
0	APORT0XREQ	0	R	**1 If the Bus Connected to APORT0X is Requested**
	Reports if the bus connected to APORT0X is being requested from the APORT			

24.5.25 ADCn_APORTCONFLICT - APORT Conflict Status 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																							0	0	0	0	0	0	0	0	0	0
Access																							R	R	R	R	R	R	R	R	R	R
Name																							APORT4YCONFLICT	APORT4XCONFLICT	APORT3YCONFLICT	APORT3XCONFLICT	APORT2YCONFLICT	APORT2XCONFLICT	APORT1YCONFLICT	APORT1XCONFLICT	APORT0YCONFLICT	APORT0XCONFLICT

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	APORT4YCONFLICT	0	R	**1 If the Bus Connected to APORT4Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT4Y is is also being requested by another peripheral
8	APORT4XCONFLICT	0	R	**1 If the Bus Connected to APORT4X is in Conflict With Another Peripheral** Reports if the bus connected to APORT4X is is also being requested by another peripheral
7	APORT3YCONFLICT	0	R	**1 If the Bus Connected to APORT3Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT3Y is is also being requested by another peripheral
6	APORT3XCONFLICT	0	R	**1 If the Bus Connected to APORT3X is in Conflict With Another Peripheral** Reports if the bus connected to APORT3X is is also being requested by another peripheral
5	APORT2YCONFLICT	0	R	**1 If the Bus Connected to APORT2Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT2Y is is also being requested by another peripheral
4	APORT2XCONFLICT	0	R	**1 If the Bus Connected to APORT2X is in Conflict With Another Peripheral** Reports if the bus connected to APORT2X is is also being requested by another peripheral
3	APORT1YCONFLICT	0	R	**1 If the Bus Connected to APORT1Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT1Y is is also being requested by another peripheral
2	APORT1XCONFLICT	0	R	**1 If the Bus Connected to APORT1X is in Conflict With Another Peripheral** Reports if the bus connected to APORT1X is is also being requested by another peripheral
1	APORT0YCONFLICT	0	R	**1 If the Bus Connected to APORT0Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT0Y is is also being requested by another peripheral

Bit	Name	Reset	Access	Description
0	APORT0XCONFLICT	0	R	**1 If the Bus Connected to APORT0X is in Conflict With Another Peripheral** Reports if the bus connected to APORT0X is is also being requested by another peripheral

24.5.26 ADCn_SINGLEFIFOCOUNT - Single FIFO Count 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	3	2	1	0
Reset																														0x0		
Access																														R		
Name																														SINGLEDC		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	SINGLEDC	0x0	R	**Single Data Count** Number of unread data available in Single FIFO.

24.5.27 ADCn_SCANFIFOCOUNT - Scan FIFO Count 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																														0x0		
Access																														R		
Name																														SCANDC		

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2:0	SCANDC	0x0	R	**Scan Data Count** Number of unread data available in Scan FIFO.

24.5.28 ADCn_SINGLEFIFOCLEAR - Single FIFO Clear 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																																0
Access																																W1
Name																																SINGLEFIFOCLEAR

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	SINGLEFIFOCLEAR	0	W1	**Clear Single FIFO Content**
	Write a 1 to clear Single FIFO content.			

24.5.29 ADCn_SCANFIFOCLEAR - Scan FIFO Clear 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																																0
Access																																W1
Name																																SCANFIFOCLEAR

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	SCANFIFOCLEAR	0	W1	**Clear Scan FIFO Content**
	Write a 1 to clear Scan FIFO content.			

24.5.30 ADCn_APORTMASTERDIS - APORT Bus Master Disable 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																							0	0	0	0	0	0	0	0		
Access																							RW	RW	RW	RW	RW	RW	RW	RW		
Name																							APORT4YMASTERDIS	APORT4XMASTERDIS	APORT3YMASTERDIS	APORT3XMASTERDIS	APORT2YMASTERDIS	APORT2XMASTERDIS	APORT1YMASTERDIS	APORT1XMASTERDIS		

Bit	Name	Reset	Access	Description
31:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9	APORT4YMASTERDIS	0	RW	**APORT4Y Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

8	APORT4XMASTERDIS	0	RW	**APORT4X Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

7	APORT3YMASTERDIS	0	RW	**APORT3Y Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

Bit	Name	Reset	Access	Description
6	APORT3XMASTER-DIS	0	RW	**APORT3X Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

Bit	Name	Reset	Access	Description
5	APORT2YMASTER-DIS	0	RW	**APORT2Y Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

Bit	Name	Reset	Access	Description
4	APORT2XMASTER-DIS	0	RW	**APORT2X Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

Bit	Name	Reset	Access	Description
3	APORT1YMASTER-DIS	0	RW	**APORT1Y Master Disable**

Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description
0	APORT mastering enabled
1	APORT mastering disabled

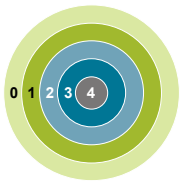
Bit	Name	Reset	Access	Description
2	APORT1XMASTER-DIS	0	RW	**APORT1X Master Disable**

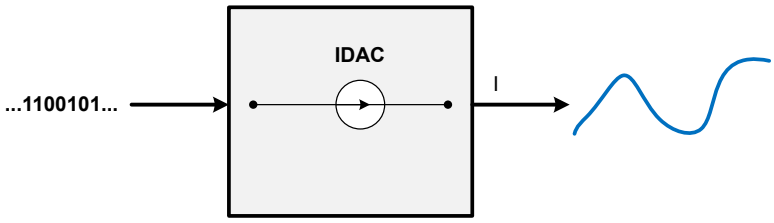
Determines if the ADC will request this APORT bus (if selected by POSSEL or NEGSEL or SCANINPUTSEL). When 1, ADC only passively monitors the APORT bus and the selection of the channel for the selected bus is ignored. The channel selection is done by the device that masters the APORT bus. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously.

Value	Description

Bit	Name	Reset	Access	Description
	0			APORT mastering enabled
	1			APORT mastering disabled
1:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25. IDAC - Current Digital to Analog Converter





Quick Facts

What?

The IDAC can sink or source a configurable constant current.

Why?

The IDAC can be used to bias external circuits or (in conjunction with the ADC) measure capacitance by injecting a controlled current into a component.

How?

In addition to providing a constant current, the IDAC can be switched on and off with a PRS signal all the way down to EM3.

25.1 Introduction

The current digital to analog converter (IDAC) can source or sink a configurable constant current from APORT. The current is configurable with several ranges of various step sizes.

25.2 Features

- Can source and sink current
- Programmable constant output current
  - Selectable current range between 0.05 µA and 64 µA
  - Each range is linearly programmable in 32 steps
  - Support for current calibration
- Support for manual and PRS triggered output enable
- Available in EM0-EM3

25.3 Functional Description

An overview of the IDAC module is shown in Figure 25.1 IDAC Overview on page 822. The IDAC is designed to source or sink a programmable current which can be controlled by setting the range and the step in the RANGESEL and STEPSEL bitfields in IDAC_CURRPROG register. The IDAC output enable can be controlled by software or PRS. The IDAC is enabled by setting EN in IDAC_CTRL.

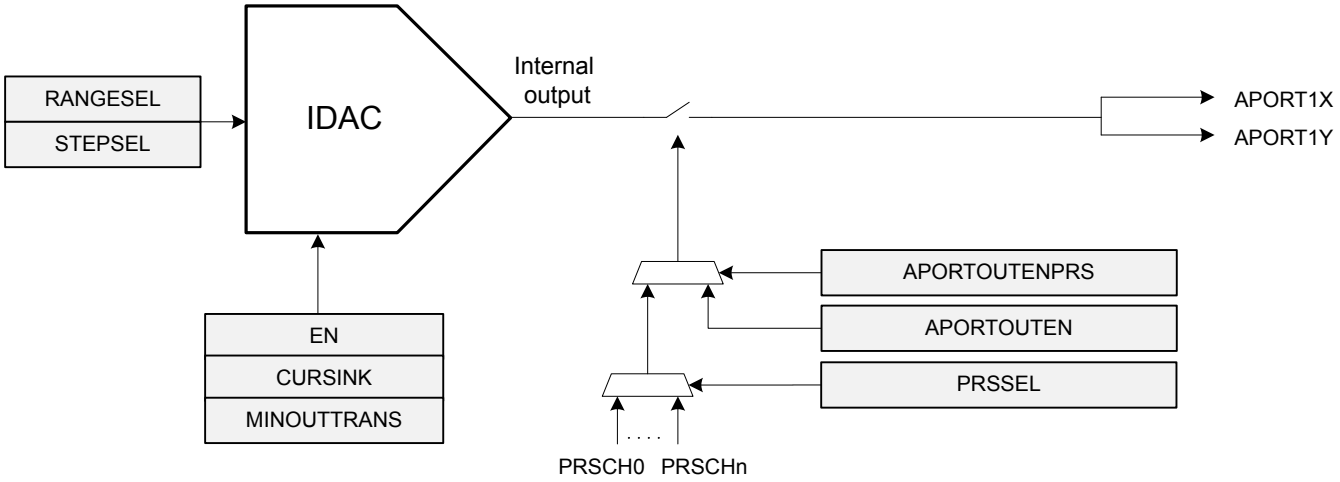


Figure 25.1. IDAC Overview

25.3.1 Current Programming

The four different current ranges can be selected by configuring the RANGESEL bitfield in IDAC_CURRPROG. The current output in each range is linearly programmable in 32 steps, and is controlled by the STEPSEL bitfield in IDAC_CURRPROG. These current ranges and their step sizes are shown in Table 25.1 Range Selection on page 822.

Table 25.1. Range Selection

Range Select	Range Value [µA]	Step Size [nA]	Step Counts
0	0.05 - 1.6	50	32
1	1.6 - 4.7	100	32
2	0.5 - 16	500	32
3	2 - 64	2000	32

25.3.2 IDAC Enable and Warm-up

The IDAC is enabled by setting the EN bit in IDAC_CTRL. When this bit is set, the IDAC must stabilize before its output current is stable.

It is important to wait until the IDAC is warmed up, or until any current programming is complete and the output current is stabilized, before entering EM1, EM2, or EM3.

25.3.3 Output Control

The IDAC output enable is controlled by the APORTOUTENPRS bit field in IDAC_CTRL. If APORTOUTENPRS is set, output enable is controlled by PRS, else it is controlled by software via APORTOUTEN.

25.3.4 APORT Configuration

The IDAC APORT outputs can be routed to pins through the APORT system. Note that the IDAC has only two local APORT interfaces APORT1X and APORT1Y, which are connected to the APORT BUSCX and BUSCY, respectively. The pins are selected by requesting an APORT channel in APORTOUTSEL in IDAC_CTRL. For mapping between APORT channel and physical pin, please refer to data sheet. The IDAC can be in either master or slave mode when connecting to the APORT. By default the IDAC is in master mode. To enable slave mode, set APORTMASTERDIS in IDAC_CTRL. As IDAC is only capable of driving an APORT channel, only master mode is meaningful for IDAC. If the IDAC is in master mode, and another module is currently driving the requested channel, the APORTCONFLICT bitfield in IDAC_STATUS will be set together with APORT1XCONFLICT or APORT1YCONFLICT in IDAC_APORTCONFLICT. The APORTCONFLICT can also be configured to trigger an interrupt, see 25.3.5 Interrupts for details.

25.3.5 Interrupts

The APORTCONFLICT interrupt flag in the IDAC_IF register indicates that a conflict has occurred when requesting a channel from the APORT. The APORTCONFLICT interrupt can be enabled by setting the APORTCONFLICT bit in IDAC_IEN, or cleared by setting the APORTCONFLICT bit in IDAC_IFC.

25.3.6 Minimizing Output Transition

If the internal output of the IDAC differs from the voltage at the output pin, enabling the output can cause an unwanted transition. To minimize this transition, it is possible to charge or discharge the internal output node before enabling the output to the pin. Setting MINOUTTRANS in IDAC_CTRL when the IDAC is sourcing current connects the internal node to GND. Alternatively, setting MINOUTTRANS when the IDAC is sinking current connects the internal output node to VDD. Setting APORTOUTEN when MINOUTTRANS is set will halt the charge/discharge until either APORTOUTEN is cleared or MINOUTTRANS is cleared.

25.3.7 Duty Cycle Configuration

The references for the IDAC can be duty-cycled, meaning that it can source current at very low overhead current consumption at the cost of response time and accuracy. By default duty-cycling is enabled in EM2 and EM3 and disabled in EM0 and EM1. Setting EM2DUTYCYCLEDIS in IDAC_DUTYCONFIG will disable duty cycling in EM2 and EM3. Note that sinking current can not be done with duty-cycled references so measures needs to be taken to always disable duty-cycling while sinking current.

25.3.8 Calibration

The IDAC can be calibrated to accurately compensate for process, supply voltage and temperature variations. During the production test, the middle step of each range is calibrated at room temperature. The TUNING bitfield in the IDAC_CAL register can be used to do further calibration of each step with an external resistor connected to IDAC_OUT. The calibrated tuning value for each band can be read from the Device Information (DI) page.

25.3.9 PRS Triggered Charge Injection

The amount of charge sourced or sunk by the IDAC can be controlled by the PRS (e.g., using a timer as producer) via the output switch. Figure 25.2 IDAC Charge Injection Example on page 824 shows a case where the IDAC is configured to periodically supply charge using the PRS. The amount of charge injected is proportional to the the period the IDAC is on. The total charge injected is the current multiplied by the time the output switch is enabled.

The PRS system is enabled by setting APORTOUTENPRS in IDAC_CTRL, and the PRS channel is selected by PRSSEL in IDAC_CTRL. To generate the periodic control signal, the TIMER module can be used, by configuring for example a CC channel to compare match with a configurable level.

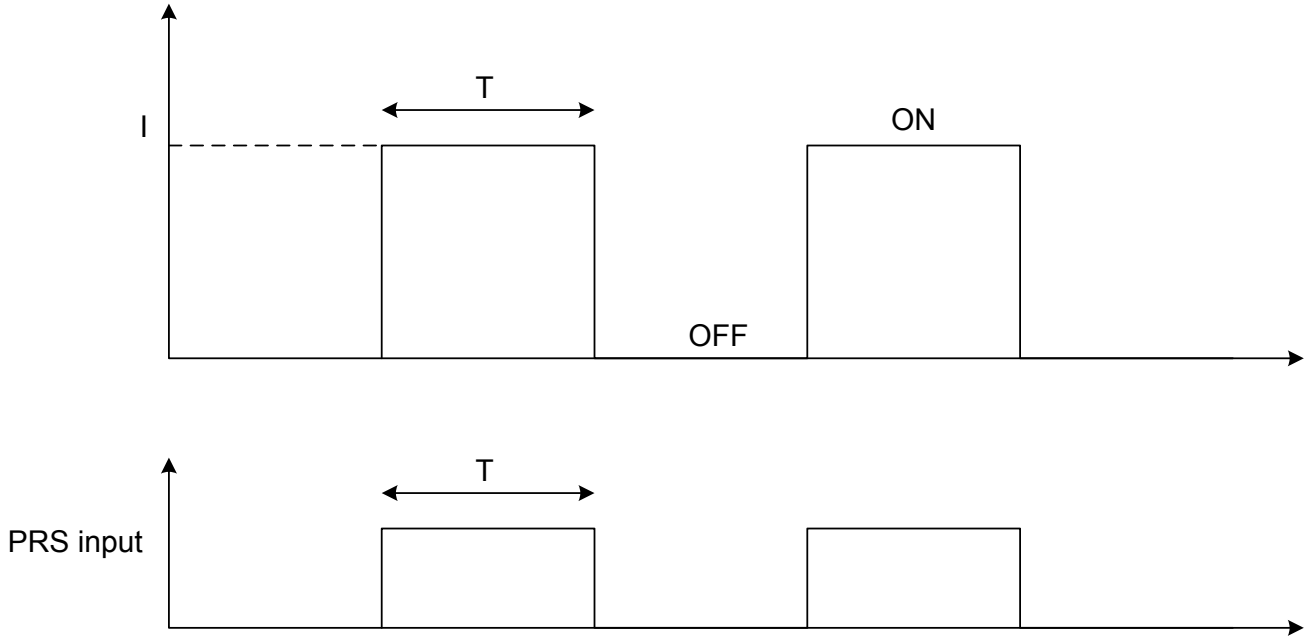


Figure 25.2. IDAC Charge Injection Example

25.4 Register Map

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

Offset	Name	Type	Description
0x000	IDAC_CTRL	RW	Control Register
0x004	IDAC_CURPROG	RW	Current Programming Register
0x00C	IDAC_DUTYCONFIG	RW	Duty Cycle Configuration Register
0x018	IDAC_STATUS	R	Status Register
0x020	IDAC_IF	R	Interrupt Flag Register
0x024	IDAC_IFS	W1	Interrupt Flag Set Register
0x028	IDAC_IFC	(R)W1	Interrupt Flag Clear Register
0x02C	IDAC_IEN	RW	Interrupt Enable Register
0x034	IDAC_APORTREQ	R	APORT Request Status Register
0x038	IDAC_APORTCONFLICT	R	APORT Request Status Register

25.5 Register Description

25.5.1 IDAC_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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							0		0	0	0	0x00								0	0	0	0
Access									RW							RW		RW	RW	RW	RW								RW	RW	RW	RW
Name									PRSSEL							APORTOUTENPRS		APORTMASTERDIS	EM2DELAY	PWRSEL	APORTOUTSEL								APORTOUTEN	MINOUTTRANS	CURSINK	EN

Bit	Name	Reset	Access	Description
31:24	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
23:20	PRSSEL	0x0	RW	**IDAC Output Enable PRS Channel Select**

Selects which PRS channel to use to enable output.

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.

19:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	APORTOUTENPRS	0	RW	**PRS Controlled APORT Output Enable**

Enable PRS Control of the IDAC APORT output enable.

Value	Description
0	APORT output enable controlled by IDAC_APORTOUTEN.
1	APORT output enable controlled by PRS channel selected by PRSSEL.

Bit	Name	Reset	Access	Description
15	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
14	APORTMASTERDIS	0	RW	**APORT Bus Master Disable**

Determines if the IDAC will request the APORT bus selected by APORTOUTSEL. This bit allows multiple APORT connected devices to monitor the same APORT bus simultaneously by allowing the IDAC to not master the selected bus. When 1, the determination is expected to be from another peripheral, and the IDAC only passively looks at the bus. When 1, the selection of channel for a selected bus is ignored (the bus is not), and will be whatever selection the external device mastering the bus has configured for the APORT bus.

Value	Description
0	Bus mastering enabled
1	Bus mastering disabled

13	EM2DELAY	0	RW	**EM2 Delay**

Delays EM2 entry until the IDAC output is stable

12	PWRSEL	0	RW	**Power Select**

Selects the power source for the IDAC

Mode	Value	Description
ANA	0	VDDX_ANA
IO	1	IOVDD

11:4	APORTOUTSEL	0x00	RW	**APORT Output Select**

Select output mode.

APORT1XCH0	0x20	APORT1X Channel 0
APORT1YCH1	0x21	APORT1Y Channel 1
APORT1XCH2	0x22	APORT1X Channel 2
APORT1YCH3	0x23	APORT1Y Channel 3
APORT1XCH4	0x24	APORT1X Channel 4
APORT1YCH5	0x25	APORT1Y Channel 5
. . .	. . .	. . .
APORT1XCH30	0x3e	APORT1X Channel 30
APORT1YCH31	0x3f	APORT1Y Channel 31

3	APORTOUTEN	0	RW	**APORT Output Enable**

Set to enable the IDAC output to APORT if APORTOUTENPRS is not set.

2	MINOUTTRANS	0	RW	**Minimum Output Transition Enable**

Set to enable minimum output transition mode for the IDAC.

1	CURSINK	0	RW	**Current Sink Enable**

Set to enable the IDAC as a current sink. By default, the IDAC sources current.

0	EN	0	RW	**Current DAC Enable**

Set to enable the IDAC.

25.5.2 IDAC_CURPROG - Current Programming 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												0x9B										0x00									0x0	
Access												RW										RW									RW	
Name												TUNING										STEPSEL									RANGESEL	

Bit	Name	Reset	Access	Description
31:24	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
23:16	TUNING	0x9B	RW	**Tune the Current to Given Accuracy** In production test. the middle step (16) of each range is calibrated and can be read from the Device Information (DI) page.
15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12:8	STEPSEL	0x00	RW	**Current Step Size Select** Select the step within each range. The size of each step depends on the RANGESEL setting. RANGESEL settings of 0, 1, 2, and 3 correspond to step sizes of 50 nA, 100 nA, 500 nA, and 2000 nA, respectively. See step details.
7:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	RANGESEL	0x0	RW	**Current Range Select** Selects current range of the output.

Value	Mode	Description
0	RANGE0	Current range set to 0 - 1.6 uA.
1	RANGE1	Current range set to 1.6 - 4.7 uA.
2	RANGE2	Current range set to 0.5 - 16 uA.
3	RANGE3	Current range set to 2 - 64 uA.

25.5.3 IDAC_DUTYCONFIG - Duty Cycle Configuration 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	
Access																															RW	
Name																															EM2DUTYCYCLEDIS	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	EM2DUTYCYCLE-DIS	0	RW	**Duty Cycle Enable**
	Set to disable duty cycling in EM2.			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.4 IDAC_STATUS - Status 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																															APORTCONFLICT	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	APORTCONFLICT	0	R	**APORT Conflict Output**
	1 if any of the APORT BUSes being requested by the IDAC are also being requested by another peripheral			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.5 IDAC_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	4	3	2	1	0
Reset																															0	
Access																															R	
Name																															APORTCONFLICT	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	APORTCONFLICT	0	R	**APORT Conflict Interrupt Flag**
	1 if any of the APORT BUSes being requested by the IDAC are also being requested by another peripheral			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.6 IDAC_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	4	3	2	1	0
Reset																															0	
Access																															W1	
Name																															APORTCONFLICT	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	APORTCONFLICT	0	W1	**Set APORTCONFLICT Interrupt Flag**
	Write 1 to set the APORTCONFLICT interrupt flag			
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.7 IDAC_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	
Access																															(R)W1	
Name																															APORTCONFLICT	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	APORTCONFLICT	0	(R)W1	**Clear APORTCONFLICT Interrupt Flag** Write 1 to clear the APORTCONFLICT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.8 IDAC_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																															0	
Access																															RW	
Name																															APORTCONFLICT	

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	APORTCONFLICT	0	RW	**APORTCONFLICT Interrupt Enable** Enable/disable the APORTCONFLICT interrupt
0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.9 IDAC_APORTREQ - APORT Request Status 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																													0	0		
Access																													R	R		
Name																													APORT1YREQ	APORT1XREQ		

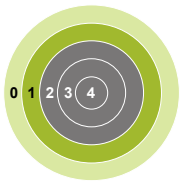
Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	APORT1YREQ	0	R	**1 If the Bus Connected to APORT1Y is Requested** Reports if the bus connected to APORT1Y is being requested by the APORT
2	APORT1XREQ	0	R	**1 If the APORT Bus Connected to APORT1X is Requested** Reports if the bus connected to APORT1X is being requested by the APORT
1:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

25.5.10 IDAC_APORTCONFLICT - APORT Request Status 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																													0	0		
Access																													R	R		
Name																													APORT1YCONFLICT	APORT1XCONFLICT		

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	APORT1YCONFLICT	0	R	**1 If the Bus Connected to APORT1Y is in Conflict With Another Peripheral** Reports if the bus connected to APORT1Y is is also being requested by another peripheral
2	APORT1XCONFLICT	0	R	**1 If the Bus Connected to APORT1X is in Conflict With Another Peripheral** Reports if the bus connected to APORT1X is is also being requested by another peripheral
1:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

26. GPCRC - General Purpose Cyclic Redundancy Check



Quick Facts

What?

The GPCRC is an error-detecting module commonly used in digital networks and storage systems to detect accidental changes to data.

Why?

The GPCRC module can detect errors in data, giving a higher system reliability and robustness.

How?

Blocks of data entering GPCRC module can have a short checksum, based on the remainder of a polynomial division of their contents; on retrieval the calculation is repeated, and corrective action can be taken against presumed data corruption if the check values do not match.

26.1 Introduction

The GPCRC module is a slave peripheral that implements a Cyclic Redundancy Check (CRC) function. It supports both 32-bit and 16-bit polynomials. The supported 32-bit polynomial is 0x04C11DB7(IEEE 802.3), while the 16-bit polynomial can be programmed to any value, depending on the needs of the application. Common 16-bit polynomials are 0x1021 (CCITT-16), 0x3D65 (IEC16-MBus), and 0x8005 (zigbee, 802.15.4, and USB).

26.2 Features

- Programmable 16-bit polynomial, fixed 32-bit polynomial
- Byte-level bit reversal for the CRC input
- Byte-order reorientation for the CRC input
- Word or half-word bit reversal of the CRC result
- Ability to configure and seed an operation in a single register write
- Single-cycle CRC computation for 32-, 16-, or 8-bit blocks
- DMA operation

26.3 Functional Description

An overview of the GPCRC module is shown in Figure 26.1 GPCRC Overview on page 833.

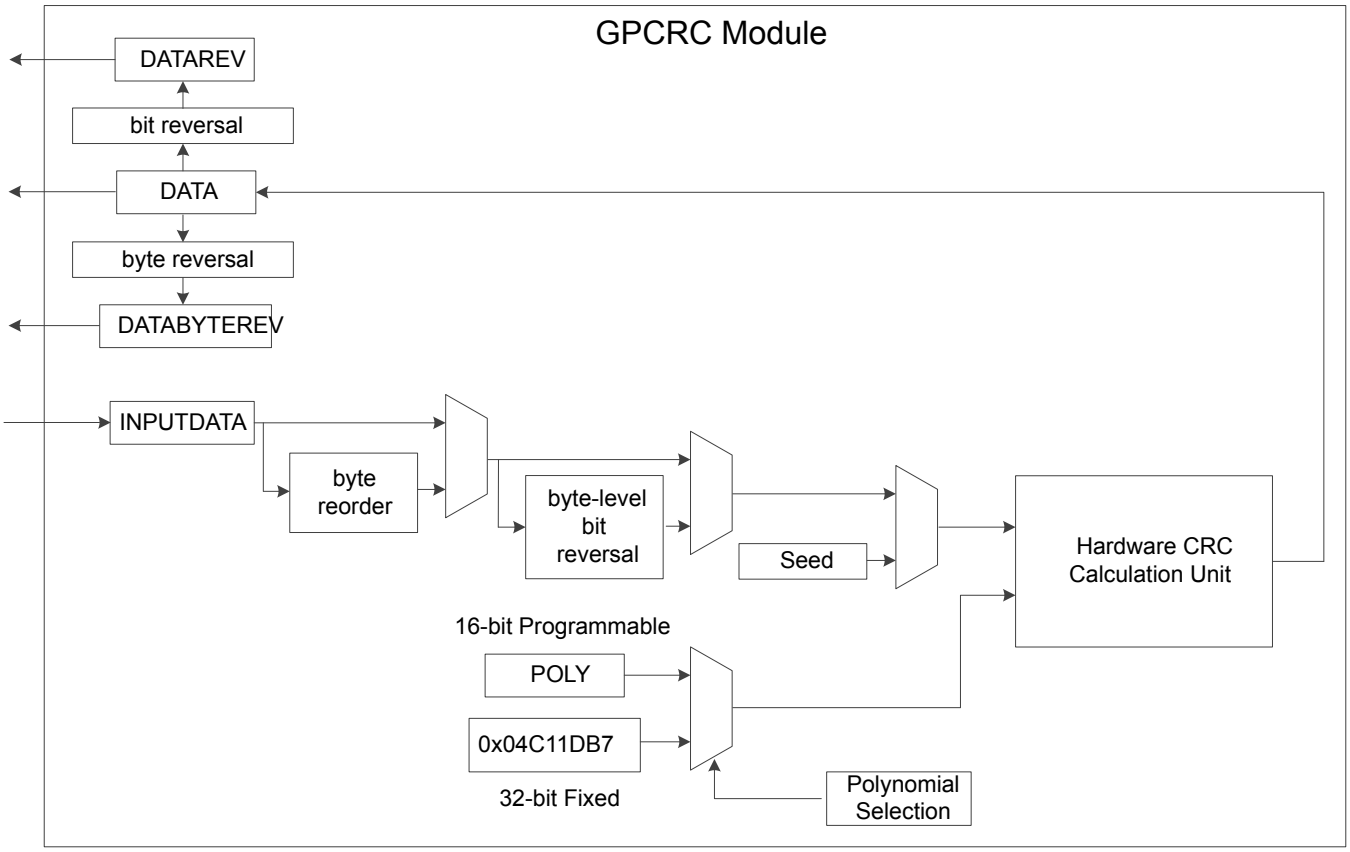


Figure 26.1. GPCRC Overview

26.3.1 Polynomial Specification

POLYSEL in GPCRC_CTRL selects between 32-bit and 16-bit polynomial functions. When a 32-bit polynomial is selected, the fixed IEEE 802.3 polynomial(0x04C11DB7) is used. When a 16-bit polynomial is selected, any valid polynomial can be defined by the user in GPCRC_POLY.

A valid 16-bit CRC polynomial must have an x^16 term and an x^0 term. Theoretically, a 16-bit polynomial has 17 terms total. The convention used is to omit the x^16 term. The polynomial should be written in **reversed** (little endian) bit order. The most significant bit corresponds to the lowest order term. Thus, the most significant bit in CRC_POLY represents the x^0 term, and the least significant bit in CRC_POLY represents the x^15 term. The highest significant bit of CRC_POLY should always set to 1.The polynomial representation for the CRC-16-CCIT polynomial x^16 + x^12 + x^5 + 1, or 0x8408 in reversed order, is shown in Figure 26.2 Polynomial Representation on page 834.

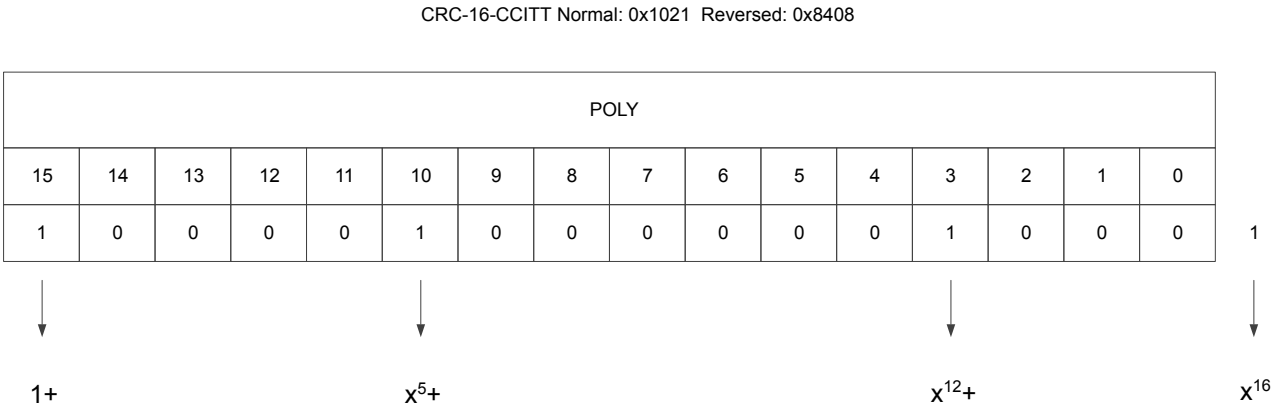


Figure 26.2. Polynomial Representation

26.3.2 Input and Output Specification

The CRC input data can be written to the GPCRC_INPUTDATA, GPCRC_INPUTDATAHWORD or GPCRC_INPUTDATABYTE register via the APB bus based on different data size. If BYTEMODE in GPCRC_CTRL is set, only the least significant byte of the data word will be used for the CRC calculation no matter which input register is written. There are also three output registers for different ordering. Reading from GPCRC_DATA will get the result based on the polynomial in reversed order, while reading from GPCRC_DATAREV will get the result based on the polynomial in normal order. The CRC calculation needs one clock cycle, reading from GPCRC_DATA, GPCRC_DATAREV or GPCRC_DATABYTEREV register or writting to GPCRC_CMD register is halted while the calculation is in progress.

26.3.3 Initialization

The CRC can be pre-loaded or re-initialized by first writing a 32-bit programmable init value to INIT in GPCRC_INIT and then setting INIT in GPCRC_CMD. It can also be re-initialized automatically when read from DATA, DATAREV or DATABYTEREV provided that AUTOINIT in GPCRC_CTRL is set, the CRC would be re-initialized with the stored init value.

26.3.4 DMA Usage

A DMA channel may be used to transfer data into the CRC engine. All bytes and half-word writes must be word-aligned. The recommended DMA usage model is to use the DMA to transfer all avaliable words of data and use software writes to capture any remaining bytes.

26.3.5 Byte-Level Bit Reversal and Byte Reordering

The byte-level bit reversal and byte reordering operations occur before the data is used in the CRC calculation. Byte reordering can occur on words or half words. The hardware ignores the BYTEREVERSE field with any byte writes or operations with byte mode enabled (BYTEMODE = 1), but the bit reversal settings (BITREVERSE) are still applied to the byte. 32-bit little endian MSB-first data can be treated like 32-bit little endian LSB-first data, as shown in Figure 26.3 Data Ordering Example - 32-bit MSB -first to LSB-first on page 835. In this example, 32-bit data is written to GPCRC_INPUTDATA, BYTEREVERSE is set for byte ordering, and BITREVERSE is set for byte-level bit reversal.

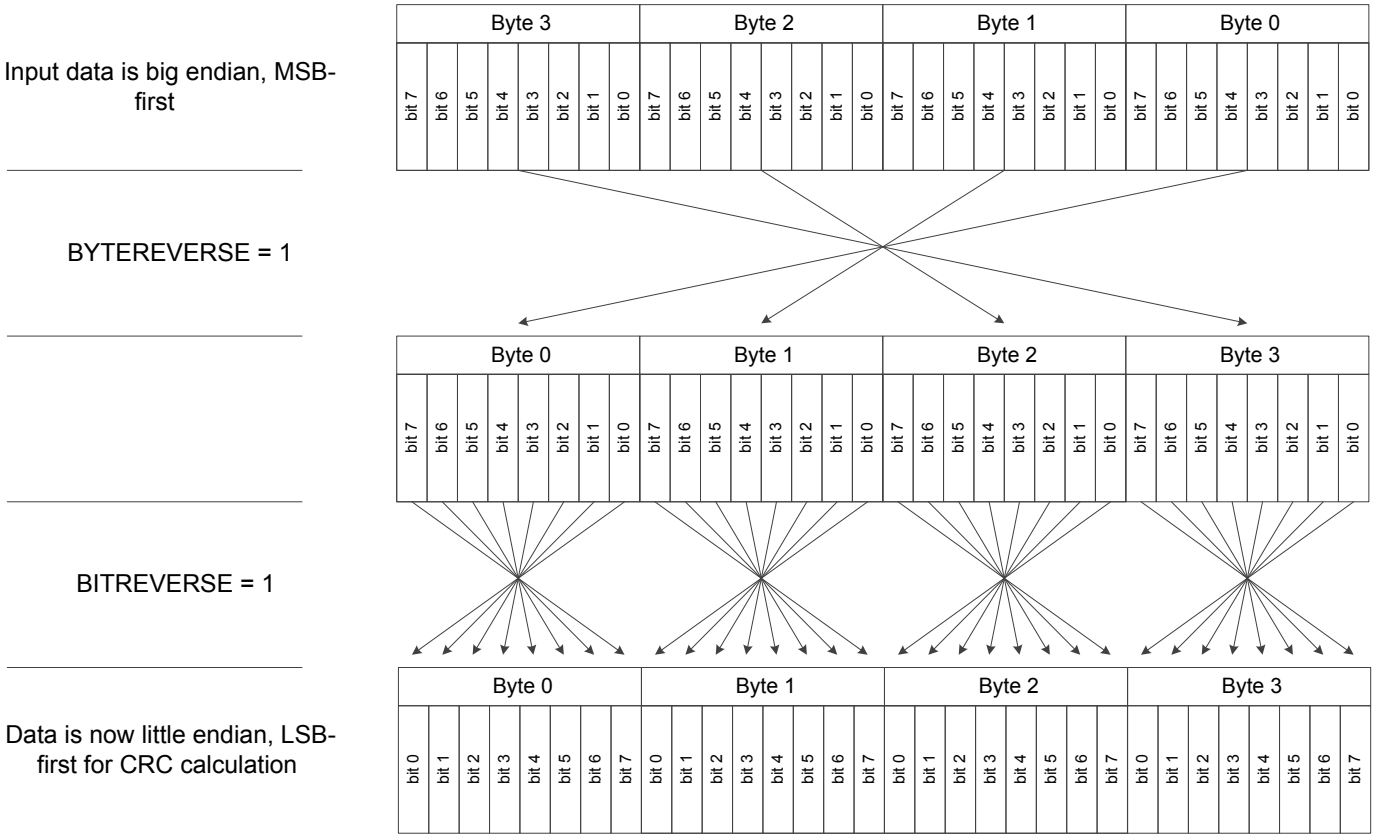


Figure 26.3. Data Ordering Example - 32-bit MSB -first to LSB-first

When handling 16-bit data, the byte reordering function only swap the two lowest bytes and clear the two highest bytes, as shown in Figure 26.4 Data Ordering Example - 16-bit MSB -first to LSB-first on page 836. In this example, 16-bit data is written to GPCRC_INPUTDATAHWORD, BYTEREVERSE is set for byte ordering, and BITREVERSE is set for byte-level bit reversal.

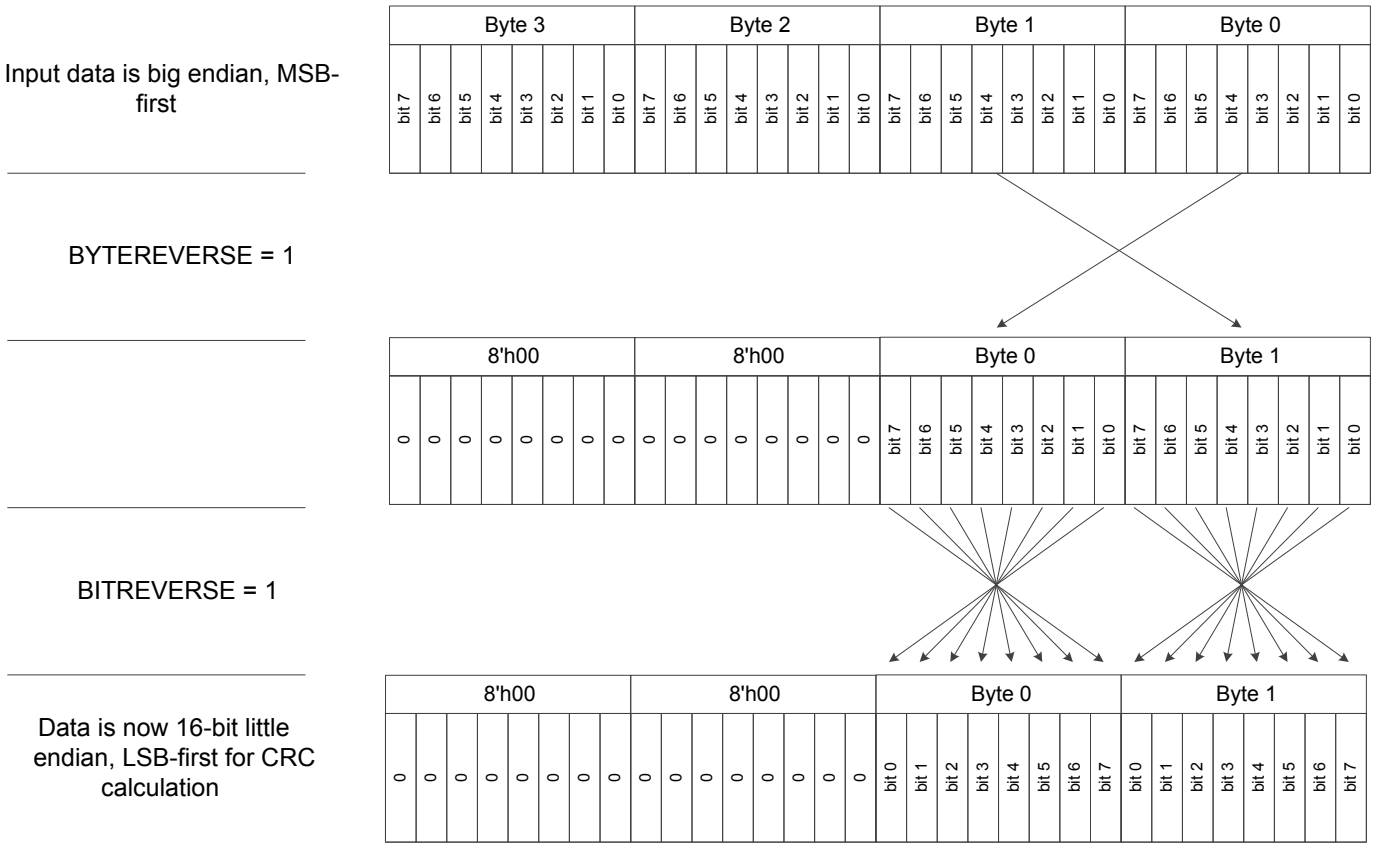


Figure 26.4. Data Ordering Example - 16-bit MSB -first to LSB-first

Assuming a word input byte order of B3 B2 B1 B0, the values used in the CRC calculation for the various settings of the byte-level bit reversal and byte reordering are shown in Table 26.1 Byte-Level Bit Reversal and Byte Reordering Results (B3 B2 B1 B0 Input Order) on page 836.

Table 26.1. Byte-Level Bit Reversal and Byte Reordering Results (B3 B2 B1 B0 Input Order)

Input Width(bits)	BYTEREVERSE Setting	BITREVERSE Setting	Input to CRC Calculation
32	0	0	B3 B2 B1 B0
32	1	1	'B0 'B1 'B2 'B3
32	1	0	B0 B1 B2 B3
32	0	1	'B3 'B2 'B1 'B0
16	0	0	XX XX B1 B0
16	1	1	XX XX 'B0 'B1
16	1	0	XX XX B0 B1
16	0	1	XX XX 'B1 'B0
8	-	0	XX XX XX XX B0
8	-	1	XX XX XX XX 'B0

Input Width(bits)	BYTEREVERSE Setting	BITREVERSE Setting	Input to CRC Calculation

Note:

1. X indicates a "don't care".
2. Bn is the byte field within the word.
3. 'Bn is the bit-reversed byte field within the word.

26.4 Register Map

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

Offset	Name	Type	Description
0x000	GPCRC_CTRL	RW	Control Register
0x004	GPCRC_CMD	W1	Command Register
0x008	GPCRC_INIT	RWH	CRC Init Value
0x00C	GPCRC_POLY	RW	CRC Polynomial Value
0x010	GPCRC_INPUTDATA	W	Input 32-bit Data Register
0x014	GPCRC_INPUTDATAHWORD	W	Input 16-bit Data Register
0x018	GPCRC_INPUTDATABYTE	W	Input 8-bit Data Register
0x01C	GPCRC_DATA	R	CRC Data Register
0x020	GPCRC_DATAREV	R	CRC Data Reverse Register
0x024	GPCRC_DATABYTEREV	R	CRC Data Byte Reverse Register

26.5 Register Description

26.5.1 GPCRC_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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																			RW			RW	RW	RW				RW				RW
Name																			AUTOINIT			BYTEREVERSE	BITREVERSE	BYTEMODE				POLYSEL				EN

Bit	Name	Reset	Access	Description
31:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13	AUTOINIT	0	RW	**Auto Init Enable**
	Enables auto init by re-seeding the CRC result based on the value in INIT after reading of DATA, DATAREV or DATABYTEREV.			
12:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	BYTEREVERSE	0	RW	**Byte Reverse Mode**
	Allows byte level reverse of bytes B3, B2, B1, B0 within the 32-bit data word			

Value	Mode	Description
0	NORMAL	No reverse: B3, B2, B1, B0
1	REVERSED	Reverse byte order. For 32-bit: B0, B1, B2, B3; For 16-bit: 0, 0, B0, B1

Bit	Name	Reset	Access	Description
9	BITREVERSE	0	RW	**Byte-level Bit Reverse Enable**
	Reverses bits within each byte of the 32-bit data word			

Value	Mode	Description
0	NORMAL	No reverse
1	REVERSED	Reverse bit order in each byte

Bit	Name	Reset	Access	Description
8	BYTEMODE	0	RW	**Byte Mode Enable**
	Treats all writes as bytes. Only the least significant byte of the data-word will be used for CRC calculation for all writes			
7:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	POLYSEL	0	RW	**Polynomial Select**
	Selects 16-bit CRC programmable polynomial or 32-bit CRC fixed polynomial			

Value	Mode	Description
0	CRC32	CRC-32 (0x04C11DB7) polynomial selected
1	16	16-bit CRC programmable polynomial selected

Bit	Name	Reset	Access	Description
3:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	EN	0	RW	**CRC Functionality Enable**
	Enables CRC functionality.			

Value	Mode	Description
0	DISABLE	Disable CRC function. Reordering function is available, only BITREVERSE and BYTEREVERSE bits are configurable in this mode
1	ENABLE	Writes to inputdata registers result in CRC operations

26.5.2 GPCRC_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																																0
Access																																W1
Name																																INIT

Bit	Name	Reset	Access	Description
31:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
0	INIT	0	W1	**Initialization Enable**
	Writing 1 to this bit initialize the CRC by writing the INIT value in CRC_INIT to CRC_DATA.			

26.5.3 GPCRC_INIT - CRC Init Value

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																RWH																
Name																INIT																

Bit	Name	Reset	Access	Description
31:0	INIT	0x00000000	RWH	**CRC Initialization Value**
	This value is loaded into CRC_DATA upon issuing the INIT command in CRC_CMD			

26.5.4 GPCRC_POLY - CRC Polynomial Value

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																	POLY															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	POLY	0x0000	RW	**CRC Polynomial Value**
	This value defines 16-bit POLY, which is used as the polynomial during the 16-bit CRC calculation. The polynomial is defined in reversed representation, meaning that the lowest degree term is in the highest bit position of POLY. Additionally, the highest degree term in the polynomial is implicit. Further examples of the CRC configuration can be found in the documentation.			

26.5.5 GPCRC_INPUTDATA - Input 32-bit Data 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																0x00000000																
Access																W																
Name																INPUTDATA																

Bit	Name	Reset	Access	Description
31:0	INPUTDATA	0x00000000	W	**Input Data for 32-bit**
	CRC Input 32-bit Data can be written to this register. Each time this register is written, the CRC value is updated.			

26.5.6 GPCRC_INPUTDATAHWORD - Input 16-bit Data 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																	W															
Name																	INPUTDATAHWORD															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	INPUTDATAHWORD	0x0000	W	**Input Data for 16-bit**
	CRC Input 16-bit Data can be written to this register. Each time this register is written, the CRC value is updated.			

26.5.7 GPCRC_INPUTDATABYTE - Input 8-bit 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																									0x00							
Access																									W							
Name																									INPUTDATABYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	INPUTDATABYTE	0x00	W	**Input Data for 8-bit**
	CRC Input 8-bit Data can be written to this register. Each time this register is written, the CRC value is updated.			

26.5.8 GPCRC_DATA - CRC 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	R																															
Name	DATA																															

Bit	Name	Reset	Access	Description
31:0	DATA	0x00000000	R	**CRC Data Register**
	CRC Data Register, read only. The CRC data register may still be indirectly written from software, by writing the INIT register and then issue an INITIALIZE command.			

26.5.9 GPCRC_DATAREV - CRC Data Reverse 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	R																															
Name	DATAREV																															

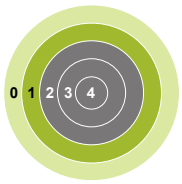
Bit	Name	Reset	Access	Description
31:0	DATAREV	0x00000000	R	**Data Reverse Value**
	Bit reversed version of CRC Data register. When a 32-bit CRC polynomial is selected, the reversal occurs on the entire 32-bit word. When a 16-bit CRC polynomial is selected, the bits [15:0] are reversed.			

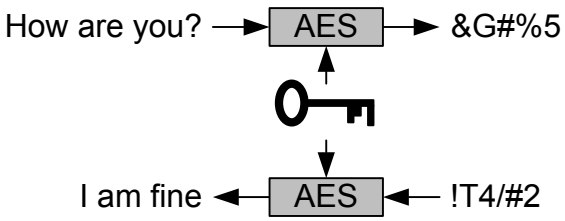
26.5.10 GPCRC_DATABYTEREV - CRC Data Byte Reverse Register

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	0x00000000																															
Access	R																															
Name	DATABYTEREV																															

Bit	Name	Reset	Access	Description
31:0	DATABYTEREV	0x00000000	R	**Data Byte Reverse Value**
	Byte reversed version of CRC Data register. When a 32-bit CRC polynomial is selected, the bytes are swizzled to {B0, B1, B2, B3}. When a 16-bit CRC polynomial is selected, the bytes are swizzled to {0, 0, B0, B1}.			

27. CRYPTO - Crypto Accelerator





Quick Facts

What?

A fast and energy efficient autonomous hardware accelerator for AES encryption and decryption with 128- or 256-bit keys, ECC over prime and binary Galois finite fields, SHA-1, SHA-224 and SHA-256.

Why?

Efficient cryptography with little or no CPU intervention helps to meet the speed and energy demands of the application. Hardware implementations are generally more secure against side-channel attacks than software implementations.

How?

Programmable sequences of instructions on big numbers allow fast processing with little CPU intervention. Furthermore, CRYPTO is linked to the Buffer Controller (BUFC), thus enabling fast and efficient autonomous cipher operations on data buffer content.

27.1 Introduction

The CRYPTO module allows efficient acceleration of common cryptographic operations and allows these to be used efficiently with a low CPU load. Operations performed by CRYPTO can be set up as a sequence of instructions on a set of 128-bit, 256-bit or 512-bit registers to implement or accelerate Elliptic Curve Cryptography (ECC), SHA-1, SHA-224, SHA-256, and various block cipher modes based on the Advanced Encryption Standard, also known as AES (FIPS-197).

CRYPTO is capable of autonomously fetching data, performing cipher operations and storing data across multiple blocks. When the source data is not a multiple of 16 bytes (128 bits), Zero-padding can be included in the last block. Block operations such as Counter Mode (CTR), Electronic Code Book (ECB), Cipher Block Chaining (CBC), Cipher Feedback (CFB) and Output Feedback (OFB) are easily implemented. Block Cipher modes of operation such as Electronic Code Book (ECB), Counter Mode (CTR), Cipher Block Chaining (CBC), CBC-MAC (CBC Message Authentication Code), CCM (Counter with CBC-MAC) and GCM (Galois Counter mode) are easily implemented.

CRYPTO is delivered with an extensive software library in Simplicity Studio that implements all major cryptographic algorithms, including but not limited to AES, SHA-1, SHA-2, ECC, and legacy algorithms DES, 3DES, MD4, MD5 and RC4. The implementation accelerates the algorithms using CRYPTO when possible.

27.2 Features

- Efficient AES core
  - Encryption/decryption using 128-bit key (54 clock cycles) or 256-bit key (75 clock cycles)
  - Key buffer
  - Supports autonomous cipher block modes (e.g. ECB, CTR, CBC, PCBC, CFB, CBC-MAC, GMAC, CCM, CCM* and GCM) across multiple blocks
- Accelerated SHA-1, SHA-224 and SHA-256
- Accelerated Elliptic Curve Cryptography (ECC)
  - Binary and Prime fields
  - Supports NIST recommended curves: P-192, P-224, P-256, K-163, K-233, B-163, and B-233
- Galois/Counter Mode (GCM)
  - ALU operations on GCM GF(2^128) field
- Flexible 256-bit ALU and sequencer
  - 5 general purpose 256-bit registers
  - Supports ADD, SUB, MUL, shift, XOR, etc.
  - Up to 20 instructions can be chained to implement various block cipher modes
- Efficient operation
  - Automatic data loading and storing from registers (through BUFC, the buffer controller)
  - DMA request signals for data read and write
  - Optional XOR Data write
  - Interrupt on finished operations
- Extensive software support
  - Extensive software library in Simplicity Studio
  - Implements all major cryptographic algorithms: AES, SHA-1, SHA-2, and ECC
  - Implements legacy algorithms: DES, 3DES, MD4, MD5, and RC4
  - Hardware accelerated when possible

27.3 Usage and Programming Interface

Many security systems fail due to mistakes in the implementation. Therefore implementations should be left to experts in cryptographic algorithms.

To solve this, the module is supported by an hardened cryptography software library and API delivered through Silicon Labs' Simplicity Studio. The software API is a frontend for performing all supported cryptographic operations both for radio-protocols and applications, and must be used to receive prompt support.

27.4 Functional Description

A block diagram of the CRYPTO module is shown in Figure 27.1 CRYPTO Overview on page 846.

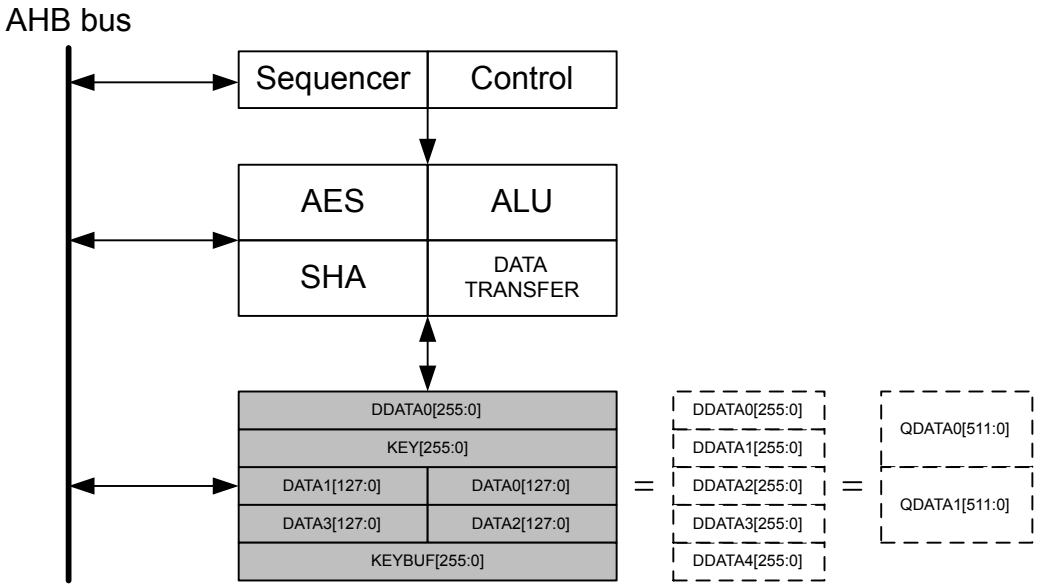


Figure 27.1. CRYPTO Overview

27.4.1 Data and Key Registers

The CRYPTO module contains five 256-bit registers. Accelerators are implemented through instructions operating on these registers, either by copying data between registers and external components like the BUFC or through DMA, or by executing instructions on the registers.

Depending on the instruction, the registers can be accessed as 128-bit, 256-bit or 512-bit registers. The registers can also be accessed through different interface registers to achieve different results.

When writing to and reading from the CRYPTO_DATAx, CRYPTO_KEY, CRYPTO_KEYBUF, CRYPTO_DDATAx and CRYPTO_QDATAx registers, the least significant part is accessed first and the most significant part last, see Figure 27.2 CRYPTO Data and Key Register Operation on page 848. The same is the case for the XOR and byte-access registers for DATA0 and DATA1. It is important to note that some of the 256-bit registers are composed of the 128-bit registers, and both the 512-bit registers are composed of the 256-bit registers.

Note: From here on, the 128, 256 and 512-bit registers are named DATAx, DDATAx, QDATAx, etc, And the access-points to these registers are named CRYPTO_DATAx, CRYPTO_DDATAx, CRYPTO_QDATAx, etc.

DATA0 can be accessed through CRYPTO_DATA0 (32-bit), CRYPTO_DATA0XOR (32-bit), CRYPTO_DATA0BYTE (8-bit) and CRYPTO_DATA0XORBYTE (8-bit). Direct access to bytes 12 - 15 is available through CRYPTO_DATA0BYTE12-15 (8-bit). The DATA0XOR (in CRYPTO_DATA0XOR) is used for XOR'ing a value with the current value in DATA0. This is used in a large variety of block cipher modes. All of these registers operate on DATA0.

DATA1 can be accessed through CRYPTO_DATA1 (32-bit) and CRYPTO_DATA1BYTE (8-bit).

The remaining data registers have regular 32-bit access through their respective registers. Note that all data registers require a full read or write to be fully accessed. This means that the 128-bit registers need four 32-bit reads/writes, the 256-bit registers need 8 reads/writes and the 512-bit registers need 16 reads/writes. For a read, if all read accesses are not done, the register will end up as a shifted version of the original value.

Note: For byte-wise data accesses (DDATAxBYTE, DATAxBYTE, etc.), all reads and writes must be performed in groups of 4, due to internal buffering and shifting of 32 bits at a time. Accessing a number of bytes that is not a multiple of four can cause data incoherency in all of the data registers.

The KEY and KEYBUF registers are 256 bit wide when AES256 is set in CRYPTO_CTRL. Else they are 128 bit wide. When used as a part of DDATAx and QDATAx, they are always 256 bit wide.

The registers DDATA0BIG and QDATA1BIG produce byte-swapped versions of DDATA0 and QDATA1 respectively. These may be used when a computation requires byte-swapping. An example of this is SHA computation, where data needs to be changed to big endian before CRYPTO can work with it. Little endian data is then loaded in through QDATA1BIG and the resulting little endian hash can be read out from DDATA0BIG, see 27.4.5 SHA.

Except for KEYBUF, the contents of all data registers are lost when going to EM2.

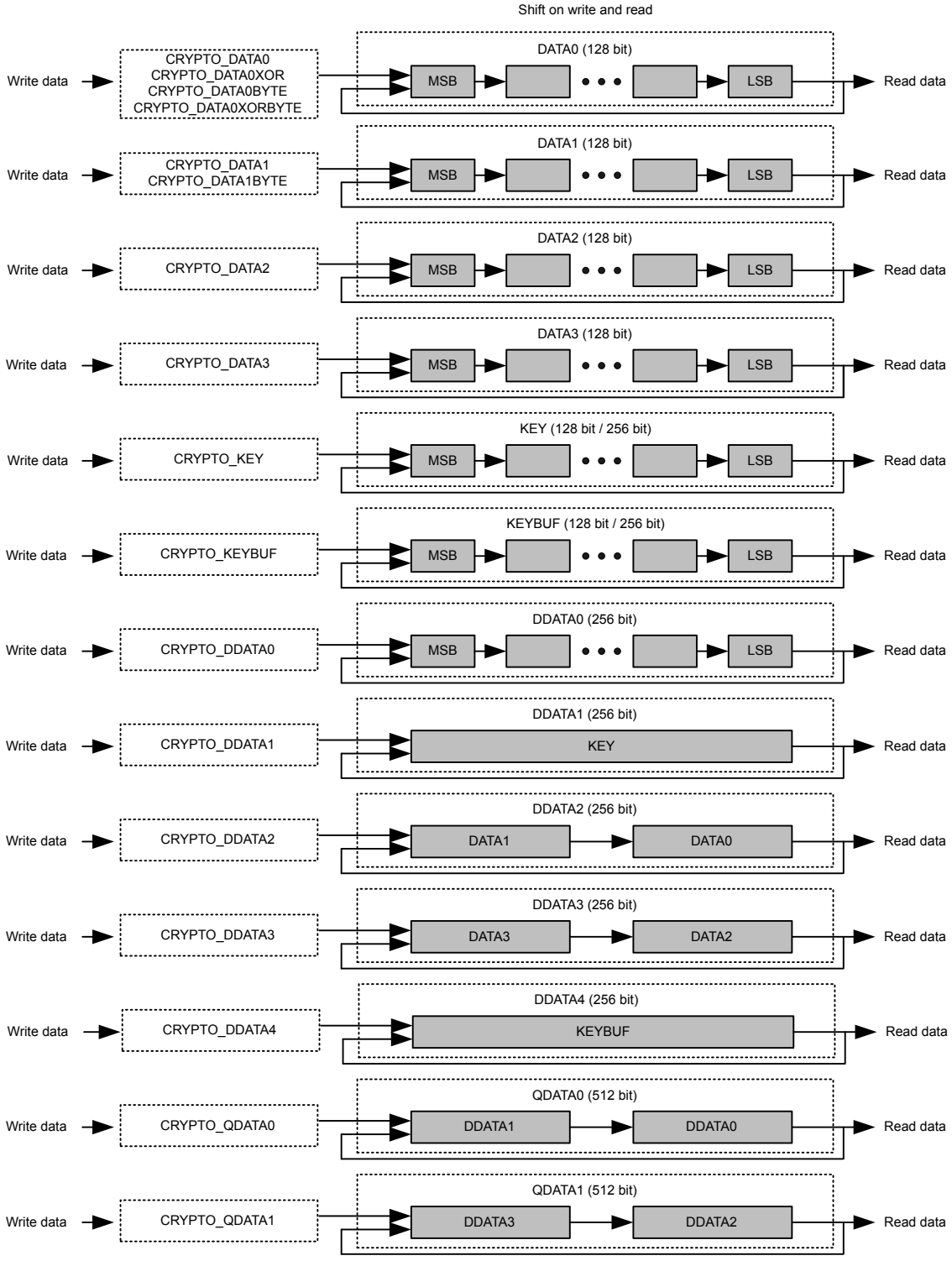


Figure 27.2. CRYPTO Data and Key Register Operation

27.4.1.1 DATA0 Zero

DATA0ZERO in CRYPTO_DSTATUS contains status flags indicating if any 32-bit blocks within DATA0 is 0. For example, if DATA0[95:64] is equal to 0x00000000, ZERO64TO95 is set.

27.4.1.2 DDATA0 and DDATA1 Quick Observation

DDATA0LSBS in CRYPTO_DSTATUS shows the 4 least significant bits in DDATA0. DDATA0MSBS in CRYPTO_DSTATUS shows the 4 most significant bits of DDATA0, while DDATA1MSB in CRYPTO_DSTATUS shows the msb of DDATA1. These observation bitfields are useful for determining the sign of the value in the data registers without having to read out the full register data register values

The 4 bits observed by DDATA0MSBS will change depending on RESULTWIDTH in CRYPTO_WAC. When using 260-bit results, DDATA0MSBS shows bits 259-256, when using 256-bit results, it is bits 255-252, and for 128-bit results, bits 127-124 can be observed. When RESULTWIDTH is 260 bits, the 4 most significant bits, e.g. bits 259-256 are also available in CRYPTO_DDATA0BYTE32, where they can also be written. Using this register is the only way of inputting the upper 4 bits of a 260-bit number to CRYPTO.

27.4.1.3 Result Width

RESULTWIDTH in CRYPTO_WAC determines the width of the operation when performing arithmetic/shift instructions with CRYPTO. Using less wide results will reduce the current consumption of the CRYPTO module. The higher-order bits that are beyond the selected result width are ignored in the computation of arithmetic/shift operations, however, these higher-order bits will be undefined in the result of such instructions.

When RESULTWIDTH=260BIT, all DDATA registers effectively become 260 bits wide, so that the upper 4 bits are not lost when transferring data from DDATA0 to the other DDATA registers. Likewise, the arithmetic/shift instructions shall consider the full 260-bit values of DDATA0-DDATA4 when used as operation inputs. Note that DDATA0 is the only 260-bit register of which MSBs can be observed/written. The upper 4 bits are observed through DDATA0MSBS in CRYPTO_DSTATUS or through CRYPTO_DDATA0BYTE32. For all DDATAx registers, the extra MSBs are cleared when DDATAx is written. Furthermore, for a particular x, a write to DDATAx or any of its aliased registers will cause DDATAx MSBs to be cleared. Note, writing to KEY/KEYBUF will only clear MSBs of DDATA1/DDATA4 when AES256 mode is set. Likewise, writing to DATA0/DATA2 will not clear DDATA2/DDATA3 MSBs.

Since the DATA0-DATA3 registers are always 128-bit, all bit positions greater than 128 are interpreted as 0 when RESULTWIDTH is greater than 128 bits. However, the assignment instructions DATAxTODDATAy will not zero-out the upper 128 bits of the DDATAy target. Instead, those upper words become undefined after such operations.

27.4.2 Instructions and Execution

The CRYPTO module implements a set of instructions in order to load and manipulate data effectively. These instructions are grouped into four types:

- ALU instructions - arithmetic and logical bitwise operations
- Transfer instructions - moving data between registers and external peripherals like DMA and the BUFC
- Conditional instructions - conditionally execute instructions based on context
- Special instructions - various crypto and support instructions

A single instruction can be executed by writing INSTR in CRYPTO_CMD. This will execute the instruction, and the interface of CRYPTO will be locked until the execution has completed. Multiple commands can safely be issued after each other by the CPU as long as NOBUSYSTALL in CRYPTO_CTRL is not set. If CRYPTO gets a new command or a data access request while busy it will then stall the bus, and execute the new command as soon as it is done with the previous one. Note, there are some exceptions to this rule. For example, see 27.4.8 DMA.

Stalling of the bus can be disabled by setting NOBUSYSTALL in CRYPTO_CTRL, however manipulating (reading or writing) registers while running an instruction will result in undefined behaviour. Additionally, if NOBUSYSTALL=0 and a new command or data access request is made while the CRYPTO is simultaneously performing a data transfer instruction, it is possible for system lockup due to bus stalling loops. The safest approach is to always check if an instruction is running by looking at INSTRRUNNING in CRYPTO_STATUS.

Note that this automatic stalling feature does not apply to automated CRYPTO instruction sequences (described next), since there may be cycle delays between individual instructions for which bus accesses are not prevented. For sequences, always check the SEQRUNNING status bit or the SEQDONE interrupt flag to ensure the sequence is finished before attempting CRYPTO register accesses.

27.4.2.1 Sequences

For executing a set of instructions, it is more efficient to load them into the CRYPTO module and run them as a sequence. This is done by writing the instructions into CRYPTO_SEQ0-CRYPTO_SEQ4, and marking the end of the instruction sequence with either an END or an EXEC instruction. The END simply means end-of-instructions, while writing EXEC means end-of-instructions and execute immediately.

The five registers allow up to 20 instructions to be loaded. To start execution, either end the instructions with an EXEC instruction, or set SEQSTART in CRYPTO_CMD. CRYPTO will then execute the instructions, starting in CRYPTO_SEQ0, and ending at the first END instruction. SEQRUNNING in CRYPTO_STATUS is set while the sequence is running, and the interrupt flag SEQDONE in CRYPTO_IF will be set when the sequence has completed.

A sequence can be stopped by issuing the SEQSTOP command in the CRYPTO_CMD register. This command also clears the state of ongoing CRYPTO instructions including DMA and BUFC access. Check SEQRUNNING in CRYPTO_STATUS after issuing the SEQSTOP command flag to make sure any ongoing sequence/transfer has completed before accessing data registers again.

27.4.2.2 Available Instructions

The available ALU instructions are listed in Table 27.1 ALU Instructions on page 851, data transfer instructions are listed in Table 27.2 Transfer Instructions on page 852, conditional instructions are listed in Table 27.3 Conditional Instructions on page 853 and special instructions are listed in Table 27.4 Special Instructions on page 853. The tables explains the side-effects of the instructions and shows which registers are affected. For instructions involving BUFC, the BUFC Buffers are defined by READBUFSEL and WRITEBUFSEL in CRYPTO_CTRL for BUFC reads and writes respectively. V0 and V1 in the instructions descriptions can be any of the DDATAx registers and a selection of the DATAx registers. They can be selected using the SELDDATAxDDATAy, SELDATAxDDATAy, SELDDATAxDATAy and SELDATAxDATAy instructions. The first register in the instruction will be selected for V0, and the second for V1. This configuration stays even when the sequence is complete, and can also be set up front. The currently selected V0 and V1 can be read V0 and V1 in CRYPTO_CSTATUS.

Table 27.1. ALU Instructions

Instruction	Description	Constraints/Notes
ADD	DDATA0 = V0 + V1	If V0 != DDATA0, then V1 != DDATA0
ADDO	DDATA0 = V0 + V1	Carry is only set, not cleared. If V0 != DDATA0, then V1 != DDATA0
ADDC	DDATA0 = V0 + V1 + carry	If V0 != DDATA0, then V1 != DDATA0
ADDIC	DDATA0 = V0 + V1 + carry << 128	If V0 != DDATA0, then V1 != DDATA0. If resultwidth is 128b, then carry is undefined
MADD	DDATA0 = (V0 + V1) mod P	If V0 != DDATA0, then V1 != DDATA0
MADD32	DDATA0[i] = V0[i] + V1[i]. Word-wise addition	carry is not modified. If V0 != DDATA0, then V1 != DDATA0
SUB	DDATA0 = V0 - V1	V1 != DDATA0. If V1 is 128b and resultwidth > 128b, then upper 128b are unknown
SUBC	DDATA0 = V0 - V1 - carry	V1 != DDATA0. If V1 is 128b and resultwidth > 128b, then upper 128b are unknown
MSUB	DDATA0 = (V0 - V1) mod P	V1 != DDATA0. If V1 is 128b and resultwidth > 128b, then upper 128b are unknown
MUL	DDATA0 = DDATA1 * V1. See 27.4.2.3 MULx Details	V1 != DDATA0,DDATA1
MULC	DDATA0 = DDATA1 * V1 + (DDATA0 << MULWIDTH). See 27.4.2.3 MULx Details	V1 != DDATA0,DDATA1
MMUL	DDATA0 = (DDATA1 * V1) mod P	V1 != DDATA0,DDATA1
MULO	DDATA0 = DDATA1 * V1. See 27.4.2.3 MULx Details	V1 != DDATA0,DDATA1. Carry is only set, not cleared
SHL	DDATA0 = V0 << 1	If V0 is 128b and resultwidth is 260b, then upper 4b are unknown
SHLC	DDATA0 = V0 << 1 | carry	If V0 is 128b and resultwidth is 260b, then upper 4b are unknown
SHLB	DDATA0 = V0 << 1 | V0[resultwidth-1]	If V0 is 128b and resultwidth is 260b, then upper 4b are unknown
SHL1	DDATA0 = V0 << 1 | 1	If V0 is 128b and resultwidth is 260b, then upper 4b are unknown
SHR	DDATA0 = V0 >> 1	
SHRC	DDATA0 = V0 >> 1 | carry << resultwidth-1	

Instruction	Description	Constraints/Notes
SHRB	DDATA0 = V0 >> 1 | V0[0] << resultwidth-1	
SHR1	DDATA0 = V0 >> 1 | 1 << resultwidth-1	
SHRA	DDATA0 = V0 >> 1 | V0[resultwidth-1] << result-width-1	
CLR	DDATA0 = 0	
XOR	DDATA0 = V0 ^ V1	If V0 != DDATA0, then V1 != DDATA0
INV	DDATA0 = ~V0	
CSET	CARRY = 1	
CCLR	CARRY = 0	
BBSWAP128	DDATA0[127:0] = bbswap(V0[127:0])	See 27.4.2.5 BBSWAP128 Instruction
INC	DDATA0 = DDATA0 + 1	
DEC	DDATA0 = DDATA0 - 1	

Table 27.2. Transfer Instructions

Instruction	Operation	Constraints/Notes
DATAxTOBUF	BUFC = DATAx	x = 0,1. BUFC buffer defined by WRITEBUFSEL
DATAxXORBUF	BUFC = BUFC ^ DATAx	x = 0,1. BUFC buffer defined by WRITEBUFSEL
BUFTODATAx	DATAx = BUFC	x = 0,1. BUFC buffer defined by READBUFSEL
BUFTODATA0XOR	DATA0 = DATA0 ^ BUFC	BUFC buffer defined by READBUFSEL
DATATODMA0	DMA = DATAX, DMA request DMA0RD	DATAX = DATA0, DDATA0, DDATA0BIG, QDATA0 as defined by DMA0RSEL
DMA0TODATA	DATAX = DMA, DMA request DATA0WR	DATAX = DATA0, DDATA0, DDATA0BIG, QDATA0
DMA0TODATAXOR	DATA0 = DATA0 ^ DMA, DMA request DA-TA0XORWR	
DATATODMA1	DMA = DATAX, DMA request DMA1RD	DATAX = DATA1, DDATA1, QDATA1, QDATA1BIG as defined by DMA1RSEL
DMA1TODATA	DATAX = DMA, DMA request DATA0WR	DATAX = DATA1, DDATA1, QDATA1, QDATA1BIG
DATAxTODATAy	DATAy = DATAx	
DATAxTODATA0XOR	DATA0 = DATA0 ^ DATAx	If resultwidth is 128b, then carry is undefined
DATAxTODATA0XOR-LEN	DATA0 = DATA0 ^ (DATAx & (2**LENGTH-1))	LENGTH is LENGTHA or LENGTHB depending on active part of sequence. If resultwidth is 128b, then carry is undefined
DDATAxTODDATAy	DDATAy = DDATAx	
DDATAxHTODATA1	DATA1 = DDATAx[255:128]	Bits DDATA2[259:256] become undefined
DDATAxLTODATAy	DATAy = DDATAx[127:0]	
SELDDATAxDDATAy	Use DDATAx as V0, DDATAy as V1	x = 0,1,2,3,4; y = 0,1,2,3,4
SELDATAxDDATAy	Use DATAx as V0, DDATAy as V1	x = 0,1,2; y = 0,1,2,3,4
SELDDATAxDATAy	Use DDATAx as V0, DATAy as V1	x = 0,1,2,3,4; y = 0,1
SELDATAxDATAy	Use DATAx as V0, DATAy as V1	x = 0,1,2; y = 0,1

Table 27.3. Conditional Instructions

Instruction	Operation	Constraints
EXECIFA	Execute following instructions if in part A of sequence	
EXECIFB	Execute following instructions if in part B of sequence	
EXECIFNLAST	Execute following instructions if not in last iteration of sequence	
EXECIFLAST	Execute following instructions if in last iteration of sequence	
EXECIFCARRY	Execute following instructions if carry bit is set	
EXECIFNCARRY	Execute following instructions if carry bit not is set	
EXECALWAYS	Always execute following instructions	

Table 27.4. Special Instructions

Instruction	Operation
END	Ends execution.
EXEC	When written to CRYPTO_SEQx register, automatically triggers execution of all instruction up to this point.
AESENC	DATA0 = AESENC(DATA0)
AESDEC	DATA0 = AESDEC(DATA0)
SHA	DDATA0 = SHA(Q1)
DATA1INC	DATA1 = inc(DATA1). See 27.4.2.4 DATA1INC and DATA1INCCLR Instructions
DATA1INCCLR	DATA1 = clearinc(DATA1). See 27.4.2.4 DATA1INC and DATA1INCCLR Instructions

27.4.2.3 MULx Details

For the MULx instructions (not MMUL), MULWIDTH in CRYPTO_WAC specifies the width of operands DDATA1 (and sometimes V1). This is useful in order to optimize performance because multiplications take the same number of cycles as the bits in the operands plus a couple of cycles for setup.

As with the other ALU instructions, RESULTWIDTH limits the width of the final result of the MULx and MMUL instructions.

27.4.2.4 DATA1INC and DATA1INCCLR Instructions

DATA1INC and DATA1INCCLR operate on the 1, 2, 3 or 4 most significant bytes in DATA1, depending on INCWIDTH in CRYPTO_CTRL. DATA1INC increments these bytes in big endian, while DATA1INCCLR clears the bytes.

27.4.2.5 BBSWAP128 Instruction

The BBSWAP128 instruction copies the contents of the V0 operand to DDATA0 while swapping the bits of the lower 16 bytes. The operand is not changed. This operation is required for GCM. See 27.4.7 GCM and GMAC

27.4.2.6 Carry

The carry output from most instructions can be observed through the CARRY bit in CRYPTO_DSTATUS. Shift-instructions set CARRY to the value that is shifted out of the register, addition and multiplication set it on register overflow, and subtraction sets it on borrow, e.g. underflow.

In addition to generating carry information, some instructions also use the current value of CARRY. ADDC, SUBC, SHLC and SHRC all use carry to generate the result. For all of these instructions, carry allows a program to chain instructions together to operate on bigger numbers than allowed by CRYPTO. For example, by chaining first an ADD, and then an ADDC which uses the carry from the ADD operation, two 512-bit numbers can be added. By chaining more instructions, even larger numbers can be manipulated.

Other uses of CARRY include observation. To check if a register is 0, one can subtract 1 using the DEC instruction, and check if goes negative by checking the CARRY bit. CARRY can be set manually and in CRYPTO programs using the CSET and CCLR instructions, which set and clear the CARRY bit.

The MULC instruction does not use CARRY like the other carry instructions (i.e., instructions ending in 'C' such as 'ADDC'), but rather preserves the old contents of the multiplication register.

27.4.3 Repeated Sequence

To maximize efficiency, it is desirable to be able to run a set of instructions over multiple blocks of data autonomously. To repeat a sequence over a larger set of data, set LENGTHA in CRYPTO_SEQCTRL to the number of bytes in the set, and BLOCKSIZE to the size of the blocks in the set. The sequence will then be repeated N times, where N is LENGTHA / BLOCKSIZE if LENGTHA is a multiple of BLOCKSIZE, or ceiling(LENGTHA / BLOCKSIZE) if not. In the latter case, data written by DMA or received from BUFC will be zero-padded up to BLOCKSIZE if it is written to a register which has a size equal to BLOCKSIZE. One notable exception is when LENGTHA is 0. In this case the sequence will still execute once, but the block transfer instructions will not execute.

Note: If DMAxRSEL in CRYPTO_CTRL selects a register that is smaller than the specified blocksize, DATATODMAx/DMAxTODATA instructions will not use the full blocksize, but will only transfer enough data to empty/fill the register once. For example, if BLOCKSIZE is set to 64B and DMA0RSEL=DDATA0, the instruction DATATODMA0 will only read 32B instead of 64B. The processing of LENGTHA/B will continue as if all 64B had been transferred.

A repeated sequence can also be made do slightly different operations on different parts of the data set. A sequence can be divided into two parts; part A, and part B. By configuring LENGTHA in CRYPTO_SEQCTRL to the length of part A, and LENGTHB in CRYPTO_SEQCTRLB to the length of part B, CRYPTO will first run iterations over part A, knowing it is A, and then part B, knowing it is part B. By using the conditional instructions listed in Table 27.3 Conditional Instructions on page 853, a program can execute different instructions depending on whether it is in part A or part B.

27.4.4 AES

The AES core operates on data in the 128-bit register DATA0 using the either a 128-bit or 256-bit key from the KEY register. The key width is specified by AES256 in CRYPTO_CTRL. AES operations are implemented as the AESENC and AESDEC instructions, for AES encryption and AES decryption respectively. An overview of the AES functionality is shown in Figure 27.3 CRYPTO AES Overview on page 855.

AES encryption and decryption enables various block cipher modes like ECB, CTR, CBC, PCBC, CFB, OFB, CBC-MAC, GMAC, CCM, CCM*, and GCM.

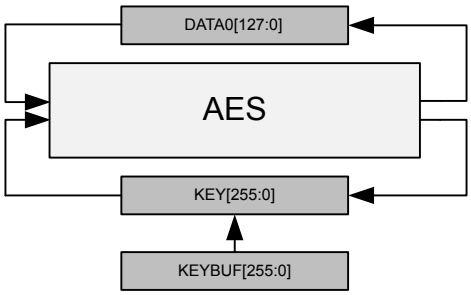


Figure 27.3. CRYPTO AES Overview

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 encryption, the resulting key in the KEY registers is the CipherKey. This key must be loaded into the KEY registers prior to the 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 27.4 CRYPTO Key and Data Definitions on page 855.

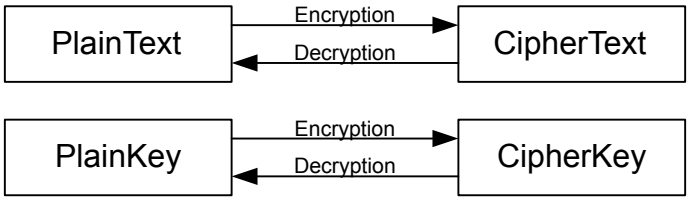


Figure 27.4. CRYPTO Key and Data Definitions

The KEY is by default loaded from KEYBUF prior to each AESENC or AESDEC instruction. If the KEY is not to be overwritten, key buffering should be disabled (KEYBUFDIS in CRYPTO_CTRL). Disabling key buffering also allows the use of key loading through DMA.

The data and key orientation in the CRYPTO registers are shown in Figure 27.5 CRYPTO Data and Key Orientation as Defined in the Advanced Encryption Standard on page 856.

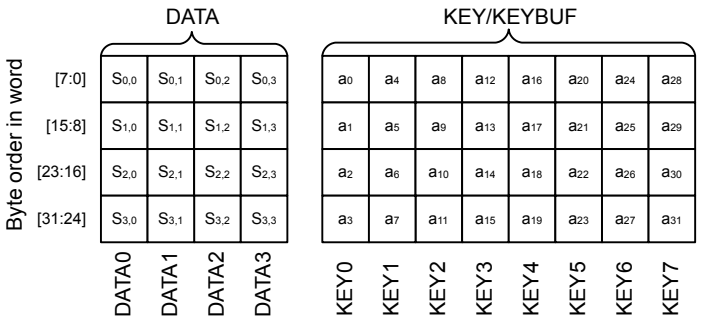


Figure 27.5. CRYPTO Data and Key Orientation as Defined in the Advanced Encryption Standard

27.4.5 SHA

The CRYPTO SHA instruction implements SHA-1 with a 160-bit digest or SHA-2 with a 224-bit digest (SHA-224) or 256-bit digest (SHA-256). Depending on SHAMODE in CRYPTO_CTRL, SHA-1, SHA-224 or SHA-256 will be run on the data in QDATA1, and the result will be put on DDATA0. The contents in QDATA1 will be destroyed in the process.

To run SHA on a dataset, it must first be pre-processed by appending a bit '1' to the message, then padding the data with '0' bits until the message length in bits modulo 512 is 448. Then append the length of the message before pre-processing as a 64-bit big-endian integer. This pre-processing is known as MD-strengthening, and must be done by software before processing with the CRYPTO module.

The pre-processed data can now be run through the CRYPTO module. Begin by writing the values listed in Table 27.5 SHA Init Values on page 857 to CRYPTO_DDATA1 from top to bottom, then execute the instructions listed in Table 27.6 SHA Preparations on page 857.

Table 27.5. SHA Init Values

SHA-1	SHA-224	SHA-256
0x67452301	0xC1059ED8	0x6A09E667
0xEFCDAB89	0x367CD507	0xBB67AE85
0x98BADCFE	0x3070DD17	0x3C6EF372
0x10325476	0xF70E5939	0xA54FF53A
0xC3D2E1F0	0xFFC00B31	0x510E527F
0x00000000	0x68581511	0x9B05688C
0x00000000	0x64F98FA7	0x1F83D9AB
0x00000000	0xBEFA4FA4	0x5BE0CD19

Table 27.6. SHA Preparations

STEP	ACTION	Description
STEP0	DDATA1TODDATA0	Copy init data to DDATA0
STEP1	SELDDATA0DDATA1	Select DDATA0 and DDATA1 as operands for SHA instruction

Then, for each 512-bit block, write the block to CRYPTO_QDATA1BIG, execute the instructions listed in Table 27.7 SHA for 512-bit Block on page 857.

Table 27.7. SHA for 512-bit Block

STEP	ACTION	Description
STEP0	SHA	Perform SHA operation on data in QDATA1
STEP1	MADD32	Accumulate with previous data in DDATA1
STEP2	DDATA0TODDATA1	Copy hash to DDATA1

After the last iteration, the resulting hash can be read out from CRYPTO_DDATA0BIG.

27.4.6 ECC

The CRYPTO module implements support for Elliptic Curve Cryptography through the modular instructions MADD, MMUL and MSUB, which perform modular addition, multiplication and subtraction respectively. The instructions can operate on a set of both prime fields GF(p) and binary fields GF(2^m).

The type of modular arithmetic used and the modulus for the modular operations are specified by MODOP and MODULUS in CRYPTO_WAC respectively. Changing these in the middle of an operation leads to undefined behaviour.

27.4.7 GCM and GMAC

CRYPTO implements support for Galois/Counter Mode (GCM), and also Galois Message Authentication Code (GMAC), by providing AES instructions and allowing multiplication on the field GF(2^128) defined by the polynomial x^128 + x^7 + x^2 + x + 1.

Note: BBSWAP128 needs to be applied to both operands and the result of the MMUL instruction when using it for GCM and GMAC

Efficient sequencer programs can be set up to perform GCM authentication and encryption/decryption on data from either BUFC, DMA, or CPU. To achieve a single-pass solution, LENGTHA in CRYPTO_SEQCTRL is set to the length of the authentication part, and LENGTHB is set to the length of the rest of the message. Conditional instructions can then be used to make sure the two parts of the message are processed correctly. A similar approach is used to implement CCM.

27.4.8 DMA

The CRYPTO module has 5 DMA request signals (see Table 27.8 DMA Signals on page 858) split over 2 internal DMA channels: DMA0 and DMA1. These DMA channels are not associated with channel 0 and 1 of the system DMA, and any system DMA channel can serve any of the 5 DMA requests. See the DMA chapter for information on how to configure the system DMA.

The DMA signals are set through the use of DMA oriented instructions, and cleared by reading or writing the respective CRYPTO data registers.

Table 27.8. DMA Signals

Name	Set on	Cleared on
DMA0WR	Instruction DMA0TODATA, and DMA0TODATAXOR if COMBDMA0WEREQ in CRYPTO_CTRL is set	Full CRYPTO_DATA0, CRYPTO_DDATA0, CRYPTO_DDATA0BIG or CRYPTO_QDATA0 write, or CRYPTO_DDATA0XOR if COMBDMA0WEDMAREQ in CRYPTO_CTRL is set
DMA0XORWR	Instruction DMA0TODATAXOR	Full CRYPTO_DATA0XOR write
DMA0RD	Instructions DATATODMA0	Full CRYPTO_DATA0, CRYPTO_DDATA0, CRYPTO_DDATA0BIG or CRYPTO_QDATA0 read, depending on DMA0MODE in CRYPTO_CTRL
DMA1WR	Instructions DMA1TODATA	Full CRYPTO_DATA1, CRYPTO_DDATA1, CRYPTO_QDATA1 or CRYPTO_QDATA1BIG write
DMA1RD	Instructions DATATODMA1	Full CRYPTO_DATA1, CRYPTO_DDATA1, CRYPTO_QDATA1 or CRYPTO_QDATA1BIG read, depending on DMA1MODE in CRYPTO_CTRL

Note: DMAxRSEL in CRYPTO_CTRL has to be set to the data registers that are to be read using the respective DMA channels on a DATATODMAx instruction. As an important note, DMAxRSEL in CRYPTO_CTRL selects what is read from **any** of the selectable read registers during an ongoing DATATODMAx transfer .

When a DMA oriented CRYPTO instruction is used (either through a STEP in a Sequence or through CRYPTO_CMD), the corresponding DMA signal is set. The instruction is complete when the entire source/destination is read/written (e.g. if DMA0TODATA is used, the operation is complete when a total of 128 valid bits have been written through the CRYPTO_DATA0 register). DMAACTIVE in CRYPTO_STATUS is set while CRYPTO is working on a DMA-related instruction, e.g. waiting for the DMA to read or write data to CRYPTO (see 27.4.8.1 DMA Initial Bytes Skip).

Normally, when a sequence or instruction is executed, access to most CRYPTO registers will stall the CPU or DMA that is trying to access CRYPTO until the operation is done, preventing accesses to CRYPTO that could potentially interfere with an operation. During DMA operations, all non-DMA registers are writeable and readable, but progress through the DMA operation will only be tracked with the registers targeted by the DMA operation (i.e., if the DMA operation is supposed to transfer 3 words to DATA0, the DMA can first choose to transfer data to e.g. DATA3, and then fulfill the transfer to DATA0).

Because the bus interface to CRYPTO is normally locked outside of DMA transfers, a wrongly set up DMA transfer (e.g., transferring one byte too many) may lock up the interface.. One way to assist in debugging such issues can be setting NOBUSYSTALL in CRYPTO_CTRL. This will prevent any stall on CRYPTO register accesses during sequences and instructions. Use this option with care, as modifying a register that is being used by CRYPTO can lead to undefined behavior.

27.4.8.1 DMA Initial Bytes Skip

The DMA must be configured to use 32-bit transfer size. This normally would imply that the source data must be aligned to a 4 byte address boundary. However, it is possible to skip the initial bytes (1 to 3) when using DMA to write to DATA0 or DATA1 through a CRYPTO instruction operation. The number of bytes to skip are set in DMA0SKIP and DMA1SKIP in CRYPTO_SEQCTRL. This implies that if DMA0SKIP is set to another value than 0, the initial DMA access will require 5 DMA transfers, even though only 4x32-bit is required.

Note: Any valid unused bytes from a previous DMA write will be used before new DMA data is requested. This data is invalidated by using STOP in CRYPTO_CMD.

27.4.8.2 DMA Unaligned Read/Write

Except for DATA0 and DATA1, which can be loaded bytewise using the CRYPTO_DATA0BYTE, CRYPTO_DATA0XORBYTE and CRYPTO_DATA1BYTE registers, the CRYPTO data registers are loaded 32-bits at a time. Special care must be taken when using the DMA and the data buffer is not aligned to a 32-bit address, because the DMA does not directly support 32-bit unaligned accesses.

As an example, let an in-memory 16-byte data buffer start at address 4*N + M and end at the byte before. 4*N + 16 + M, where M is between 0 and 3 inclusive. With an M=0, we have fully aligned accesses, and everything is fine. For M>0 however, the access is unaligned. If M=1, that means that the first 32-bit aligned word of the memory buffer contains 1 byte before the buffer, and 3 bytes of the buffer. Similarly, the last 32-bit aligned word of the memory buffer contains the last byte of the buffer, and three bytes after the buffer.

When doing an unaligned read, we want to only pass the 16 bytes of the buffer to the CRYPTO module. Not the N bytes before in the 32-bit aligned word, and not the 4-N words at the end. To achieve this, set DxDMAREADMODE in CRYPTO_CTRL to either UNALIGNEDFULL or UNALIGNEDLENLIMIT, and set DATAxDMASKIP in CRYPTO_SEQCTRL equal to N. When reading in data using a DMA-oriented instruction to DATAx, DDATAx or QDATAx, the read will now only contain the 16 bytes, and not the N bytes before or 4-N words after. Note that in this case, the DMA has to be set up to transfer 5 32-bit words instead of the effective 4.

Being able to read unaligned data does not solve all cases however. If data is to be written back to the buffer after passing through CRYPTO, e.g. when doing an in-place encryption or decryption, it is very undesirable to actually modify the N bytes before and 4-N bytes after the buffer. This is solved using the UAR-suffixed registers in CRYPTO when reading data out from the CRYPTO module, e.g. CRYPTO_DATA0UAR, CRYPTO_DATA1UAR, CRYPTO_DDATA0UAR,CRYPTO_DDATA1UAR, CRYPTO_QDATA0UAR, etc. When an unaligned buffer is written to a CRYPTO buffer, CRYPTO stores the N first bytes and the 4-N last bytes internally. When reading out from an UAR register, these bytes are placed back into the data if DATAxDMAPRES is set in CRYPTO_SEQCTRL.

Note that the latter case only works if the first N and the last 4-N bytes are not changed while CRYPTO works on the data. Internally CRYPTO has 2 buffers for the bytes before and after. The first one is connected to read/write of the DATA0, DDATA0 and QDATA0 registers, and the second is connected to the DATA1, DDATA1 and QDATA1 registers.

If DMAxRMODE in CRYPTO_CTRL is set to FULL or UNALIGNEDFULL and the corresponding DMAxPRES in CRYPTO_SEQCTRL is set, then a whole number of data buffers have to be written by the DMA. In all other cases, it is enough to write the number of 32-bit words to pass all LENGTH bits to the target CRYPTO buffer.

27.4.9 BUFC Data Transfer

To allow automatic encryption/decryption or other operations on radio data, CRYPTO has instructions for moving data from and to BUFC, the Buffer Controller. Both DATA0 and DATA1 can be loaded with data from the buffer selected by READBUFSEL (CRYPTO_CTRL register) as shown in Figure 27.6 CRYPTO BUFC Data Transfer on page 860. Similarly, the content of DATA0 and DATA1 can be written to the buffer selected by WRITEBUFSEL (also in the CRYPTO_CTRL register).

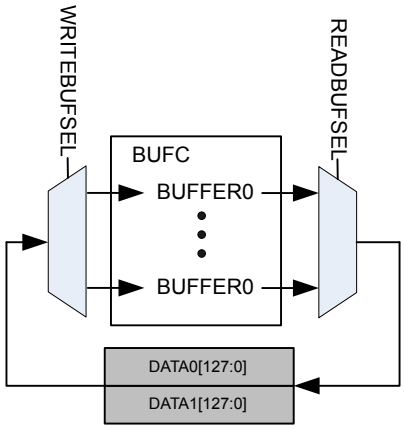


Figure 27.6. CRYPTO BUFC Data Transfer

When reading from CRYPTO to the BUFC, the number of bytes read are determined by the DMAxRMODE configuration in CRYPTO_CTRL. If it is set to either LENLIMIT or LENLIMITBYTE, only the number of bytes given by LENGTH in CRYPTO_SEQCTRL are transferred. Else the full width of the last buffer is also written, e.g. a full number of 16-byte buffers are written to the BUFC.

Note:

The buffer selected by READBUFSEL and WRITEBUFSEL in the CRYPTO_CTRL registers must be appropriately configured in the BUFC module prior to using instructions involving BUFC.

All BUFC reads start at the current BUFC read pointer, and move the pointer according to the number of bytes read. BUFC writes normally also work in the same way, starting at the current BUFC write pointer, and moving it the right number of positions. For BUFC XOR writes, software has the option to change this by setting either of DATAxTOBUFXOROW in CRYPTO_CTRL. With this bit set, the BUFC write pointer will be reset to the start of the previous write before writing to the BUFC. Using this feature, BUFC data can be written with using the DATAxTOBUFC instructions, and then XOR'ed with another set of data using the DATAxTOBUFCXOR instruction.

BUFACTIVE in CRYPTO_STATUS is set while CRYPTO is reading or writing from/to the BUFC.

27.4.10 Debugging

There are multiple ways of debugging CRYPTO sequences. The most straight-forward way is to write individual instructions to INSTR in CRYPTO_CMD. An instruction can be written, and data can be read out and examined before running another instruction.

Running individual instructions to debug a program falls short when working with repeated sequences. In these cases, a sequence is run multiple times over a set of data. This cannot be directly replicated with individual instructions

To debug a sequence, set HALT in CRYPTO_SEQCTRL. When set, CRYPTO requires software or the debugger to step it through each instruction in the sequence. To step through the sequence, set SEQSTEP in CRYPTO_CMD. This will execute the current instruction, and make CRYPTO ready to execute the next one.

When stepping through a sequence, the current instruction index can be read from SEQIP in CRYPTO_CSTATUS. SEQSKIP, also in CRYPTO_CSTATUS tells whether the next instruction will be executed or not, based on previous conditionals in the program. SEQPART in CRYPTO_CSTATUS shows whether CRYPTO is currently in part A or B of a sequence. Even with NOBUSYSTALL in CRYPTO_CTRL cleared, read and write accesses to CRYPTO will be allowed when CRYPTO is waiting to be stepped. This is to allow data registers to be inspected during debugging.

Note: The data registers in CRYPTO (those marked read-actionable) require shifting of data in order to return the result. For this reason, reading these registers will have no effect and will return unknown values during normal debugger read accesses (see 7.3.6 Debugger Reads of Actionable Registers).

27.4.11 Example: Cipher Block Chaining (CBC)

In the following the setup and operation of CBC is explained and illustrated. The example can easily be adjusted to perform other cipher block modes.

27.4.11.1 CBC Encryption

In CBC encryption, the cipher input is the PlainText XOR'ed with the previous cipher output (an initialization vector IV is used during the first block). This mode is easily implemented using the CRYPTO instruction sequence BUFTODATA0XOR, AESENC then DATA0TOBUF. The BUFTODATA0XOR reads data from the buffer set by READBUFSEL and XOR's it with the content in DATA0. Then the cipher operation is performed and subsequently the DATA0TOBUF writes the content of DATA0 to the buffer set by WRITEBUFSEL (normally the same as READBUFSEL).

Prior to the operation, the initialization vector IV and key must be loaded to DATA0 and KEYBUF, respectively. Additionally, the total number of bytes to be included in the repeated sequence must be set in LENGTHA in CRYPTO_SEQCTRL. Finally, the buffers selected by READBUFSEL and WRITEBUFSEL must be configured correctly in the BUFC. The sequence is started by issuing the SEQSTART command in CRYPTO_CMD.

In Figure 27.7 CBC Encryption Operation on page 862 the CBC encryption is illustrated and in Table 27.9 CBC Encryption Steps on page 862 each step in the loop is explained.

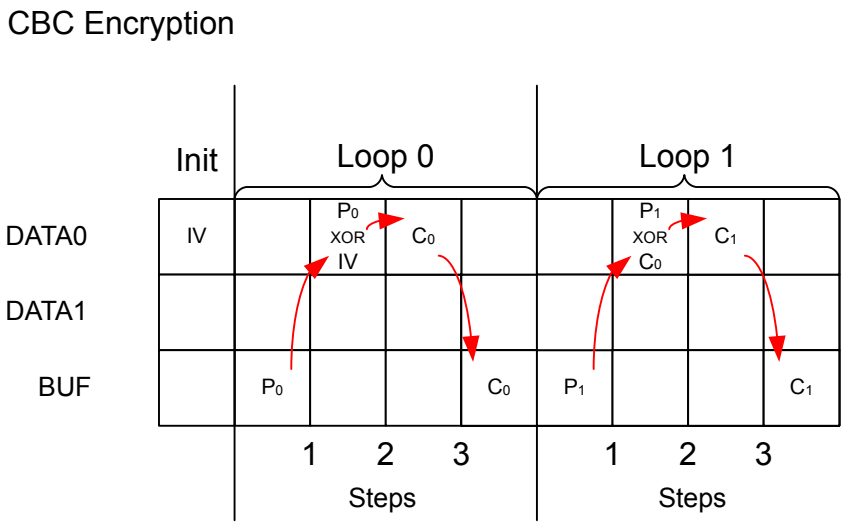


Figure 27.7. CBC Encryption Operation

Table 27.9. CBC Encryption Steps

STEP	ACTION	Description
STEP0	BUFTODATA0XOR	Move data (PlainText, P_i) from buffer to DATA0 using XOR write.
STEP1	CIPHER	The AES Cipher Core operates on DATA0
STEP2	DATA0TOBUF	The cipher output C_i is written to the buffer.

27.4.11.2 CBC Decryption

In CBC decryption, CipherText (C_i) is used as input to the Cipher Core. The output from the Cipher Core is XOR'ed with the CipherText from the previous block C_{i-1} to form the PlainText P_i (an initialization vector IV is used as C_{i-1} during the first block).

Because each block requires both C_{i-1} and C_i, decryption is somewhat more complex than encryption. Nevertheless, CBC decryption can be performed in as a repeated sequence by having C_{i-1} from the previous block stored in DATA1 and then writing it to buffer without updating the write pointer (using the DATA1TOBUF instruction). Then the cipher output is XOR'ed with C_{i-1} in the buffer by using the DATA0TOBUFXOR instruction.

In Figure 27.8 CBC Decryption Operation on page 863 the CBC decryption is illustrated and in Table 27.10 CBC Decryption Steps on page 863 each step in the loop is explained.

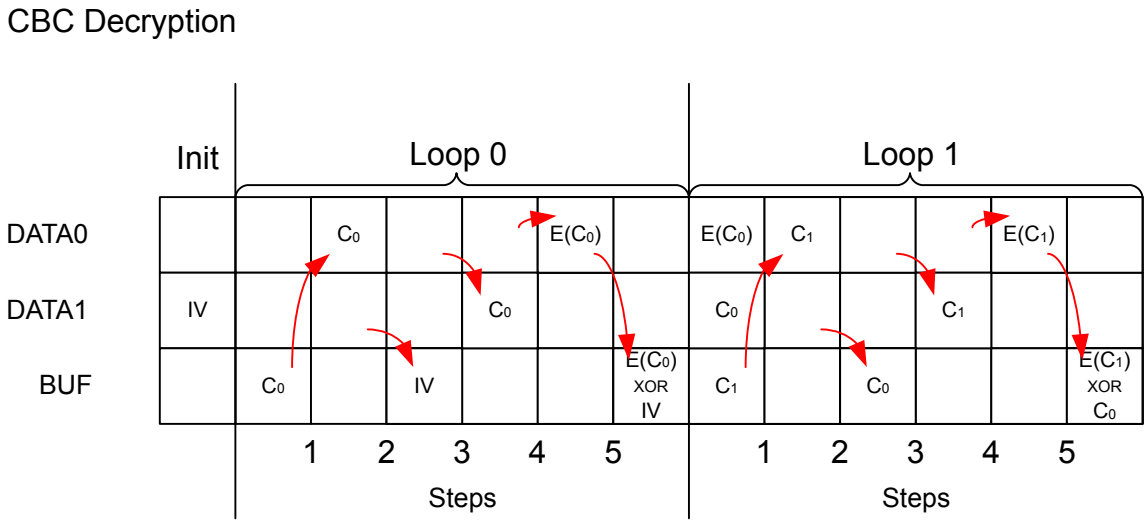


Figure 27.8. CBC Decryption Operation

Table 27.10. CBC Decryption Steps

STEP	ACTION	Description
STEP0	BUFTODATA0	Moves data (CipherText, C_i) from buffer to DATA0
STEP1	DATA1TOBUF	DATA1 (CipherText, C_{i-1}) is moved to buffer. BUFC Write pointer is not incremented!
STEP2	DATA0TODATA1	Value of DATA0 is copied to DATA1.
STEP3	CIPHER Operation	The AES Cipher Core operates on DATA0
STEP4	DATA0TOBUFXOR	The cipher output is XOR'ed with C_{i-1} (placed in the buffer at Step 2) to form the PlainText, P_i.

27.5 Register Map

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

Offset	Name	Type	Description
0x000	CRYPTO_CTRL	RW	Control Register
0x004	CRYPTO_WAC	RW	Wide Arithmetic Configuration
0x008	CRYPTO_CMD	W	Command Register
0x010	CRYPTO_STATUS	R	Status Register
0x014	CRYPTO_DSTATUS	R	Data Status Register
0x018	CRYPTO_CSTATUS	R	Control Status Register
0x020	CRYPTO_KEY	RWH(nB)(a)	KEY Register Access
0x024	CRYPTO_KEYBUF	RWH(nB)(a)	KEY Buffer Register Access
0x030	CRYPTO_SEQCTRL	RWH	Sequence Control
0x034	CRYPTO_SEQCTRLB	RWH	Sequence Control B
0x040	CRYPTO_IF	R	AES Interrupt Flags
0x044	CRYPTO_IFS	W1	Interrupt Flag Set Register
0x048	CRYPTO_IFC	(R)W1	Interrupt Flag Clear Register
0x04C	CRYPTO_IEN	RW	Interrupt Enable Register
0x050	CRYPTO_SEQ0	RW	Sequence Register 0
0x054	CRYPTO_SEQ1	RW	Sequence Register 1
0x058	CRYPTO_SEQ2	RW	Sequence Register 2
0x05C	CRYPTO_SEQ3	RW	Sequence Register 3
0x060	CRYPTO_SEQ4	RW	Sequence Register 4
0x080	CRYPTO_DATA0	RWH(nB)(a)	DATA0 Register Access
0x084	CRYPTO_DATA1	RWH(nB)(a)	DATA1 Register Access
0x088	CRYPTO_DATA2	RWH(nB)(a)	DATA2 Register Access
0x08C	CRYPTO_DATA3	RWH(nB)(a)	DATA3 Register Access
0x0A0	CRYPTO_DATA0XOR	RWH(nB)(a)	DATA0XOR Register Access
0x0B0	CRYPTO_DATA0BYTE	RWH(nB)(a)	DATA0 Register Byte Access
0x0B4	CRYPTO_DATA1BYTE	RWH(nB)(a)	DATA1 Register Byte Access
0x0BC	CRYPTO_DATA0XORBYTE	RWH(nB)(a)	DATA0 Register Byte XOR Access
0x0C0	CRYPTO_DATA0BYTE12	RWH(nB)	DATA0 Register Byte 12 Access
0x0C4	CRYPTO_DATA0BYTE13	RWH(nB)	DATA0 Register Byte 13 Access
0x0C8	CRYPTO_DATA0BYTE14	RWH(nB)	DATA0 Register Byte 14 Access
0x0CC	CRYPTO_DATA0BYTE15	RWH(nB)	DATA0 Register Byte 15 Access
0x100	CRYPTO_DDATA0	RWH(nB)(a)	DDATA0 Register Access
0x104	CRYPTO_DDATA1	RWH(nB)(a)	DDATA1 Register Access
0x108	CRYPTO_DDATA2	RWH(nB)(a)	DDATA2 Register Access
0x10C	CRYPTO_DDATA3	RWH(nB)(a)	DDATA3 Register Access

Offset	Name	Type	Description
0x110	CRYPTO_DDATA4	RWH(nB)(a)	DDATA4 Register Access
0x130	CRYPTO_DDATA0BIG	RWH(nB)(a)	DDATA0 Register Big Endian Access
0x140	CRYPTO_DDATA0BYTE	RWH(nB)(a)	DDATA0 Register Byte Access
0x144	CRYPTO_DDATA1BYTE	RWH(nB)(a)	DDATA1 Register Byte Access
0x148	CRYPTO_DDATA0BYTE32	RWH(nB)	DDATA0 Register Byte 32 Access
0x180	CRYPTO_QDATA0	RWH(nB)(a)	QDATA0 Register Access
0x184	CRYPTO_QDATA1	RWH(nB)(a)	QDATA1 Register Access
0x1A4	CRYPTO_QDATA1BIG	RWH(nB)(a)	QDATA1 Register Big Endian Access
0x1C0	CRYPTO_QDATA0BYTE	RWH(nB)(a)	QDATA0 Register Byte Access
0x1C4	CRYPTO_QDATA1BYTE	RWH(nB)(a)	QDATA1 Register Byte Access

27.6 Register Description

27.6.1 CRYPTO_CTRL - Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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				0x0				0x0				0x0		0x0					0								0	0	0
Access	RW		RW				RW				RW				RW		RW					RW								RW	RW	RW
Name	COMBDMA0WEREQ		DMA1RSEL				DMA1MODE				DMA0RSEL				DMA0MODE		INCWIDTH					NOBUSYSTALL								SHA	KEYBUFDIS	AES

Bit	Name	Reset	Access	Description
31	COMBDMA0WEREQ	0	RW	**Combined Data0 Write DMA Request**
	When cleared, the DATA0WR and DATA0XORWR operate independently. When set, DATA0XORWR requests are also given through DATA0WR			
30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:28	DMA1RSEL	0x0	RW	**DATA0 DMA Unaligned Read Register Select**
	Specifies which read register is used for DMA1RD DMA requests (see related notes in 27.4.8 DMA and 27.4.3 Repeated Sequence)			

Value	Mode	Description
0	DATA1	
1	DDATA1	
2	QDATA1	
3	QDATA1BIG	

Bit	Name	Reset	Access	Description
27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	DMA1MODE	0x0	RW	**DMA1 Read Mode**
	This field determines how data is read when using DMA			

Value	Mode	Description
0	FULL	Target register is fully read/written during every DMA transaction
1	LENLIMIT	Length Limited. When the current length, i.e. LENGTHA or LENGTHB indicates that there are less bytes available than the register size, only length + 1 bytes + necessary zero padding is read. Zero padding is automatically added when writing.
2	FULLBYTE	Target register is fully read/written during every DMA transaction. Bytewise DMA.

Bit	Name	Reset	Access	Description
	3	LENLIMITBYTE		Length Limited. When the current length, i.e. LENGTHA or LENGTHB indicates that there are less bytes available than the register size, only length + 1 bytes + necessary zero padding is read. Bytewise DMA. Zero padding is automatically added when writing.
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	DMA0RSEL	0x0	RW	**DMA0 Read Register Select**
	Specifies which read register is used for DMA0RD DMA requests (see related notes in 27.4.8 DMA and 27.4.3 Repeated Sequence)			
	Value	Mode		Description
	0	DATA0		
	1	DDATA0		
	2	DDATA0BIG		
	3	QDATA0		
19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	DMA0MODE	0x0	RW	**DMA0 Read Mode**
	This field determines how data is read when using DMA.			
	Value	Mode		Description
	0	FULL		Target register is fully read/written during every DMA transaction
	1	LENLIMIT		Length Limited. When the current length, i.e. LENGTHA or LENGTHB indicates that there are less bytes available than the register size, only length + necessary zero padding is read. Zero padding is automatically added when writing.
	2	FULLBYTE		Target register is fully read/written during every DMA transaction. Bytewise DMA.
	3	LENLIMITBYTE		Length Limited. When the current length, i.e. LENGTHA or LENGTHB indicates that there are less bytes available than the register size, only length + necessary zero padding is read. Bytewise DMA. Zero padding is automatically added when writing.
15:14	INCWIDTH	0x0	RW	**Increment Width**
	This field determines the number of bytes used for the increment function in data1.			
	Value	Mode		Description
	0	INCWIDTH1		Byte 15 in DATA1 is used for the increment function.
	1	INCWIDTH2		Bytes 14 and 15 in DATA1 are used for the increment function.
	2	INCWIDTH3		Bytes 13 to 15 in DATA1 are used for the increment function.
	3	INCWIDTH4		Bytes 12 to 15 in DATA1 are used for the increment function.
13:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10	NOBUSYSTALL	0	RW	**No Stalling of Bus When Busy**
	When set, bus accesses will not be stalled on access during an operation			

Bit	Name	Reset	Access	Description
9:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	SHA	0	RW	**SHA Mode**
	Select SHA-1 or SHA-2 mode.			
	Value	Mode		Description
	0	SHA1		SHA-1 mode
	1	SHA2		SHA-2 mode (SHA-224 or SHA-256)
1	KEYBUFDIS	0	RW	**Key Buffer Disable**
	Set to Disable key buffering.			
0	AES	0	RW	**AES Mode**
	Select AES mode			
	Value	Mode		Description
	0	AES128		AES-128 mode
	1	AES256		AES-256 mode

27.6.2 CRYPTO_WAC - Wide Arithmetic Configuration

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		0x0					0		0x0		
Access																					RW		RW					RW		RW		
Name																					RESULTWIDTH		MULWIDTH					MODOP		MODULUS		

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:10	RESULTWIDTH	0x0	RW	**Result Width**

Result-size for non-modulus instructions

Value	Mode	Description
0	256BIT	Results have 256 bits
1	128BIT	Results have 128 bits
2	260BIT	Results have 260 bits. Upper bits of result can be read through DDATA0MSBS in CRYPTO_STATUS

Bit	Name	Reset	Access	Description
9:8	MULWIDTH	0x0	RW	**Multiply Width**

Number of bits to multiply on non-modulus multiply instruction

Value	Mode	Description
0	MUL256	Multiply 256 bits
1	MUL128	Multiply 128 bits
2	MULMOD	Same number of bits as specified by MODULUS

Bit	Name	Reset	Access	Description
7:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	MODOP	0	RW	**Modular Operation Field Type**

Field type used for modular operations

Value	Mode	Description
0	BINARY	Modular operations use XOR as required by certain algorithms
1	REGULAR	Modular operations use normal modular arithmetic, not XOR

Bit	Name	Reset	Access	Description
3:0	MODULUS	0x0	RW	**Modular Operation Modulus**

Modulus used for modular operations

Value	Mode	Description
0	BIN256	Generic modulus. p = 2^256

Bit	Name	Reset	Access	Description
	1	BIN128		Generic modulus. p = 2^128
	2	ECCBIN233P		Modulus for B-233 and K-233 ECC curves. p(t) = t^233 + t^74 + 1
	3	ECCBIN163P		Modulus for B-163 and K-163 ECC curves. p(t) = t^163 + t^7 + t^6 + t^3 + 1
	4	GCMBIN128		Modulus for GCM. P(t) = t^128 + t^7 + t^2 + t + 1
	5	ECCPRIME256P		Modulus for P-256 ECC curve. p = 2^256 - 2^224 + 2^192 + 2^96 - 1
	6	ECCPRIME224P		Modulus for P-224 ECC curve. p = 2^224 - 2^96 - 1
	7	ECCPRIME192P		Modulus for P-192 ECC curve. p = 2^192 - 2^64 - 1
	8	ECCBIN233N		P modulus for B-233 ECC curve
	9	ECCBIN233KN		P modulus for K-233 ECC curve
	10	ECCBIN163N		P modulus for B-163 ECC curve
	11	ECCBIN163KN		P modulus for K-163 ECC curve
	12	ECCPRIME256N		P modulus for P-256 ECC curve
	13	ECCPRIME224N		P modulus for P-224 ECC curve
	14	ECCPRIME192N		P modulus for P-192 ECC curve

27.6.3 CRYPTO_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	0	0		0x00							
Access																					W1	W1	W1		W							
Name																					SEQSTEP	SEQSTOP	SEQSTART		INSTR							

Bit	Name	Reset	Access	Description
31:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11	SEQSTEP	0	W1	**Sequence Step** When in a halted sequence, executes the current instruction and moves to the next
10	SEQSTOP	0	W1	**Sequence Stop** Set to stop encryption/decryption regardless of it being a single or a SEQUENCE.
9	SEQSTART	0	W1	**Encryption/Decryption SEQUENCE Start** Set to start encryption/decryption SEQUENCE.
8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	INSTR	0x00	W	**Execute Instruction** Write to this field to perform any of the instructions described below. Illegal values are ignored. See 27.4.2.2 Available Instructions for details and requirements of each instruction

Value	Mode	Description
0	END	End of program
1	EXEC	Start executing instructions up to this point, which also marks end of program
3	DATA1INC	See detailed instruction listing
4	DATA1INCCLR	See detailed instruction listing
5	AESENC	AES Encryption
6	AESDEC	AES Decryption
7	SHA	SHA
8	ADD	Add
9	ADDC	Add with carry
12	MADD	Modular addition
13	MADD32	Word-wise addition
16	SUB	Subtract
17	SUBC	Subtract with carry
20	MSUB	Modular subtraction

Bit	Name	Reset	Access	Description
	24	MUL		Multiply
	25	MULC		See detailed instruction listing
	28	MMUL		Modular multiplication
	29	MULO		See detailed instruction listing
	32	SHL		Shift left
	33	SHLC		Shift left with carry (Rotate left)
	34	SHLB		See detailed instruction listing
	35	SHL1		See detailed instruction listing
	36	SHR		Shift right
	37	SHRC		Shift right with carry (Rotate right)
	38	SHRB		See detailed instruction listing
	39	SHR1		See detailed instruction listing
	40	ADDO		See detailed instruction listing
	41	ADDIC		See detailed instruction listing
	48	CLR		Clear DDATA0
	49	XOR		XOR
	50	INV		Invert operand
	52	CSET		Carry set
	53	CCLR		Carry clear
	54	BBSWAP128		See detailed instruction listing
	56	INC		Increment DDATA0
	57	DEC		Decrement DDATA0
	62	SHRA		Arithmetic shift right
	64	DATA0TODATA0		DATA0 = DATA0
	65	DATA0TODATA0XOR		DATA0 = DATA0 ^ DATA0
	66	DATA0TODATA0XOR-LEN		DATA0[len-1:0] = DATA0[len-1:0] ^ DATA0[len-1:0]
	68	DATA0TODATA1		DATA1 = DATA0
	69	DATA0TODATA2		DATA2 = DATA0
	70	DATA0TODATA3		DATA3 = DATA0
	72	DATA1TODATA0		DATA0 = DATA1
	73	DATA1TODATA0XOR		DATA0 = DATA0 ^ DATA1
	74	DATA1TODATA0XOR-LEN		DATA0[len-1:0] = DATA0[len-1:0] ^ DATA1[len-1:0]
	77	DATA1TODATA2		DATA2 = DATA1
	78	DATA1TODATA3		DATA3 = DATA1
	80	DATA2TODATA0		DATA0 = DATA2
	81	DATA2TODATA0XOR		DATA0 = DATA0 ^ DATA2

Bit	Name	Reset	Access	Description
	82	DATA2TODATA0XOR-LEN		DATA0[len-1:0] = DATA0[len-1:0] ^ DATA2[len-1:0]
	84	DATA2TODATA1		DATA1 = DATA2
	86	DATA2TODATA3		DATA3 = DATA2
	88	DATA3TODATA0		DATA0 = DATA3
	89	DATA3TODATA0XOR		DATA0 = DATA0 ^ DATA3
	90	DATA3TODATA0XOR-LEN		DATA0[len-1:0] = DATA0[len-1:0] ^ DATA3[len-1:0]
	92	DATA3TODATA1		DATA1 = DATA3
	93	DATA3TODATA2		DATA2 = DATA3
	99	DATATODMA0		See detailed instruction listing
	100	DATA0TOBUF		See detailed instruction listing
	101	DATA0TOBUFXOR		See detailed instruction listing
	107	DATATODMA1		See detailed instruction listing
	108	DATA1TOBUF		See detailed instruction listing
	109	DATA1TOBUFXOR		See detailed instruction listing
	112	DMA0TODATA		See detailed instruction listing
	113	DMA0TODATAXOR		See detailed instruction listing
	114	DMA1TODATA		See detailed instruction listing
	120	BUFTODATA0		See detailed instruction listing
	121	BUFTODATA0XOR		See detailed instruction listing
	122	BUFTODATA1		See detailed instruction listing
	129	DDATA0TODDATA1		DDATA1 = DDATA0
	130	DDATA0TODDATA2		DDATA2 = DDATA0
	131	DDATA0TODDATA3		DDATA3 = DDATA0
	132	DDATA0TODDATA4		DDATA4 = DDATA0
	133	DDATA0LTODATA0		DATA0 = DDATA0[127:0]
	134	DDATA0HTODATA1		DATA1 = DDATA0[255:128]
	135	DDATA0LTODATA2		DATA2 = DDATA0[127:0]
	136	DDATA1TODDATA0		DDATA0 = DDATA1
	138	DDATA1TODDATA2		DDATA2 = DDATA1
	139	DDATA1TODDATA3		DDATA3 = DDATA1
	140	DDATA1TODDATA4		DDATA4 = DDATA1
	141	DDATA1LTODATA0		DATA0 = DDATA1[127:0]
	142	DDATA1HTODATA1		DATA1 = DDATA1[255:128]
	143	DDATA1LTODATA2		DATA2 = DDATA1[127:0]
	144	DDATA2TODDATA0		DDATA0 = DDATA2
	145	DDATA2TODDATA1		DDATA1 = DDATA2

Bit	Name	Reset	Access	Description
	147	DDATA2TODDATA3		DDATA3 = DDATA2
	148	DDATA2TODDATA4		DDATA4 = DDATA2
	151	DDATA2LTODATA2		DATA2 = DDATA2[127:0]
	152	DDATA3TODDATA0		DDATA0 = DDATA3
	153	DDATA3TODDATA1		DDATA1 = DDATA3
	154	DDATA3TODDATA2		DDATA2 = DDATA3
	156	DDATA3TODDATA4		DDATA4 = DDATA3
	157	DDATA3LTODATA0		DATA0 = DDATA3[127:0]
	158	DDATA3HTODATA1		DATA1 = DDATA3[255:128]
	160	DDATA4TODDATA0		DDATA0 = DDATA4
	161	DDATA4TODDATA1		DDATA1 = DDATA4
	162	DDATA4TODDATA2		DDATA2 = DDATA4
	163	DDATA4TODDATA3		DDATA3 = DDATA4
	165	DDATA4LTODATA0		DATA0 = DDATA4[127:0]
	166	DDATA4HTODATA1		DATA1 = DDATA4[255:128]
	167	DDATA4LTODATA2		DATA2 = DDATA4[127:0]
	168	DATA0TODDATA0		DDATA0 = DATA0
	169	DATA0TODDATA1		DDATA1 = DATA0
	176	DATA1TODDATA0		DDATA0 = DATA1
	177	DATA1TODDATA1		DDATA1 = DATA1
	184	DATA2TODDATA0		DDATA0 = DATA2
	185	DATA2TODDATA1		DDATA1 = DATA2
	186	DATA2TODDATA2		DDATA2 = DATA2
	192	SELDDATA0DDATA0		Use DDATA0 as V0, DDATA0 as V1
	193	SELDDATA1DDATA0		Use DDATA1 as V0, DDATA0 as V1
	194	SELDDATA2DDATA0		Use DDATA2 as V0, DDATA0 as V1
	195	SELDDATA3DDATA0		Use DDATA3 as V0, DDATA0 as V1
	196	SELDDATA4DDATA0		Use DDATA4 as V0, DDATA0 as V1
	197	SELDATA0DDATA0		Use DATA0 as V0, DDATA0 as V1
	198	SELDATA1DDATA0		Use DATA1 as V0, DDATA1 as V1
	199	SELDATA2DDATA0		Use DATA2 as V0, DDATA2 as V1
	200	SELDDATA0DDATA1		Use DDATA0 as V0, DDATA1 as V1
	201	SELDDATA1DDATA1		Use DDATA1 as V0, DDATA1 as V1
	202	SELDDATA2DDATA1		Use DDATA2 as V0, DDATA1 as V1
	203	SELDDATA3DDATA1		Use DDATA3 as V0, DDATA1 as V1
	204	SELDDATA4DDATA1		Use DDATA4 as V0, DDATA1 as V1
	205	SELDATA0DDATA1		Use DATA0 as V0, DDATA0 as V1

Bit	Name	Reset	Access	Description
	206	SELDATA1DDATA1		Use DATA1 as V0, DDATA1 as V1
	207	SELDATA2DDATA1		Use DATA2 as V0, DDATA2 as V1
	208	SELDDATA0DDATA2		Use DDATA0 as V0, DDATA2 as V1
	209	SELDDATA1DDATA2		Use DDATA1 as V0, DDATA2 as V1
	210	SELDDATA2DDATA2		Use DDATA2 as V0, DDATA2 as V1
	211	SELDDATA3DDATA2		Use DDATA3 as V0, DDATA2 as V1
	212	SELDDATA4DDATA2		Use DDATA4 as V0, DDATA2 as V1
	213	SELDATA0DDATA2		Use DATA0 as V0, DDATA0 as V1
	214	SELDATA1DDATA2		Use DATA1 as V0, DDATA1 as V1
	215	SELDATA2DDATA2		Use DATA2 as V0, DDATA2 as V1
	216	SELDDATA0DDATA3		Use DDATA0 as V0, DDATA3 as V1
	217	SELDDATA1DDATA3		Use DDATA1 as V0, DDATA3 as V1
	218	SELDDATA2DDATA3		Use DDATA2 as V0, DDATA3 as V1
	219	SELDDATA3DDATA3		Use DDATA3 as V0, DDATA3 as V1
	220	SELDDATA4DDATA3		Use DDATA4 as V0, DDATA3 as V1
	221	SELDATA0DDATA3		Use DATA0 as V0, DDATA0 as V1
	222	SELDATA1DDATA3		Use DATA1 as V0, DDATA1 as V1
	223	SELDATA2DDATA3		Use DATA2 as V0, DDATA2 as V1
	224	SELDDATA0DDATA4		Use DDATA0 as V0, DDATA4 as V1
	225	SELDDATA1DDATA4		Use DDATA1 as V0, DDATA4 as V1
	226	SELDDATA2DDATA4		Use DDATA2 as V0, DDATA4 as V1
	227	SELDDATA3DDATA4		Use DDATA3 as V0, DDATA4 as V1
	228	SELDDATA4DDATA4		Use DDATA4 as V0, DDATA4 as V1
	229	SELDATA0DDATA4		Use DATA0 as V0, DDATA4 as V1
	230	SELDATA1DDATA4		Use DATA1 as V0, DDATA4 as V1
	231	SELDATA2DDATA4		Use DATA2 as V0, DDATA4 as V1
	232	SELDDATA0DATA0		Use DDATA0 as V0, DATA0 as V1
	233	SELDDATA1DATA0		Use DDATA1 as V0, DATA0 as V1
	234	SELDDATA2DATA0		Use DDATA2 as V0, DATA0 as V1
	235	SELDDATA3DATA0		Use DDATA3 as V0, DATA0 as V1
	236	SELDDATA4DATA0		Use DDATA4 as V0, DATA0 as V1
	237	SELDATA0DATA0		Use DATA0 as V0, DATA0 as V1
	238	SELDATA1DATA0		Use DATA1 as V0, DATA0 as V1
	239	SELDATA2DATA0		Use DATA2 as V0, DATA0 as V1
	240	SELDDATA0DATA1		Use DDATA0 as V0, DATA1 as V1
	241	SELDDATA1DATA1		Use DDATA1 as V0, DATA1 as V1
	242	SELDDATA2DATA1		Use DDATA2 as V0, DATA1 as V1

Bit	Name	Reset	Access	Description
	243	SELDDATA3DATA1		Use DDATA3 as V0, DATA1 as V1
	244	SELDDATA4DATA1		Use DDATA4 as V0, DATA1 as V1
	245	SELDATA0DATA1		Use DATA0 as V0, DATA1 as V1
	246	SELDATA1DATA1		Use DATA1 as V0, DATA1 as V1
	247	SELDATA2DATA1		Use DATA2 as V0, DATA1 as V1
	248	EXECIFA		Run following if in A sequence
	249	EXECIFB		Run following if in B sequence
	250	EXECIFNLAST		Run following if in last iteration of combined A and B sequence
	251	EXECIFLAST		Run following if in last iteration of combined A and B sequence
	252	EXECIFCARRY		Run following if CARRY bit is set
	253	EXECIFNCARRY		Run following if CARRY bit is not set
	254	EXECALWAYS		Resume execution

27.6.4 CRYPTO_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	6	5	4	3	2	1	0
Reset																														0	0	0
Access																														R	R	R
Name																														DMAACTIVE	INSTRRUNNING	SEQRUNNING

Bit	Name	Reset	Access	Description
31:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
2	DMAACTIVE	0	R	**DMA Action is Active**
	This bit indicates that the AES module is waiting for a DMA transfer to complete.			
1	INSTRRUNNING	0	R	**Action is Active**
	This bit indicates that the AES module busy executing an instruction. The origin of the instruction is either through CRYPTO_CMD or due to a running SEQUENCE.			
0	SEQRUNNING	0	R	**AES SEQUENCE Running**
	This bit indicates that the AES module is running an encryption/decryption SEQUENCE.			

27.6.5 CRYPTO_DSTATUS - Data Status 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								0				X	0xX								0xX								0xX			
Access								R				R	R								R								R			
Name								CARRY				DDATA1MSB	DDATA0MSBS								DDATA0LSBS								DATA0ZERO			

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24	CARRY	0	R	**Carry From Arithmetic Operation**
	Set on carry from arithmetic operations			
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	DDATA1MSB	X	R	**MSB in DDATA1**
	Allows read of 255 in DDATA1. Does not depend on RESULTWIDTH in CRYPTO_WAC			
19:16	DDATA0MSBS	0xX	R	**MSB in DDATA0**
	Allows read of 4 MSBs in DDATA0. The bits depend on RESULTWIDTH in CRYPTO_WAC			
15:12	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
11:8	DDATA0LSBS	0xX	R	**LSBs in DDATA0**
	Allows read of 4 LSBs in DDATA0			
7:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	DATA0ZERO	0xX	R	**Data 0 Zero**
	This field contains flags indicating if any 32 bit part of DATA0 is 0.			

Value	Mode	Description
1	ZERO0TO31	In DATA0 bits 0 to 31 are all zero.
2	ZERO32TO63	In DATA0 bits 32 to 63 are all zero.
4	ZERO64TO95	In DATA0 bits 64 to 95 are all zero.
8	ZERO96TO127	In DATA0 bits 96 to 127 are all zero.

27.6.6 CRYPTO_CSTATUS - Control Status 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										0x00					0	0							0x2								0x1	
Access										R					R	R							R								R	
Name										SEQIP					SEQSKIP	SEQPART							V1								V0	

Bit	Name	Reset	Access	Description
31:25	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
24:20	SEQIP	0x00	R	**Sequence Next Instruction Pointer**
	Next sequence instruction when in halted sequence			
19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	SEQSKIP	0	R	**Sequence Skip Next Instruction**
	When in halted sequence, tells whether next instruction will be skipped			
16	SEQPART	0	R	**Sequence Part**
	Shows whether currently in part A or B of a sequence			

Value	Mode	Description
0	SEQA	
1	SEQB	

Bit	Name	Reset	Access	Description
15:11	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
10:8	V1	0x2	R	**Selected ALU Operand 1**
	Selectable operand for arithmetic operations			

Value	Mode	Description
0	DDATA0	
1	DDATA1	
2	DDATA2	
3	DDATA3	
4	DDATA4	
5	DATA0	
6	DATA1	
7	DATA2	

Bit	Name	Reset	Access	Description
7:3	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
2:0	V0	0x1	R	**Selected ALU Operand 0**

Selectable operand for arithmetic operations

Value	Mode	Description
0	DDATA0	
1	DDATA1	
2	DDATA2	
3	DDATA3	
4	DDATA4	
5	DATA0	
6	DATA1	
7	DATA2	

27.6.7 CRYPTO_KEY - KEY Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	KEY																															

Bit	Name	Reset	Access	Description
31:0	KEY	0xXXXXXXXX	RWH	**Key Access**

Access the KEY. 4x32bits (8x32bits if AES256 in CRYPTO_CTRL is set) read/write accesses are required to fully read/write KEY.

27.6.8 CRYPTO_KEYBUF - KEY Buffer Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	KEYBUF																															

Bit	Name	Reset	Access	Description
31:0	KEYBUF	0xXXXXXXXX	RWH	**Key Buffer Access**
	Access to KEYBUF. 4x32bits (8x32bits if AES256 in CRYPTO_CTRL is set) read/write accesses are required to fully read/write KEYBUF			

27.6.9 CRYPTO_SEQCTRL - Sequence Control

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	0x0		0x0				0x0								0x0000													
Access	RW		RW	RW	RWH		RWH				RW								RWH													
Name	HALT		DMA1PRESA	DMA0PRESA	DMA1SKIP		DMA0SKIP				BLOCKSIZE								LENGTHA													

Bit	Name	Reset	Access	Description
31	HALT	0	RW	**Halt Sequence**
	Allows stepping through CRYPTO instructions in the sequence for debugging.			
30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	DMA1PRESA	0	RW	**DMA1 Preserve a**
	Set to write skipped bytes back on next DMA1WR triggered write. Use this together with DMA1SKIP to enable in-place conversions with CRYPTO			
28	DMA0PRESA	0	RW	**DMA0 Preserve a**
	Set to write skipped bytes back on next DMA0WR triggered write. Use this together with DMA0SKIP to enable in-place conversions with CRYPTO			
27:26	DMA1SKIP	0x0	RWH	**DMA1 Skip**
	Set to number of bytes to exclude from data received by next DMA1RD insruction			
25:24	DMA0SKIP	0x0	RWH	**DMA0 Skip**
	Set to number of bytes to exclude from data received by next DMA0RD insruction			
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	BLOCKSIZE	0x0	RW	**Size of Data Blocks**
	Defines the width of blocks processed in each iteration of a sequence running on a dataset (see related note in 27.4.3 Repeated Sequence)			

Value	Mode	Description
0	16BYTES	A block is 16 bytes long
1	32BYTES	A block is 32 bytes long
2	64BYTES	A block is 64 bytes long

19:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:0	LENGTHA	0x0000	RWH	**Buffer Length a in Bytes**
	This field sets the number of bytes to be handled during the repeated sequence. Set it to the exact number of bytes. If the number is not a multiple of BLOCKSIZE, the last data block is zero-padded. Format is unsigned integer.			

27.6.10 CRYPTO_SEQCTRLB - Sequence Control B

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			0	0																					0x0000						
Access			RW	RW																					RWH						
Name			DMA1PRESB	DMA0PRESB																					LENGTHB						

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29	DMA1PRESB	0	RW	**DMA1 Preserve B**
	For unaligned sequences, set this bit along with DMA1PRESA for in-place conversions where all data is written out from CRYPTO again. If only the second part of a data-set is written, enable only this to preserve the data read in during part A			
28	DMA0PRESB	0	RW	**DMA0 Preserve B**
	For unaligned sequences, set this bit along with DMA0PRESA for in-place conversions where all data is written out from CRYPTO again. If only the second part of a data-set is written, enable only this to preserve the data read in during part A			
27:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:0	LENGTHB	0x0000	RWH	**Buffer Length B in Bytes**
	Sets the number of bytes to be handled in a second iteration over a programmed sequence.			

27.6.11 CRYPTO_IF - AES Interrupt Flags

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	0	0
Access																													R	R	R	R
Name																													BUFUF	BUFOF	SEQDONE	INSTRDONE

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	BUFUF	0	R	**Buffer Underflow**
	Set if the buffer READBUFFER experiences an underflow when attempting a read.			
2	BUFOF	0	R	**Buffer Overflow**
	Set if the buffer WRITEBUFFER experiences an overflow when attempting a write.			
1	SEQDONE	0	R	**Sequence Done**
	Set when an instruction sequence has completed			
0	INSTRDONE	0	R	**Instruction Done**
	Set when an instruction has completed			

27.6.12 CRYPTO_IFS - Interrupt Flag Set 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																													0	0	0	0
Access																													W1	W1	W1	W1
Name																													BUFUF	BUFOF	SEQDONE	INSTRDONE

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	BUFUF	0	W1	**Set BUFUF Interrupt Flag**
	Write 1 to set the BUFUF interrupt flag			
2	BUFOF	0	W1	**Set BUFOF Interrupt Flag**
	Write 1 to set the BUFOF interrupt flag			
1	SEQDONE	0	W1	**Set SEQDONE Interrupt Flag**
	Write 1 to set the SEQDONE interrupt flag			
0	INSTRDONE	0	W1	**Set INSTRDONE Interrupt Flag**
	Write 1 to set the INSTRDONE interrupt flag			

27.6.13 CRYPTO_IFC - Interrupt Flag Clear 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																													0	0	0	0
Access																													(R)W1	(R)W1	(R)W1	(R)W1
Name																													BUFUF	BUFOF	SEQDONE	INSTRDONE

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	BUFUF	0	(R)W1	**Clear BUFUF Interrupt Flag**
	Write 1 to clear the BUFUF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
2	BUFOF	0	(R)W1	**Clear BUFOF Interrupt Flag**
	Write 1 to clear the BUFOF interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
1	SEQDONE	0	(R)W1	**Clear SEQDONE Interrupt Flag**
	Write 1 to clear the SEQDONE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
0	INSTRDONE	0	(R)W1	**Clear INSTRDONE Interrupt Flag**
	Write 1 to clear the INSTRDONE interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

27.6.14 CRYPTO_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	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																													0	0	0	0
Access																													RW	RW	RW	RW
Name																													BUFUF	BUFOF	SEQDONE	INSTRDONE

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3	BUFUF	0	RW	**BUFUF Interrupt Enable**
	Enable/disable the BUFUF interrupt			
2	BUFOF	0	RW	**BUFOF Interrupt Enable**
	Enable/disable the BUFOF interrupt			
1	SEQDONE	0	RW	**SEQDONE Interrupt Enable**
	Enable/disable the SEQDONE interrupt			
0	INSTRDONE	0	RW	**INSTRDONE Interrupt Enable**
	Enable/disable the INSTRDONE interrupt			

27.6.15 CRYPTO_SEQ0 - Sequence Register 0

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	0x00								0x00								0x00								0x00							
Access	RW								RW								RW								RW							
Name	INSTR3								INSTR2								INSTR1								INSTR0							

Bit	Name	Reset	Access	Description
31:24	INSTR3	0x00	RW	**Sequence Instruction 3**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
23:16	INSTR2	0x00	RW	**Sequence Instruction 2**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
15:8	INSTR1	0x00	RW	**Sequence Instruction 1**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
7:0	INSTR0	0x00	RW	**Sequence Instruction 0**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			

27.6.16 CRYPTO_SEQ1 - Sequence Register 1

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	0x00								0x00								0x00								0x00							
Access	RW								RW								RW								RW							
Name	INSTR7								INSTR6								INSTR5								INSTR4							

Bit	Name	Reset	Access	Description
31:24	INSTR7	0x00	RW	**Sequence Instruction 7**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
23:16	INSTR6	0x00	RW	**Sequence Instruction 6**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
15:8	INSTR5	0x00	RW	**Sequence Instruction 5**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
7:0	INSTR4	0x00	RW	**Sequence Instruction 4**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			

27.6.17 CRYPTO_SEQ2 - Sequence Register 2

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	0x00								0x00								0x00								0x00							
Access	RW								RW								RW								RW							
Name	INSTR11								INSTR10								INSTR9								INSTR8							

Bit	Name	Reset	Access	Description
31:24	INSTR11	0x00	RW	**Sequence Instruction 11**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
23:16	INSTR10	0x00	RW	**Sequence Instruction 10**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
15:8	INSTR9	0x00	RW	**Sequence Instruction 9**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
7:0	INSTR8	0x00	RW	**Sequence Instruction 8**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			

27.6.18 CRYPTO_SEQ3 - Sequence Register 3

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								0x00								0x00								0x00							
Access	RW								RW								RW								RW							
Name	INSTR15								INSTR14								INSTR13								INSTR12							

Bit	Name	Reset	Access	Description
31:24	INSTR15	0x00	RW	**Sequence Instruction 15**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
23:16	INSTR14	0x00	RW	**Sequence Instruction 14**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
15:8	INSTR13	0x00	RW	**Sequence Instruction 13**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
7:0	INSTR12	0x00	RW	**Sequence Instruction 12**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			

27.6.19 CRYPTO_SEQ4 - Sequence Register 4

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	0x00								0x00								0x00								0x00							
Access	RW								RW								RW								RW							
Name	INSTR19								INSTR18								INSTR17								INSTR16							

Bit	Name	Reset	Access	Description
31:24	INSTR19	0x00	RW	**Sequence Instruction 19**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
23:16	INSTR18	0x00	RW	**Sequence Instruction 18**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
15:8	INSTR17	0x00	RW	**Sequence Instruction 17**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			
7:0	INSTR16	0x00	RW	**Sequence Instruction 16**
	Sequence instruction. See INSTR in CRYPTO_CMD for a possible values.			

27.6.20 CRYPTO_DATA0 - DATA0 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DATA0																															

Bit	Name	Reset	Access	Description
31:0	DATA0	0xXXXXXXXX	RWH	**Data 0 Access**
	Access to DATA0. 4x32bits read/write accesses are required to fully read/write DATA0			

27.6.21 CRYPTO_DATA1 - DATA1 Register Access (No Bit Access) (Actionable Reads)

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	3	2	1	0
Reset	0xXXXXXXXX																															
Access	RWH																															
Name	DATA1																															

Bit	Name	Reset	Access	Description
31:0	DATA1	0xXXXXXXXX	RWH	**Data 1 Access**
	Access to DATA1. 4x32bits read/write accesses are required to fully read/write DATA1			

27.6.22 CRYPTO_DATA2 - DATA2 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DATA2																															

Bit	Name	Reset	Access	Description
31:0	DATA2	0xXXXXXXXX	RWH	**Data 2 Access**
	Access to DATA2. 4x32bits read/write accesses are required to fully read/write DATA2.			

27.6.23 CRYPTO_DATA3 - DATA3 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DATA3																															

Bit	Name	Reset	Access	Description
31:0	DATA3	0xXXXXXXXX	RWH	**Data 3 Access**
	Access to DATA3. 4x32bits read/write accesses are required to fully read/write DATA3.			

27.6.24 CRYPTO_DATA0XOR - DATA0XOR Register Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x0A0	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RWH																															
Name	DATA0XOR																															

Bit	Name	Reset	Access	Description
31:0	DATA0XOR	0xXXXXXXXX	RWH	**XOR Data 0 Access**

Any value written to this register will be XOR'ed with the value of DATA0. The result is stored in DATA0. Reads return DATA0 directly. 4x32bits read/write accesses are required to perform a full XOR write to DATA0

27.6.25 CRYPTO_DATA0BYTE - DATA0 Register Byte Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x0B0	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									DATA0BYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0BYTE	0xXX	RWH	**Data 0 Byte Access**

Access to DATA0. 16x8bits read/write accesses are required to fully read/write DATA0. Accesses must be performed in multiples of 4, or data incoherency may occur

27.6.26 CRYPTO_DATA1BYTE - DATA1 Register Byte Access (No Bit Access) (Actionable Reads)

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																									0xXX							
Access																									RWH							
Name																									DATA1BYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA1BYTE	0xXX	RWH	**Data 1 Byte Access**
	Access to DATA1. 16x8bits read/write accesses are required to fully read/write DATA1. Accesses must be performed in multiples of 4, or data incoherency may occur			

27.6.27 CRYPTO_DATA0XORBYTE - DATA0 Register Byte XOR Access (No Bit Access) (Actionable Reads)

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	7	6	5	4	3	2	1	0
Reset																									0xXX							
Access																									RWH							
Name																									DATA0XORBYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0XORBYTE	0xXX	RWH	**Data 0 XOR Byte Access**
	Access to DATA0. 16x8bits read/write accesses are required to fully read/write DATA0. Written data is XOR'ed with the already present data in DATA0. Accesses must be performed in multiples of 4, or data incoherency may occur			

27.6.28 CRYPTO_DATA0BYTE12 - DATA0 Register Byte 12 Access (No Bit Access)

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	7	6	5	4	3	2	1	0
Reset																									0xXX							
Access																									RWH							
Name																									DATA0BYTE12							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0BYTE12	0xXX	RWH	**Data 0 Byte 12 Access**
	Access to DATA0 byte 12.			

27.6.29 CRYPTO_DATA0BYTE13 - DATA0 Register Byte 13 Access (No Bit Access)

Offset	Bit Position																													
0x0C4	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									DATA0BYTE13							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0BYTE13	0xXX	RWH	**Data 0 Byte 13 Access**
	Access to DATA0 byte 13.			

27.6.30 CRYPTO_DATA0BYTE14 - DATA0 Register Byte 14 Access (No Bit Access)

Offset	Bit Position																													
0x0C8	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									DATA0BYTE14							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0BYTE14	0xXX	RWH	**Data 0 Byte 14 Access**
	Access to DATA0 byte 14.			

27.6.31 CRYPTO_DATA0BYTE15 - DATA0 Register Byte 15 Access (No Bit Access)

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																									0xXX							
Access																									RWH							
Name																									DATA0BYTE15							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DATA0BYTE15	0xXX	RWH	**Data 0 Byte 15 Access**
	Access to DATA0 byte 15.			

27.6.32 CRYPTO_DDATA0 - DDATA0 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA0																															

Bit	Name	Reset	Access	Description
31:0	DDATA0	0xXXXXXXXX	RWH	**Double Data 0 Access**
	Access to DDATA0. 8x32bits read/write accesses are required to fully read/write DDATA0.			

27.6.33 CRYPTO_DDATA1 - DDATA1 Register Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																															
0x104	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA1																															

Bit	Name	Reset	Access	Description
31:0	DDATA1	0xXXXXXXXX	RWH	**Double Data 0 Access**
	Access to DDATA1, which is equal to the full width of KEY regardless of AES256 in CRYPTO_CTRL. 8x32bits read/write accesses are required to fully read/write DDATA1.			

27.6.34 CRYPTO_DDATA2 - DDATA2 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA2																															

Bit	Name	Reset	Access	Description
31:0	DDATA2	0xXXXXXXXX	RWH	**Double Data 0 Access**
	Access to DDATA2, which consists of {DATA1, DATA0}. 8x32bits read/write accesses are required to fully read/write DDATA2.			

27.6.35 CRYPTO_DDATA3 - DDATA3 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA3																															

Bit	Name	Reset	Access	Description
31:0	DDATA3	0xXXXXXXXX	RWH	**Double Data 0 Access**
	Access to DDATA3, which consists of {DATA3, DATA2}. 8x32bits read/write accesses are required to fully read/write DDATA3.			

27.6.36 CRYPTO_DDATA4 - DDATA4 Register Access (No Bit Access) (Actionable Reads)

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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA4																															

Bit	Name	Reset	Access	Description
31:0	DDATA4	0xXXXXXXXX	RWH	**Double Data 0 Access**

Access to DDATA4, which is equal to the full width of KEYBUF regardless of AES256 in CRYPTO_CTRL. 8x32bits read/write accesses are required to fully read/write DDATA4.

27.6.37 CRYPTO_DDATA0BIG - DDATA0 Register Big Endian Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x130	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RWH																															
Name	DDATA0BIG																															

Bit	Name	Reset	Access	Description
31:0	DDATA0BIG	0xXXXXXXXX	RWH	**Double Data 0 Big Endian Access**

Big endian access to DDATA0. 8x32bits read/write accesses are required to fully read/write DDATA0.

27.6.38 CRYPTO_DDATA0BYTE - DDATA0 Register Byte Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x140	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									DDATA0BYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DDATA0BYTE	0xXX	RWH	**Ddata 0 Byte Access**
		Access to DDATA0. 32x8bits read/write accesses are required to fully read/write DDATA0. Accesses must be performed in multiples of 4, or data incoherency may occur		

27.6.39 CRYPTO_DDATA1BYTE - DDATA1 Register Byte Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x144	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									DDATA1BYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	DDATA1BYTE	0xXX	RWH	**Ddata 1 Byte Access**
		Access to DDATA1. 32x8bits read/write accesses are required to fully read/write DDATA1. Accesses must be performed in multiples of 4, or data incoherency may occur		

27.6.40 CRYPTO_DDATA0BYTE32 - DDATA0 Register Byte 32 Access (No Bit Access)

Offset	Bit Position																															
0x148	31	30	29	28	27	26	25	24	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																													0xX				
Access																													RWH				
Name																													DDATA0BYTE32				

Bit	Name	Reset	Access	Description
31:4	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
3:0	DDATA0BYTE32	0xX	RWH	**Ddata 0 Byte 32 Access**
	Access to DDATA0 byte 32. This is used when RESULTWIDTH in CRYPTO_WAC is set to 260BIT.			

27.6.41 CRYPTO_QDATA0 - QDATA0 Register Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																															
0x180	31	30	29	28	27	26	25	24	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																0xXXXXXXXX																
Access																RWH																
Name																QDATA0																

Bit	Name	Reset	Access	Description
31:0	QDATA0	0xXXXXXXXX	RWH	**Quad Data 0 Access**
	Access to QDATA0, which is equal to {DDATA1, DDATA0}. 16x32bits read/write accesses are required to fully read/write QDATA0.			

27.6.42 CRYPTO_QDATA1 - QDATA1 Register Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x184	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RWH																															
Name	QDATA1																															

Bit	Name	Reset	Access	Description
31:0	QDATA1	0xXXXXXXXX	RWH	**Quad Data 1 Access**

Access to QDATA1, which is equal to {DATA3, DATA2, DATA1, DATA0} and {DDATA3, DDATA2}. 16x32bits read/write accesses are required to fully read/write QDATA1.

27.6.43 CRYPTO_QDATA1BIG - QDATA1 Register Big Endian Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																													
0x1A4	31	30	29	28	27	26	25	24	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	0xXXXXXXXX																															
Access	RWH																															
Name	QDATA1BIG																															

Bit	Name	Reset	Access	Description
31:0	QDATA1BIG	0xXXXXXXXX	RWH	**Quad Data 1 Big Endian Access**

Big endian access to QDATA1, which is equal to {DATA3, DATA2, DATA1, DATA0} and {DDATA3, DDATA2}. 16x32bits read/write accesses are required to fully read/write QDATA1.

27.6.44 CRYPTO_QDATA0BYTE - QDATA0 Register Byte Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																															
0x1C0	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									QDATA0BYTE							

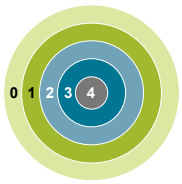
Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	QDATA0BYTE	0xXX	RWH	**Qdata 0 Byte Access**
		Access to QDATA0. 64x8bits read/write accesses are required to fully read/write QDATA0. Accesses must be performed in multiples of 4, or data incoherency may occur		

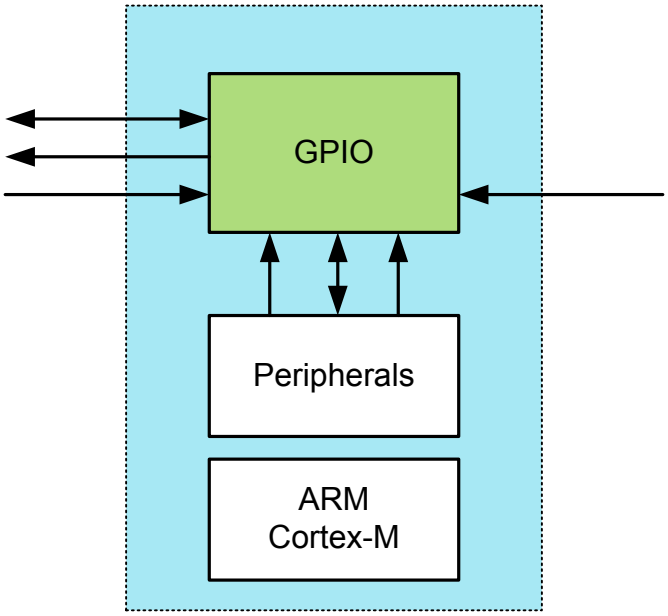
27.6.45 CRYPTO_QDATA1BYTE - QDATA1 Register Byte Access (No Bit Access) (Actionable Reads)

Offset	Bit Position																															
0x1C4	31	30	29	28	27	26	25	24	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							
Access																									RWH							
Name																									QDATA1BYTE							

Bit	Name	Reset	Access	Description
31:8	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
7:0	QDATA1BYTE	0xXX	RWH	**Qdata 1 Byte Access**
		Access to QDATA1. 64x8bits read/write accesses are required to fully read/write QDATA1. Accesses must be performed in multiples of 4, or data incoherency may occur		

28. GPIO - General Purpose Input/Output





Quick Facts

What?

The General Purpose Input/Output (GPIO) is used for pin configuration, 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.

28.1 Introduction

In the EFR32xG1 Wireless Gecko devices the General Purpose Input/Output (GPIO) pins are organized into ports with up to 16 pins each. These GPIO pins can individually be configured as either an output or input. More advanced configurations like open-drain, open-source, and glitch filtering can be configured for each individual GPIO pin. 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 enable 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.

Note: To use the GPIO, the GPIO clock must first be enabled in CMU_HFBUSCLKEN0. Setting this bit enables the HFBUSCLK for the GPIO.

28.2 Features

- Individual configuration for each pin
  - Tristate (reset state)
  - Push-pull
  - Open-drain
  - Pull-up resistor
  - Pull-down resistor
  - Drive strength
    - 1 mA
    - 10 mA
  - Slewrate
  - Over Voltage Tolerance
- EM4 IO pin retention
  - Output enable
  - Output value
  - Pull enable
  - Pull direction
  - Over Voltage Tolerance
- EM4 wake-up on selected GPIO pins
- Glitch suppression input filter
- 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 register for output data
- Dedicated data input register (read-only)
- Interrupts
  - 2 Interrupt lines using either levels or edges
    - EM4 wake-up pins are selectable for level interrupts
    - All GPIO pins are selectable for edge interrupts
  - Separate enable, status, set and clear registers
  - Asynchronous sensing
  - Rising, falling or both edges
  - High or low level detection
  - Wake up from EM0 Active-EM3 Stop
- Peripheral Reflex System producer
  - All GPIO pins are selectable
- Configuration lock functionality to avoid accidental changes

28.3 Functional Description

An overview of the GPIO module is shown in Figure 28.1 Pin Configuration on page 904. The GPIO pins are grouped into 16-pin ports. Each individual GPIO pin is called Pxn 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 are disabled for all pins on the device, except for the Serial Wire Debug pins.

To use a pin, the Mode Register (GPIO_Px_MODEL/GPIO_Px_MODEH) 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 28.3.1 Pin Configuration. When the port is 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 the BITSET address of the GPIO_Px_DOUT register sets the DOUT bits
- Writing the BITCLEAR address of the GPIO_Px_DOUT register clears the DOUT bits
- Writing the GPIO_Px_DOUTTGL register toggles the corresponding DOUT bits

Reading the GPIO_Px_DOUT register will return its contents. Reading the GPIO_Px_DOUTTGL register will return 0.

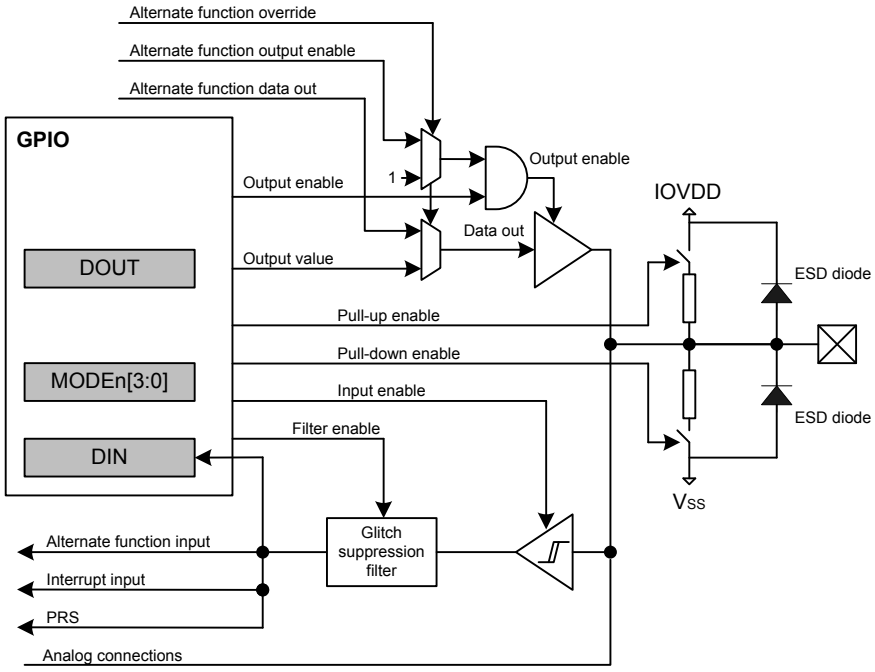


Figure 28.1. Pin Configuration

28.3.1 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 28.1 Pin Configuration on page 905 shows the available configurations.

Table 28.1. Pin Configuration

MODEn	Input	Output	DOUT	Pull-down	Pull-up	Alt Port Ctrl	Input Filter	Description
DISABLED	Disabled	Disabled	0					Input disabled
			1		On			Input disabled with pull-up
INPUT	Enabled if not DINDIS		0					Input enabled
			1				On	Input enabled with filter
INPUTPULL			0	On				Input enabled with pull-down
			1		On			Input enabled with pull-up
INPUTPULLFILTER			0	On			On	Input enabled with pull-down and filter
			1		On		On	Input enabled with pull-up and filter
PUSHPULL		Push-pull	x					Push-pull
PUSHPULLALT			x			On		Push-pull with alternate port control values
WIREDOR		Open Source (Wired-OR)	x					Open-source
WIREDORPULLDOWN			x	On				Open-source with pull-down
WIREDAND		Open Drain (Wired-AND)	x					Open-drain
WIREDANDFILTER			x				On	Open-drain with filter
WIREDANDPULLUP			x		On			Open-drain with pull-up
WIREDANDPULLUPFILTER			x		On		On	Open-drain with pull-up and filter
WIREDANDALT			x			On		Open-drain with alternate port control values
WIREDANDALTFILTER			x			On	On	Open-drain with alternate port control values and filter
WIREDANDALTPULLUP			x		On	On		Open-drain with alternate port control values and pull-up
WIREDANDALTPULLUPFILTER			x		On	On	On	Open-drain with alternate port control values, pull-up and filter

MODEn determines which mode the pin is in at a given time. Setting MODEn to DISABLED disables the pin, reducing power consumption to a minimum. When the output driver, input driver and Over Voltage Tolerance is disabled, the pin can be used as a connection for an analog module. An input is enabled by setting MODEn to any value other than DISABLED while DINDIS for the given port is cleared.

Set DINDIS to disable the input of a gpio port. The pull-up, pull-down and glitch filter function can optionally be applied to the input, see Figure 28.2 Tristated Output With Optional Pull-up or Pull-down on page 906.

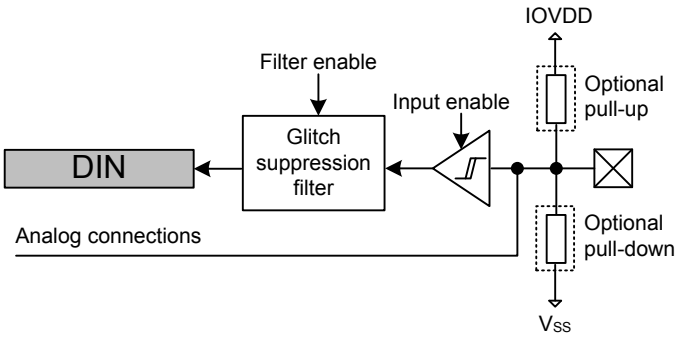


Figure 28.2. Tristated Output With Optional Pull-up or Pull-down

When MODEn is PUSHPULL or PUSHPULLALT, the pin operates in push-pull mode. In this mode, the pin can have alternate port control values and can be driven either high or low, dependent on the value of GPIO_Px_DOUT. The push-pull configuration is shown in Figure 28.3 Push-Pull Configuration on page 906.

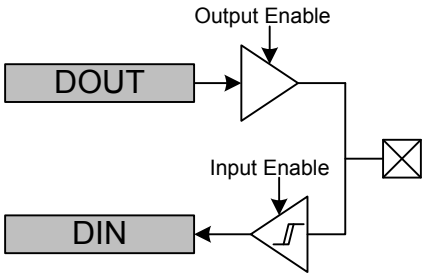


Figure 28.3. Push-Pull Configuration

When MODEn is WIREDOR or WIREDORPULLDOWN, the pin operates in open-source mode (with a pull-down resistor for WIREDORPULLDOWN). When driving a high value in open-source mode, the pull-down is disconnected to save power.

When the mode is prefixed with WIREDAND, the pin operates in open-drain mode as shown in Figure 28.4 Open-drain on page 906. In open-drain mode, the pin can have an input filter, a pull-up, alternate port control values or any combination of these. When driving a low value in open-drain mode, the pull-up is disconnected to save power.

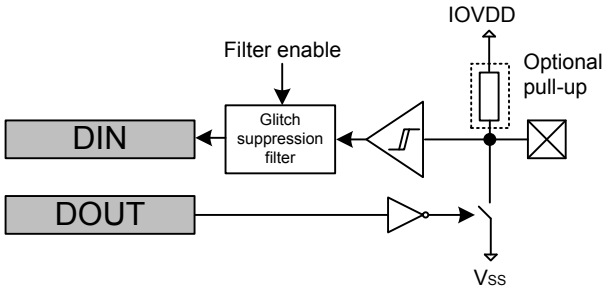


Figure 28.4. Open-drain

28.3.1.1 Over Voltage Tolerance

Over voltage capability is available for most pins. If available, it allows the pin to be used at the minimum of IOVDD + 2V and 5.5V (for 5V tolerant pads). The data sheet specifies which pins can be used as 5V tolerant pins. Default over voltage is enabled for each pin supporting that feature. Over voltage tolerance (OVT) can be disabled on a per pin basis. The over voltage tolerance feature applied to the selected pins is configured in the GPIO_Px_OVTDIS register. Disabling the over voltage tolerance for a pin will provide less distortion on that pin, which is useful when the pin is used as analog input.

28.3.1.2 Alternate Port Control

The Alternate Port Control allows for additional flexibilty of port level settings. A user may setup two different port configurations (normal and alternate modes) and select which is applied on a pin by pin bases. For example you may configure half of port A to use the low drive strength setting (normal mode) while the other half uses high drive strength (alternate mode).

Alternate port control is enabled when MODEn is set to any of the ALT enumerated modes (ie. PUSHPULLALT). When MODEn is an alternate mode, the pin uses the alternate port control values specified in the DINDISALT,SLEWRATEALT, and DRIVESTRENGTHALT fields in GPIO_Px_CTRL. In all other modes, the port control values are used from the DINDIS,SLEWRATE, and DRIVESTRENGTH fields in GPIO_Px_CTRL.

28.3.1.3 Drive Strength

The drive strength can be applied to pins on a port-by-port basis. The drive strength applied to pins configured using normal MODEn settings can be controlled using the DRIVESTRENGTH field in GPIO_Px_CTRL. The drive strength applied to pins configured using alternate MODEn settings can be controlled using the DRIVESTRENGTHALT field.

28.3.1.4 Slewrate

The slewrate can be applied to pins on a port-by-port basis. The slewrate applied to pins configured using normal MODEn settings can be controlled using the SLEWRATE fields in GPIO_Px_CTRL. The slewrate applied to pins configured using the alternate MODEn settings can be controlled using the SLEWRATEALT field.

28.3.1.5 Input Disable

The pin inputs can be disabled on a port-by-port basis. The input of pins configured using the normal MODEn settings can be disabled by setting DINDIS in GPIO_Px_CTRL. The input of pins configured using the alternate MODEn settings can be disabled by setting DINDISALT.

28.3.1.6 Configuration Lock

GPIO_Px_MODEL, GPIO_Px_MODEH, GPIO_Px_CTRL, GPIO_Px_PINLOCKN, GPIO_Px_OVTDIS, GPIO_EXTIPSELL, GPIO_EXTIPSELH, GPIO_EXTIPINSELL, GPIO_EXTIPINSELH, GPIO_INSENSE, GPIO_ROUTEPEN, and GPIO_ROUTELOC0 can be locked by writing any value other 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_DOUTTGL, and GPIO_Px_OVTDIS can be locked individually for each pin by clearing the corresponding bit in GPIO_Px_PINLOCKN. When a bit in the GPIO_Px_PINLOCKN register is cleared, it will stay cleared until reset.

28.3.2 EM4 Wake-up

It is possible to trigger a wake-up from EM4 using any of the selectable EM4WU GPIO pins. 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_EXTILEVEL register.

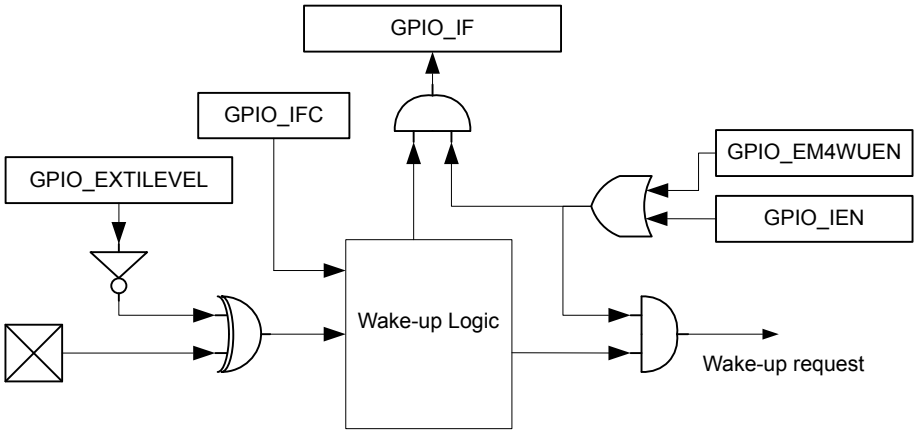


Figure 28.5. EM4 Wake-up Logic

The pins used for EM4 wake-up must be configured as inputs with glitch filters using the GPIO_Px_MODEL/GPIO_Px_MODEH register. If the input is disabled and the wakeup polarity is low, a false wakeup will occur when entering EM4. If the input is enabled, the glitch filtered is disabled, and the polarity is set low, a glitch will occur when going into EM4 that will cause an immediate wake-up. Before going down to EM4, it is important to clear the wake-up logic by setting the GPIO_IFC bit, which clears the wake-up logic, including the GPIO_IF register. It is possible to determine which pin caused the EM4WU by reading the GPIO_IF register. The mapping between EM4WU pins and the bit indexes in the GPIO_EM4WUEN, GPIO_EXTILEVEL, GPIO_IFC, GPIO_IFS, GPIO_IEN, and GPIO_IF registers is as follows:

Table 28.2. EM4WU Register Bit Index to EM4WU Pin Mapping

EM4WU Register Bit Indexes	EM4WU Pin
16	GPIO_EM4WU0
17	GPIO_EM4WU1
18	GPIO_EM4WU2
19	GPIO_EM4WU3
...	...
31	GPIO_EM4WU15
Note: See the device data sheet for actual pin location	

28.3.3 EM4 Retention

By default, GPIO pins revert back to their reset state when EM4 is entered. The GPIO pins can be configured to retain the settings for output enable, output value, pull enable, pull direction and over voltage tolerance while in EM4.

EM4 GPIO retention is controlled with the EM4IORETMODE field in the EMU_EM4CTRL register. Setting EM4IORETMODE to EM4EXIT will cause retention to persist while in EM4 and reset the GPIOs during wakeup. Setting EM4IORETMODE to SWUNLATCH will cause the retention to persist until the EM4UNLATCH bit is written by software. Note that when using SWUNLATCH, the GPIO register values are still reset on wakeup from EM4. In order to ensure that the GPIO state does not change, sofware must re-write the GPIO registers before setting EM4UNLATCH and ending EM4 GPIO retention. See the EMU chapter for additional documentation on its registers and the EM4UNLATCH bit.

28.3.4 Alternate Functions

Alternate functions are connections to pins from peripherals, i.e. Timers, USARTs, etc.. These peripherals contain route registers, where the pin connections are enabled. In addition, the route registers contain a location bit field that configures which pin an output of that peripheral will be connected to if enabled. After connecting a peripheral, the pin configuration stays as set in GPIO_Px_MODEL, GPIO_Px_MODEH and GPIO_Px_DOUT registers. For example, the pin configuration must be set to output enable in GPIO_Px_MODEL or GPIO_Px_MODEH for a peripheral to be able to use the pin as an output.

It is not recommended to select two or more peripherals as output on the same pin. The reader is referred to the pin map section of the device data sheet for more information on the possible locations of each alternate function.

28.3.4.1 Analog Connections

When using the GPIO pin for analog functionality, it is recommended to disable the over voltage tolerance by setting the corresponding pin in the GPIO_Px_OVTDIS register and setting the MODEn in GPIO_Px_MODEL or GPIO_Px_MODEH equal to DISABLE to disable the input sense, output driver and pull resistors.

28.3.4.2 Debug Connections

28.3.4.2.1 Serial Wire Debug 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 up and pull down resistors, respectively. It is possible to disable these pin connections (and disable the pull resistors) by setting the SWDIOTMSPEN and SWCLKTCKPEN bits in GPIO_ROUTEPEN to 0.

28.3.4.2.2 JTAG Debug Connection

The JTAG Debug Port is routed as an alternate function and the TMS, TCK, TDO, and TDI pin connections are enabled by default with internal pull up, pull down, no pull, and pull up resistors, respectively. It is possible to disable these pin connections (and disable the pull resistors) by setting the SWDIOTMSPEN, SWCLKTCKPEN, TDOPEN, and TDIPEN bits in GPIO_ROUTEPEN to 0.

28.3.4.2.3 Disabling Debug Connections

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 enabled default state. The GPIO_ROUTEPEN register can only be updated when the debugger is disconnected from the system. Any attempts to modify GPIO_ROUTEPEN when the debugger is connected will not occur. 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 connect to the the device after a reset and before the pins are disabled.

28.3.5 Interrupt Generation

Interrupts may be triggered on edge events for any GPIO pin, or on pin input levels for GPIO capable of EM4 wake-up.

28.3.5.1 Edge Interrupt Generation

The GPIO can generate an interrupt from any edge of the input of any GPIO pin on the device. The edge interrupts have asynchronous sense capability, enabling wake-up from energy modes as low as EM3 Stop, see Figure 28.6 Pin N Interrupt Generation on page 910.

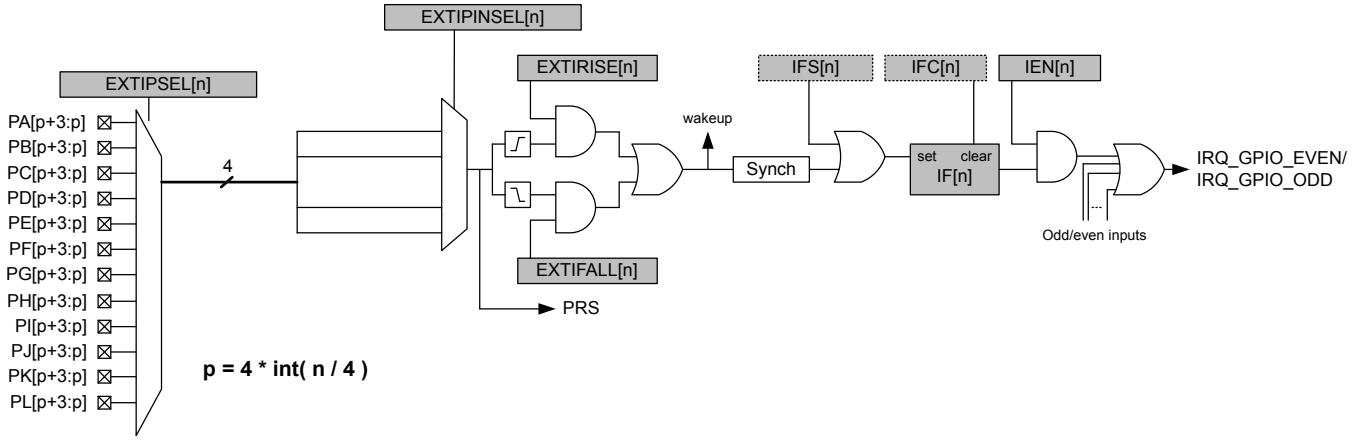


Figure 28.6. Pin N Interrupt Generation

External pin interrupts can be represented in the form of EXTI[index], where index is the external interrupt number. For example, the EXTI7 interrupt has an index of 7. All pins within a group of four (0-3,4-7,8-11,12-15) from all ports are grouped together to trigger one interrupt. The group of pins available to trigger an interrupt is determined by the interrupt index and calculated as int(index/4). For example the first 4 interrupts (EXTI0 - EXTI3) are triggered by pins in the first group (Px[3:0]) and the second 4 interrupts (EXTI4-EXTI7) are triggered by pins in the second group (Px[7:4]).

The EXTIPSELn bits in GPIO_EXTIPSELL or GPIO_EXTIPSELH select which PORT in the group will trigger the interrupt. The EXTIPINSELn bits in GPIO_EXTIPINSELL or GPIO_EXTIPINSELH will determine which pin inside the selected group will trigger the interrupt.

For example if EXTIPSEL11 = PORTB and EXTPINSEL11 = 0 then PB8 will be used for EXTI11. EXTI11 uses the third group (11/4 = 2) so the list of possible pins is Px[11:8]. The setting of EXTIPSEL11 further narrows the selection to PB[11:8]. Finally EXTPINSEL11 selects the first pin in that group which is PB8.

The GPIO_EXTIRISE[n] and GPIO_EXTIFALL[n] registers enable 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 index, while the odd interrupt line is triggered by odd flag indexes. The interrupt flags can be set and cleared by software when writing the GPIO_IFS and GPIO_IFC registers. 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 glitch filtering for pins that have external interrupts enabled.

28.3.5.2 Level Interrupt Generation

GPIO can generate a level interrupt using the input of any GPIO EM4 wake-up pins on the device. The interrupts have asynchronous sense capability, enabling wake-up from energy modes as low as EM4.

In order to enable the level interrupt, set the EM4WU field in the GPIO_IEN register and the EM4WUn field in the GPIO_EXTILEVEL register. Upon a level interrupt occuring, the corresponding EM4WU index in the GPIO_IF register will be set along with the odd or even interrupt line depending on the index inside of GPIO_IF. For example, by setting the EM4WU8 in GPIO_EXTILEVEL and EM4WU[8] in GPIO_IEN, the interrupt flag EM4WU[8] in GPIO_IF will be triggered by a high level on pin EM4WU8 and a interrupt request will be sent on IRQ_GPIO_EVEN.

The wake-up granulalrity of the level interrupts is based on the settings of the EM4WU field in the GPIO_IEN register and the EM4WUEN field in the GPIO_EM4WUEN register, see Table 28.3 Level Interrupt Energy Mode Wakeup on page 911

Table 28.3. Level Interrupt Energy Mode Wakeup

GPIO_IEN	GPIO_EM4WUEN	Energy Mode Wakeup
0	0	No Interrupt
0	1	EM4H,EM4S
1	0	EM1,EM2,EM3,EM4H,EM4S
1	1	EM1,EM2,EM3,EM4H,EM4S

28.3.6 Output to PRS

All pins within a group of four(0-3,4-7,8-11,12-15) from all ports are grouped together to form one PRS producer which outputs to the PRS. The pin from which the output should be taken is selected in the same fashion as the edge interrupts.

PRS output is not affected by the interrupt edge detection logic or gated by the IEN bits. See Figure 28.6 Pin N Interrupt Generation on page 910 for an illustration of where the PRS output signal is generated.

28.3.7 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 HFBUSCLK. Consequently, when a pin changes state, the change will have propagated to GPIO_Px_DIN after two 2 HFBUSCLK cycles. Synchronization (also running on the HFBUSCLK) is also added for interrupt input. To save power when the external interrupts or level interrupts are not used, the synchronization flip-flops for these can be turned off by clearing INT or EM4WU,respectively, in GPIO_INSENSE register.

28.4 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
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
0x028	GPIO_PA_OVTDIS	RW	Over Voltage Disable for All Modes
...	GPIO_Px_CTRL	RW	Port Control Register
...	GPIO_Px_MODEL	RW	Port Pin Mode Low Register
...	GPIO_Px_MODEH	RW	Port Pin Mode High Register
...	GPIO_Px_DOUT	RW	Port Data Out Register
...	GPIO_Px_DOUTTGL	W1	Port Data Out Toggle Register
...	GPIO_Px_DIN	R	Port Data in Register
...	GPIO_Px_PINLOCKN	RW	Port Unlocked Pins Register
...	GPIO_Px_OVTDIS	RW	Over Voltage Disable for All Modes
0x0F0	GPIO_PF_CTRL	RW	Port Control Register
0x0F4	GPIO_PF_MODEL	RW	Port Pin Mode Low Register
0x0F8	GPIO_PF_MODEH	RW	Port Pin Mode High Register
0x0FC	GPIO_PF_DOUT	RW	Port Data Out Register
0x108	GPIO_PF_DOUTTGL	W1	Port Data Out Toggle Register
0x10C	GPIO_PF_DIN	R	Port Data in Register
0x110	GPIO_PF_PINLOCKN	RW	Port Unlocked Pins Register
0x118	GPIO_PF_OVTDIS	RW	Over Voltage Disable for All Modes
0x400	GPIO_EXTIPSELL	RW	External Interrupt Port Select Low Register
0x404	GPIO_EXTIPSELH	RW	External Interrupt Port Select High Register
0x408	GPIO_EXTIPINSELL	RW	External Interrupt Pin Select Low Register
0x40C	GPIO_EXTIPINSELH	RW	External Interrupt Pin Select High Register
0x410	GPIO_EXTIRISE	RW	External Interrupt Rising Edge Trigger Register
0x414	GPIO_EXTIFALL	RW	External Interrupt Falling Edge Trigger Register
0x418	GPIO_EXTILEVEL	RW	External Interrupt Level Register
0x41C	GPIO_IF	R	Interrupt Flag Register
0x420	GPIO_IFS	W1	Interrupt Flag Set Register
0x424	GPIO_IFC	(R)W1	Interrupt Flag Clear Register
0x428	GPIO_IEN	RW	Interrupt Enable Register

Offset	Name	Type	Description
0x42C	GPIO_EM4WUEN	RW	EM4 Wake Up Enable Register
0x440	GPIO_ROUTEPEN	RW	I/O Routing Pin Enable Register
0x444	GPIO_ROUTELOC0	RW	I/O Routing Location Register
0x450	GPIO_INSENSE	RW	Input Sense Register
0x454	GPIO_LOCK	RWH	Configuration Lock Register

28.5 Register Description

28.5.1 GPIO_Px_CTRL - Port Control Register

Offset	Bit Position																													
0x000	31	30	29	28	27	26	25	24	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							0x5					0				0							0x5					0
Access				RW							RW					RW				RW							RW					RW
Name				DINDISALT							SLEWRATEALT					DRIVESTRENGTHALT				DINDIS							SLEWRATE					DRIVESTRENGTH

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28	DINDISALT	0	RW	**Alternate Data in Disable**
	Data input disable for port pins using alternate modes.			
27:23	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
22:20	SLEWRATEALT	0x5	RW	**Alternate Slewrate Limit for Port**
	Slewrate limit for port pins using alternate modes. Higher values represent faster slewrates.			
19:17	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
16	DRIVESTRENGTHALT	0	RW	**Alternate Drive Strength for Port**
	Drive strength setting for port pins using alternate drive strength.			

Value	Mode	Description
0	STRONG	10 mA drive current
1	WEAK	1 mA drive current

15:13	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
12	DINDIS	0	RW	**Data in Disable**
	Data input disable for port pins not using alternate modes.			
11:7	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
6:4	SLEWRATE	0x5	RW	**Slewrate Limit for Port**
	Slewrate limit for port pins not using alternate modes. Higher values represent faster slewrates.			
3:1	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

Bit	Name	Reset	Access	Description
0	DRIVESTRENGTH	0	RW	**Drive Strength for Port**

Drive strength setting for port pins not using alternate modes.

Value	Mode	Description
0	STRONG	10 mA drive current
1	WEAK	1 mA drive current

28.5.2 GPIO_Px_MODEL - Port Pin Mode Low 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				0x0				0x0				0x0				0x0				0x0				0x0				0x0			
Access	RW				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	**Pin 7 Mode**

Configure mode for pin 7.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

Bit	Name	Reset	Access	Description
27:24	MODE6	0x0	RW	**Pin 6 Mode**

Configure mode for pin 6.

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

Bit	Name	Reset	Access	Description
	4	PUSHPULL		Push-pull output
	5	PUSHPULLALT		Push-pull using alternate control
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
23:20	MODE5	0x0	RW	**Pin 5 Mode**
	Configure mode for pin 5.			

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

Bit	Name	Reset	Access	Description
19:16	MODE4	0x0	RW	**Pin 4 Mode**

Configure mode for pin 4.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

15:12	MODE3	0x0	RW	**Pin 3 Mode**

Configure mode for pin 3.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup

Bit	Name	Reset	Access	Description
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
11:8	MODE2	0x0	RW	**Pin 2 Mode**
	Configure mode for pin 2.			
	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	PUSHPULLALT		Push-pull using alternate control
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
7:4	MODE1	0x0	RW	**Pin 1 Mode**
	Configure mode for pin 1.			
	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	PUSHPULLALT		Push-pull using alternate control
	6	WIREDOR		Wired-or output

Bit	Name	Reset	Access	Description
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
3:0	MODE0	0x0	RW	**Pin 0 Mode**

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

28.5.3 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	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset	0x0				0x0				0x0				0x0				0x0				0x0				0x0				0x0			
Access	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	**Pin 15 Mode**

Configure mode for pin 15.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

Bit	Name	Reset	Access	Description
27:24	MODE14	0x0	RW	**Pin 14 Mode**

Configure mode for pin 14.

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

Bit	Name	Reset	Access	Description
	4	PUSHPULL		Push-pull output
	5	PUSHPULLALT		Push-pull using alternate control
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
23:20	MODE13	0x0	RW	**Pin 13 Mode**
	Configure mode for pin 13.			

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

Bit	Name	Reset	Access	Description
19:16	MODE12	0x0	RW	**Pin 12 Mode**

Configure mode for pin 12.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

15:12	MODE11	0x0	RW	**Pin 11 Mode**

Configure mode for pin 11.

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup

Bit	Name	Reset	Access	Description
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
11:8	MODE10	0x0	RW	**Pin 10 Mode**
	Configure mode for pin 10.			
	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	PUSHPULLALT		Push-pull using alternate control
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
7:4	MODE9	0x0	RW	**Pin 9 Mode**
	Configure mode for pin 9.			
	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	PUSHPULLALT		Push-pull using alternate control
	6	WIREDOR		Wired-or output

Bit	Name	Reset	Access	Description
	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	WIREDANDPULLUP-FILTER		Open-drain output with filter and pullup
	12	WIREDANDALT		Open-drain output using alternate control
	13	WIREDANDALTFILTER		Open-drain output using alternate control with filter
	14	WIREDANDALTPULL-UP		Open-drain output using alternate control with pullup
	15	WIREDANDALTPUL-LUPFILTER		Open-drain output using alternate control with filter and pullup
3:0	MODE8	0x0	RW	**Pin 8 Mode**

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	PUSHPULLALT	Push-pull using alternate control
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	WIREDANDPULLUP-FILTER	Open-drain output with filter and pullup
12	WIREDANDALT	Open-drain output using alternate control
13	WIREDANDALTFILTER	Open-drain output using alternate control with filter
14	WIREDANDALTPULL-UP	Open-drain output using alternate control with pullup
15	WIREDANDALTPUL-LUPFILTER	Open-drain output using alternate control with filter and pullup

28.5.4 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 1.2 Conventions*		
15:0	DOUT	0x0000	RW	**Data Out**
	Data output on pin.			

28.5.5 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 1.2 Conventions*		
15:0	DOUTTGL	0x0000	W1	**Data Out Toggle**
	Write bits to 1 to toggle corresponding bits in GPIO_Px_DOUT. Bits written to 0 will have no effect.			

28.5.6 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 1.2 Conventions*		
15:0	DIN	0x0000	R	**Data in**
	Port data input.			

28.5.7 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	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
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 1.2 Conventions*		
15:0	PINLOCKN	0xFFFF	RW	**Unlocked Pins**
	Shows unlocked pins in the port. To lock pin n, clear bit n. The pin is then locked until reset.			

28.5.8 GPIO_Px_OVTDIS - Over Voltage Disable for All Modes

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																	0x0000															
Access																	RW															
Name																	OVTDIS															

Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	OVTDIS	0x0000	RW	**Disable Over Voltage Capability** Disabling the Over Voltage capability will provide less distortion on analog inputs.

28.5.9 GPIO_EXTIPSELL - External Interrupt Port Select Low Register

Offset	Bit Position																													
0x400	31	30	29	28	27	26	25	24	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				0x0				0x0				0x0				0x0				0x0			
Access	RW				RW				RW				RW				RW				RW				RW				RW			
Name	EXTIPSEL7				EXTIPSEL6				EXTIPSEL5				EXTIPSEL4				EXTIPSEL3				EXTIPSEL2				EXTIPSEL1				EXTIPSEL0			

Bit	Name	Reset	Access	Description
31:28	EXTIPSEL7	0x0	RW	**External Interrupt 7 Port Select**

Select input port for external interrupt 7.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 7
1	PORTB	Port B group selected for external interrupt 7
2	PORTC	Port C group selected for external interrupt 7
3	PORTD	Port D group selected for external interrupt 7
5	PORTF	Port F group selected for external interrupt 7

Bit	Name	Reset	Access	Description
27:24	EXTIPSEL6	0x0	RW	**External Interrupt 6 Port Select**

Select input port for external interrupt 6.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 6
1	PORTB	Port B group selected for external interrupt 6
2	PORTC	Port C group selected for external interrupt 6
3	PORTD	Port D group selected for external interrupt 6
5	PORTF	Port F group selected for external interrupt 6

Bit	Name	Reset	Access	Description
23:20	EXTIPSEL5	0x0	RW	**External Interrupt 5 Port Select**

Select input port for external interrupt 5.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 5
1	PORTB	Port B group selected for external interrupt 5
2	PORTC	Port C group selected for external interrupt 5
3	PORTD	Port D group selected for external interrupt 5
5	PORTF	Port F group selected for external interrupt 5

Bit	Name	Reset	Access	Description
19:16	EXTIPSEL4	0x0	RW	**External Interrupt 4 Port Select**

Select input port for external interrupt 4.

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 4
	1	PORTB		Port B group selected for external interrupt 4
	2	PORTC		Port C group selected for external interrupt 4
	3	PORTD		Port D group selected for external interrupt 4
	5	PORTF		Port F group selected for external interrupt 4
15:12	EXTIPSEL3	0x0	RW	**External Interrupt 3 Port Select**
	Select input port for external interrupt 3.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 3
	1	PORTB		Port B group selected for external interrupt 3
	2	PORTC		Port C group selected for external interrupt 3
	3	PORTD		Port D group selected for external interrupt 3
	5	PORTF		Port F group selected for external interrupt 3
11:8	EXTIPSEL2	0x0	RW	**External Interrupt 2 Port Select**
	Select input port for external interrupt 2.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 2
	1	PORTB		Port B group selected for external interrupt 2
	2	PORTC		Port C group selected for external interrupt 2
	3	PORTD		Port D group selected for external interrupt 2
	5	PORTF		Port F group selected for external interrupt 2
7:4	EXTIPSEL1	0x0	RW	**External Interrupt 1 Port Select**
	Select input port for external interrupt 1.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 1
	1	PORTB		Port B group selected for external interrupt 1
	2	PORTC		Port C group selected for external interrupt 1
	3	PORTD		Port D group selected for external interrupt 1
	5	PORTF		Port F group selected for external interrupt 1
3:0	EXTIPSEL0	0x0	RW	**External Interrupt 0 Port Select**
	Select input port for external interrupt 0.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 0
	1	PORTB		Port B group selected for external interrupt 0

Bit	Name	Reset	Access	Description
	2	PORTC		Port C group selected for external interrupt 0
	3	PORTD		Port D group selected for external interrupt 0
	5	PORTF		Port F group selected for external interrupt 0

28.5.10 GPIO_EXTIPSELH - External Interrupt Port Select High Register

Offset	Bit Position																													
0x404	31	30	29	28	27	26	25	24	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				0x0				0x0				0x0				0x0				0x0			
Access	RW				RW				RW				RW				RW				RW				RW				RW			
Name	EXTIPSEL15				EXTIPSEL14				EXTIPSEL13				EXTIPSEL12				EXTIPSEL11				EXTIPSEL10				EXTIPSEL9				EXTIPSEL8			

Bit	Name	Reset	Access	Description
31:28	EXTIPSEL15	0x0	RW	**External Interrupt 15 Port Select**

Select input port for external interrupt 15.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 15
1	PORTB	Port B group selected for external interrupt 15
2	PORTC	Port C group selected for external interrupt 15
3	PORTD	Port D group selected for external interrupt 15
5	PORTF	Port F group selected for external interrupt 15

Bit	Name	Reset	Access	Description
27:24	EXTIPSEL14	0x0	RW	**External Interrupt 14 Port Select**

Select input port for external interrupt 14.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 14
1	PORTB	Port B group selected for external interrupt 14
2	PORTC	Port C group selected for external interrupt 14
3	PORTD	Port D group selected for external interrupt 14
5	PORTF	Port F group selected for external interrupt 14

Bit	Name	Reset	Access	Description
23:20	EXTIPSEL13	0x0	RW	**External Interrupt 13 Port Select**

Select input port for external interrupt 13.

Value	Mode	Description
0	PORTA	Port A group selected for external interrupt 13
1	PORTB	Port B group selected for external interrupt 13
2	PORTC	Port C group selected for external interrupt 13
3	PORTD	Port D group selected for external interrupt 13
5	PORTF	Port F group selected for external interrupt 13

Bit	Name	Reset	Access	Description
19:16	EXTIPSEL12	0x0	RW	**External Interrupt 12 Port Select**

Select input port for external interrupt 12.

Bit	Name	Reset	Access	Description
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 12
	1	PORTB		Port B group selected for external interrupt 12
	2	PORTC		Port C group selected for external interrupt 12
	3	PORTD		Port D group selected for external interrupt 12
	5	PORTF		Port F group selected for external interrupt 12
15:12	EXTIPSEL11	0x0	RW	**External Interrupt 11 Port Select**
	Select input port for external interrupt 11.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 11
	1	PORTB		Port B group selected for external interrupt 11
	2	PORTC		Port C group selected for external interrupt 11
	3	PORTD		Port D group selected for external interrupt 11
	5	PORTF		Port F group selected for external interrupt 11
11:8	EXTIPSEL10	0x0	RW	**External Interrupt 10 Port Select**
	Select input port for external interrupt 10.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 10
	1	PORTB		Port B group selected for external interrupt 10
	2	PORTC		Port C group selected for external interrupt 10
	3	PORTD		Port D group selected for external interrupt 10
	5	PORTF		Port F group selected for external interrupt 10
7:4	EXTIPSEL9	0x0	RW	**External Interrupt 9 Port Select**
	Select input port for external interrupt 9.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 9
	1	PORTB		Port B group selected for external interrupt 9
	2	PORTC		Port C group selected for external interrupt 9
	3	PORTD		Port D group selected for external interrupt 9
	5	PORTF		Port F group selected for external interrupt 9
3:0	EXTIPSEL8	0x0	RW	**External Interrupt 8 Port Select**
	Select input port for external interrupt 8.			
	Value	Mode		Description
	0	PORTA		Port A group selected for external interrupt 8
	1	PORTB		Port B group selected for external interrupt 8

Bit	Name	Reset	Access	Description
	2	PORTC		Port C group selected for external interrupt 8
	3	PORTD		Port D group selected for external interrupt 8
	5	PORTF		Port F group selected for external interrupt 8

28.5.11 GPIO_EXTIPINSELL - External Interrupt Pin Select Low Register

Offset	Bit Position																											
0x408	31	30	29	28	27	26	25	24	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			0x3				0x2				0x1				0x0				0x3				0x2				0x1				0x0	
Access			RW				RW				RW				RW				RW				RW				RW				RW	
Name			EXTIPINSEL7				EXTIPINSEL6				EXTIPINSEL5				EXTIPINSEL4				EXTIPINSEL3				EXTIPINSEL2				EXTIPINSEL1				EXTIPINSEL0	

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:28	EXTIPINSEL7	0x3	RW	**External Interrupt 7 Pin Select**

Select the pin for external interrupt 7.

Value	Mode	Description
0	PIN4	Pin 4
1	PIN5	Pin 5
2	PIN6	Pin 6
3	PIN7	Pin 7

Bit	Name	Reset	Access	Description
27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	EXTIPINSEL6	0x2	RW	**External Interrupt 6 Pin Select**

Select the pin for external interrupt 6.

Value	Mode	Description
0	PIN4	Pin 4
1	PIN5	Pin 5
2	PIN6	Pin 6
3	PIN7	Pin 7

Bit	Name	Reset	Access	Description
23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	EXTIPINSEL5	0x1	RW	**External Interrupt 5 Pin Select**

Select the pin for external interrupt 5.

Value	Mode	Description
0	PIN4	Pin 4
1	PIN5	Pin 5
2	PIN6	Pin 6
3	PIN7	Pin 7

Bit	Name	Reset	Access	Description
19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	EXTIPINSEL4	0x0	RW	**External Interrupt 4 Pin Select**

Select the pin for external interrupt 4.

Value	Mode	Description
0	PIN4	Pin 4
1	PIN5	Pin 5
2	PIN6	Pin 6
3	PIN7	Pin 7

15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:12	EXTIPINSEL3	0x3	RW	**External Interrupt 3 Pin Select**

Select the pin for external interrupt 3.

Value	Mode	Description
0	PIN0	Pin 0
1	PIN1	Pin 1
2	PIN2	Pin 2
3	PIN3	Pin 3

11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	EXTIPINSEL2	0x2	RW	**External Interrupt 2 Pin Select**

Select the pin for external interrupt 2.

Value	Mode	Description
0	PIN0	Pin 0
1	PIN1	Pin 1
2	PIN2	Pin 2
3	PIN3	Pin 3

7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	EXTIPINSEL1	0x1	RW	**External Interrupt 1 Pin Select**

Select the pin for external interrupt 1.

Value	Mode	Description
0	PIN0	Pin 0
1	PIN1	Pin 1
2	PIN2	Pin 2
3	PIN3	Pin 3

Bit	Name	Reset	Access	Description
3:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	EXTIPINSEL0	0x0	RW	**External Interrupt 0 Pin Select**

Select the pin for external interrupt 0.

Value	Mode	Description
0	PIN0	Pin 0
1	PIN1	Pin 1
2	PIN2	Pin 2
3	PIN3	Pin 3

28.5.12 GPIO_EXTIPINSELH - External Interrupt Pin Select High Register

Offset	Bit Position																											
0x40C	31	30	29	28	27	26	25	24	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			0x3				0x2				0x1				0x0				0x3				0x2				0x1				0x0	
Access			RW				RW				RW				RW				RW				RW				RW				RW	
Name			EXTIPINSEL15				EXTIPINSEL14				EXTIPINSEL13				EXTIPINSEL12				EXTIPINSEL11				EXTIPINSEL10				EXTIPINSEL9				EXTIPINSEL8	

Bit	Name	Reset	Access	Description
31:30	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
29:28	EXTIPINSEL15	0x3	RW	**External Interrupt 15 Pin Select**

Select the pin for external interrupt 15.

Value	Mode	Description
0	PIN12	Pin 12
1	PIN13	Pin 13
2	PIN14	Pin 14
3	PIN15	Pin 15

27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25:24	EXTIPINSEL14	0x2	RW	**External Interrupt 14 Pin Select**

Select the pin for external interrupt 14.

Value	Mode	Description
0	PIN12	Pin 12
1	PIN13	Pin 13
2	PIN14	Pin 14
3	PIN15	Pin 15

23:22	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
21:20	EXTIPINSEL13	0x1	RW	**External Interrupt 13 Pin Select**

Select the pin for external interrupt 13.

Value	Mode	Description
0	PIN12	Pin 12
1	PIN13	Pin 13
2	PIN14	Pin 14
3	PIN15	Pin 15

Bit	Name	Reset	Access	Description
19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17:16	EXTIPINSEL12	0x0	RW	**External Interrupt 12 Pin Select**

Select the pin for external interrupt 12.

Value	Mode	Description
0	PIN12	Pin 12
1	PIN13	Pin 13
2	PIN14	Pin 14
3	PIN15	Pin 15

15:14	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
13:12	EXTIPINSEL11	0x3	RW	**External Interrupt 11 Pin Select**

Select the pin for external interrupt 11.

Value	Mode	Description
0	PIN8	Pin 8
1	PIN9	Pin 9
2	PIN10	Pin 10
3	PIN11	Pin 11

11:10	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
9:8	EXTIPINSEL10	0x2	RW	**External Interrupt 10 Pin Select**

Select the pin for external interrupt 10.

Value	Mode	Description
0	PIN8	Pin 8
1	PIN9	Pin 9
2	PIN10	Pin 10
3	PIN11	Pin 11

7:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:4	EXTIPINSEL9	0x1	RW	**External Interrupt 9 Pin Select**

Select the pin for external interrupt 9.

Value	Mode	Description
0	PIN8	Pin 8
1	PIN9	Pin 9
2	PIN10	Pin 10
3	PIN11	Pin 11

Bit	Name	Reset	Access	Description
3:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1:0	EXTIPINSEL8	0x0	RW	**External Interrupt 8 Pin Select**

Select the pin for external interrupt 8.

Value	Mode	Description
0	PIN8	Pin 8
1	PIN9	Pin 9
2	PIN10	Pin 10
3	PIN11	Pin 11

28.5.13 GPIO_EXTIRISE - External Interrupt Rising Edge Trigger Register

Offset	Bit Position																													
0x410	31	30	29	28	27	26	25	24	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 1.2 Conventions*		
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

28.5.14 GPIO_EXTIFALL - External Interrupt Falling Edge Trigger Register

Offset	Bit Position																													
0x414	31	30	29	28	27	26	25	24	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 1.2 Conventions*		
15:0	EXTIFALL	0x0000	RW	**External Interrupt N Falling Edge Trigger Enable**

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

28.5.15 GPIO_EXTILEVEL - External Interrupt Level Register

Offset	Bit Position																															
0x418	31	30	29	28	27	26	25	24	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				RW			RW	RW				RW			RW	RW																
Name				EM4WU12			EM4WU9	EM4WU8				EM4WU4			EM4WU1	EM4WU0																

Bit	Name	Reset	Access	Description
31:29	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
28	EM4WU12	0	RW	**EM4 Wake Up Level for EM4WU12 Pin**
27:26	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
25	EM4WU9	0	RW	**EM4 Wake Up Level for EM4WU9 Pin**
24	EM4WU8	0	RW	**EM4 Wake Up Level for EM4WU8 Pin**
23:21	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
20	EM4WU4	0	RW	**EM4 Wake Up Level for EM4WU4 Pin**
19:18	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
17	EM4WU1	0	RW	**EM4 Wake Up Level for EM4WU1 Pin**
16	EM4WU0	0	RW	**EM4 Wake Up Level for EM4WU0 Pin**
15:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		

28.5.16 GPIO_IF - Interrupt Flag Register

Offset	Bit Position																													
0x41C	31	30	29	28	27	26	25	24	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																0x0000															
Access	R																R															
Name	EM4WU																EXT															

Bit	Name	Reset	Access	Description
31:16	EM4WU	0x0000	R	**EM4 Wake Up Pin Interrupt Flag**
	EM4 wake up Pin Interrupt flag.			

Value	Description
0	Interrupt flag cleared
1	Interrupt flag set

Bit	Name	Reset	Access	Description
15:0	EXT	0x0000	R	**External Pin Interrupt Flag**
	Pin n external interrupt flag.			

Value	Description
0	External interrupt flag cleared
1	External interrupt flag set

28.5.17 GPIO_IFS - Interrupt Flag Set Register

Offset	Bit Position																													
0x420	31	30	29	28	27	26	25	24	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																0x0000															
Access	W1																W1															
Name	EM4WU																EXT															

Bit	Name	Reset	Access	Description
31:16	EM4WU	0x0000	W1	**Set EM4WU Interrupt Flag**
	Write 1 to set the EM4WU interrupt flag			
15:0	EXT	0x0000	W1	**Set EXT Interrupt Flag**
	Write 1 to set the EXT interrupt flag			

28.5.18 GPIO_IFC - Interrupt Flag Clear Register

Offset	Bit Position																													
0x424	31	30	29	28	27	26	25	24	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																0x0000															
Access	(R)W1																(R)W1															
Name	EM4WU																EXT															

Bit	Name	Reset	Access	Description
31:16	EM4WU	0x0000	(R)W1	**Clear EM4WU Interrupt Flag**
	Write 1 to clear the EM4WU interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			
15:0	EXT	0x0000	(R)W1	**Clear EXT Interrupt Flag**
	Write 1 to clear the EXT interrupt flag. Reading returns the value of the IF and clears the corresponding interrupt flags (This feature must be enabled globally in MSC.).			

28.5.19 GPIO_IEN - Interrupt Enable Register

Offset	Bit Position																													
0x428	31	30	29	28	27	26	25	24	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																0x0000															
Access	RW																RW															
Name	EM4WU																EXT															

Bit	Name	Reset	Access	Description
31:16	EM4WU	0x0000	RW	**EM4WU Interrupt Enable**
	Enable/disable the EM4WU interrupt			
15:0	EXT	0x0000	RW	**EXT Interrupt Enable**
	Enable/disable the EXT interrupt			

28.5.20 GPIO_EM4WUEN - EM4 Wake Up Enable Register

Offset	Bit Position																													
0x42C	31	30	29	28	27	26	25	24	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	EM4WUEN																															

Bit	Name	Reset	Access	Description
31:16	EM4WUEN	0x0000	RW	**EM4 Wake Up Enable**

Write 1 to enable EM4 wake up request, write 0 to disable EM4 wake up request.

Value	Description
0	Disable EM4 wake up on pin
1	Enable EM4 wake up on pin

15:0	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*

28.5.21 GPIO_ROUTEPEN - I/O Routing Pin Enable Register

Offset	Bit Position																													
0x440	31	30	29	28	27	26	25	24	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	1	1	1	1
Access																												RW	RW	RW	RW	RW
Name																												SWVPEN	TDIPEN	TDOPEN	SWDIOTMSPEN	SWCLKTCKPEN

Bit	Name	Reset	Access	Description
31:5	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
4	SWVPEN	0	RW	**Serial Wire Viewer Output Pin Enable**
	Enable Serial Wire Viewer connection to pin.			
3	TDIPEN	1	RW	**JTAG Test Debug Input Pin Enable**
	Enable JTAG TDI connection to pin.			
2	TDOPEN	1	RW	**JTAG Test Debug Output Pin Enable**
	Enable JTAG TDO connection to pin.			
1	SWDIOTMSPEN	1	RW	**Serial Wire Data and JTAG Test Mode Select Pin Enable**
	Enable Serial Wire Data and JTAG Test Mode Select 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 you 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	SWCLKTCKPEN	1	RW	**Serial Wire Clock and JTAG Test Clock Pin Enable**
	Enable Serial Wire and JTAG 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 you 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.			

28.5.22 GPIO_ROUTELOC0 - I/O Routing Location Register

Offset	Bit Position																															
0x444	31	30	29	28	27	26	25	24	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																											SWVLOC					

Bit	Name	Reset	Access	Description
31:6	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
5:0	SWVLOC	0x00	RW	**I/O Location**

Decides the location of the SWV pins.

Value	Mode	Description
0	LOC0	Location 0
1	LOC1	Location 1
2	LOC2	Location 2
3	LOC3	Location 3

28.5.23 GPIO_INSENSE - Input Sense Register

Offset	Bit Position																															
0x450	31	30	29	28	27	26	25	24	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	1
Access																															RW	RW
Name																															EM4WU	INT

Bit	Name	Reset	Access	Description
31:2	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
1	EM4WU	1	RW	**EM4WU Interrupt Sense Enable**

Set this bit to enable input sensing for EM4WU interrupts.

0	INT	1	RW	**Interrupt Sense Enable**

Set this bit to enable input sensing for interrupts.

28.5.24 GPIO_LOCK - Configuration Lock Register

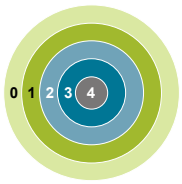
Offset	Bit Position																													
0x454	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset																	0x0000															
Access																	RWH															
Name																	LOCKKEY															

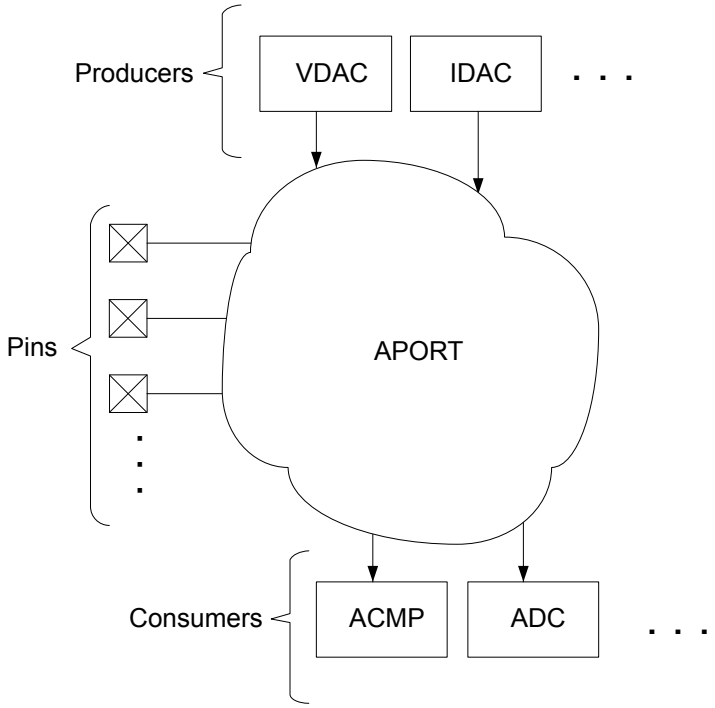
Bit	Name	Reset	Access	Description
31:16	*Reserved*	*To ensure compatibility with future devices, always write bits to 0. More information in 1.2 Conventions*		
15:0	LOCKKEY	0x0000	RWH	**Configuration Lock Key**

Write any other value than the unlock code to lock MODEL, MODEH, CTRL, PINLOCKN, OVTDIS, EXTIPSELL, EXTIPSELH, EXTIGSELL, EXTIGSELH,INSENSE, ROUTEPEN, and ROUTELOC0 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	GPIO registers are unlocked
LOCKED	1	GPIO registers are locked
Write Operation		
LOCK	0	Lock GPIO registers
UNLOCK	0xA534	Unlock GPIO registers

29. APORT - Analog Port





Quick Facts

What?

The Analog Port (APORT) is a set of analog buses which are used to connect I/O pins to analog peripheral signals.

Why?

The APORT gives on-chip analog resources access to a large number of I/O pins, and provides the system designer with a high degree of routing flexibility.

How?

An analog peripheral requests a pad by simply configuring its input/output to use a channel on APORT. That selection becomes an APORT request where the APORT control switches the pad and the analog signal onto a common bus.

29.1 Introduction

APORT consists of wires, switches, and control logic needed to route signals between analog peripherals and I/O pins. On-chip clients can be either producers or consumers. Analog producers are active devices that drive current/voltage into an APORT, such as current or voltage DACs. Consumers are passive devices that monitor or react to the current/voltage routed to them via the APORT, such as ADCs or analog comparators (ACMP).

29.2 Features

- Pins are typically mapped to two different APORT buses
- Arbitration and conflict status provided to each APORT client

29.3 Functional Description

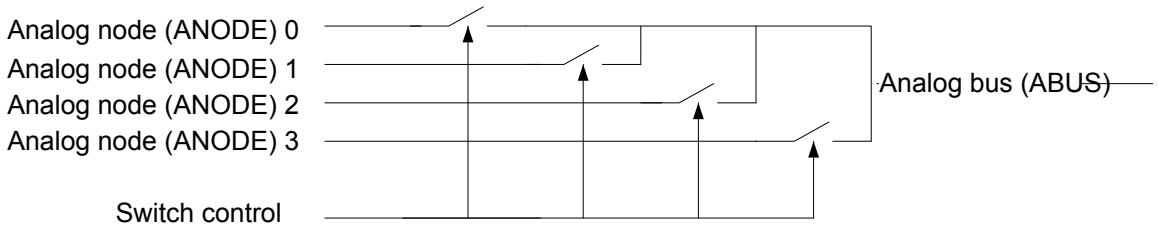


Figure 29.1. Analog Bus (ABUS)

An analog bus (ABUS) consists of analog switches connected to a common wire as shown in Figure 29.1 Analog Bus (ABUS) on page 950. An APORT consists of multiple ABUSes. Since many clients can operate differentially, buses are grouped by pairs as X and Y. If a given client uses a single ABUS (e.g. single-ended ADC), X and Y are just labels to differentiate the two buses.

When operating differentially, most APORT clients require that one input be chosen from an X bus and the other from a Y bus. For example, the ACMP block will not allow both positive and negative inputs to be chosen from X buses.

29.3.1 I/O Pin Considerations

For external analog signals routed through the APORT, the maximum supported analog I/O voltage will typically be limited to the MIN($V_{ANALOGSUPPLY}$, IOVDD) (where $V_{ANALOGSUPPLY}$ is the supply pin powering the analog module). Practically, this means that if IOVDD=1.8 V, the maximum supported analog IO voltage on APORT-routed signals will be limited to 1.8 V, regardless of the analog module supply voltage.

29.3.2 APORT ABUS Naming

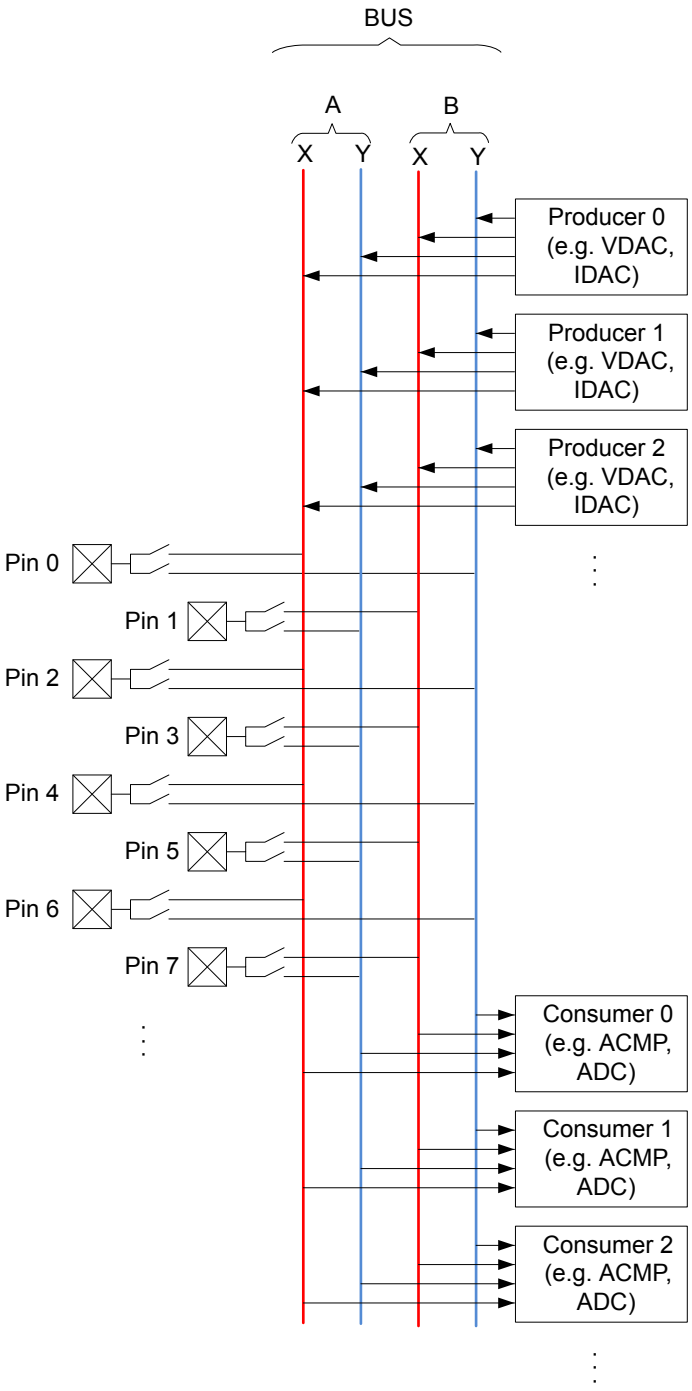


Figure 29.2. Conceptual APORT Structure

APORT ABUSes are prefixed with "BUS" and are grouped in pairs. Each pair is uniquely identified using a letter prefix ("A", "B", "C", etc.) followed by either a "X" or "Y" to identify the ABUS in the pair. For example, "BUSDX" decodes as: "BUS"=ABUS, "D"=pair, "X"=bus. Figure 29.2 Conceptual APORT Structure on page 951 illustrates this organization.

APORT clients are generally described once in this reference manual regardless of its number of instances. For example, the ACMP client is described once, but the device could contain multiple instances of the ACMP. Because of this, for APORT client descriptions in this reference manual, the ABUS connections are generalized with the prefix "APORT" followed by a number (instead of the "BUS"

followed by a letter). It is possible that different instances of an APORT client connect to different ABUSes. For example, ACMP0 APORT1X might connect to the ABUS BUSAX while ACMP1 APORT1X might connect to ABUS BUSCX. Refer to the APORT Client Map in the device data sheet to map the generalized APORT client bus name to an actual device ABUS. A given ABUS has multiple switches which need to be identified. The switches on a bus are specified with the ABUS connection ID followed by a channel ID. For example, channel switch 7 on a given APORT client might be given as APORT1XCH7. Not all APORT channels map to actual GPIO. Refer to the APORT Client Maps in the device data sheet for APORT to GPIO mapping.

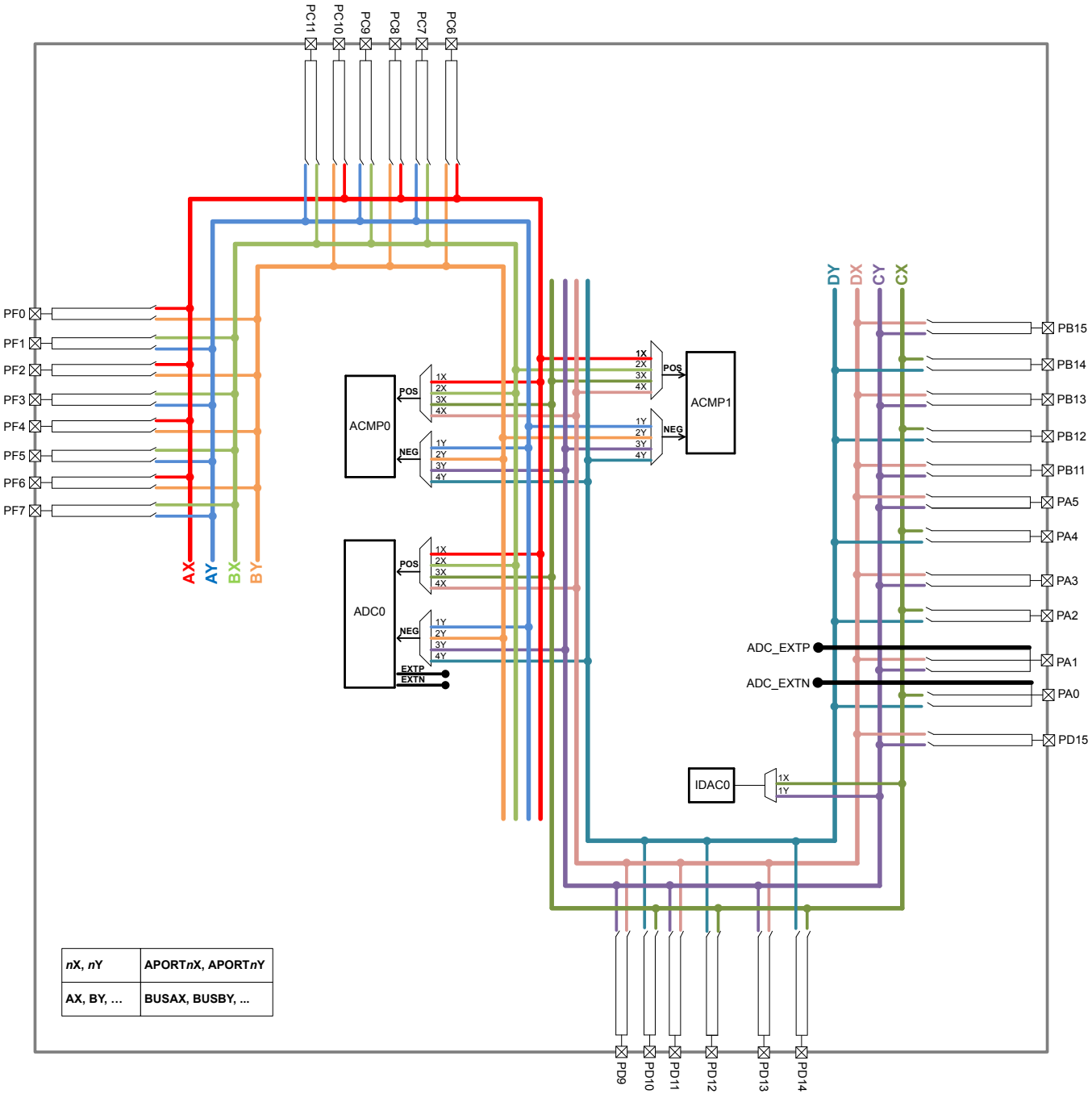


Figure 29.3. Detailed APORT Structure

Figure 29.3 Detailed APORT Structure on page 952 shows all the possible routes between different peripherals and different pins via APORT BUS for the largest package of the EFR32xG1 device family. Note that, in the figure, the BUSxX and BUSxY are annotated as xX and xY, where x=A,B,C,D and the APORTnX and APORTnY are annotated as nX and nY, where n=1,2,3,4.

For example, the IDAC APORT output 1X can be routed to pin PB14 through BUSCX. The configuration required for this routing is as follows:

- Set IDAC_CTRL_APORTOUTSEL = APORT1XCH30. This selects the IDAC APORT output 1X and pin PB14.
- Set IDAC_CTRL_APORTOUTEN = 1 and IDAC_CTRL_APORTOUTENPRS = 0. This enables the IDAC to ungate it's output to BUSCX.

Another example, when ADC is configured to operate in single channel mode for differential inputs (see 24.3.3.1 Single Channel Mode for how to configure ADC in single channel mode), the positive ADC APORT input 2X and the negative ADC APORT input 2Y can be routed to pin PC9 and PC10 via BUSBX and BUSBY respectively with the following configuration:

- Set ADCn_SINGLECTRL_POSSEL = APORT2XCH9. This selects the pin PC9 for the positive input to the ADC.
- Set ADCn_SINGLECTRL_NEGSEL = APORT2YCH10. This selects the pin PC10 for the negative input to the ADC.

For smaller packages, not all GPIO pins are available. See the pinout sections of the device data sheet for pin availability on a specific device.

29.3.3 Managing ABUSes

The ABUSes of an APORT are shared resources. The user needs to be mindful of this in assigning I/O for different clients throughout the chip, as it is possible to have conflicts for a given ABUS. Each ABUS has an arbiter responsible for limiting the control over the ABUS to one and only one client. If multiple clients attempt to control an ABUS, the arbiter allows no client control over the ABUS and asserts a conflict signal to the clients. The user has the ability to check for such a conflict in each client's status, as well as generate an interrupt.

Having only one client control an ABUS is not the same as having only one user of an ABUS. It is possible for multiple clients to access a single ABUS, but requires all but one client to relinquish control of the ABUS. To do this, some clients have bits to disable bus mastership which are 0 by default. One example is the APORTXMASTERDIS bit in the ACMPn_CTRL. When set to 1, the client will not assert control of the APORT X BUS switches, but may still connect to an APORT X BUS that is controlled by another client.

For example, the ADC and ACMP both want to use the same pin on a particular ABUS the user might set the bus master disable bit to 1 for the ACMP. The ADC is the sole master of the switch configuration on that ABUS, so switches are configured using the configuration set in the ADC. When the ACMP channel is chosen on that same bus, the actual pin connection is dictated by the ADC settings for that bus.

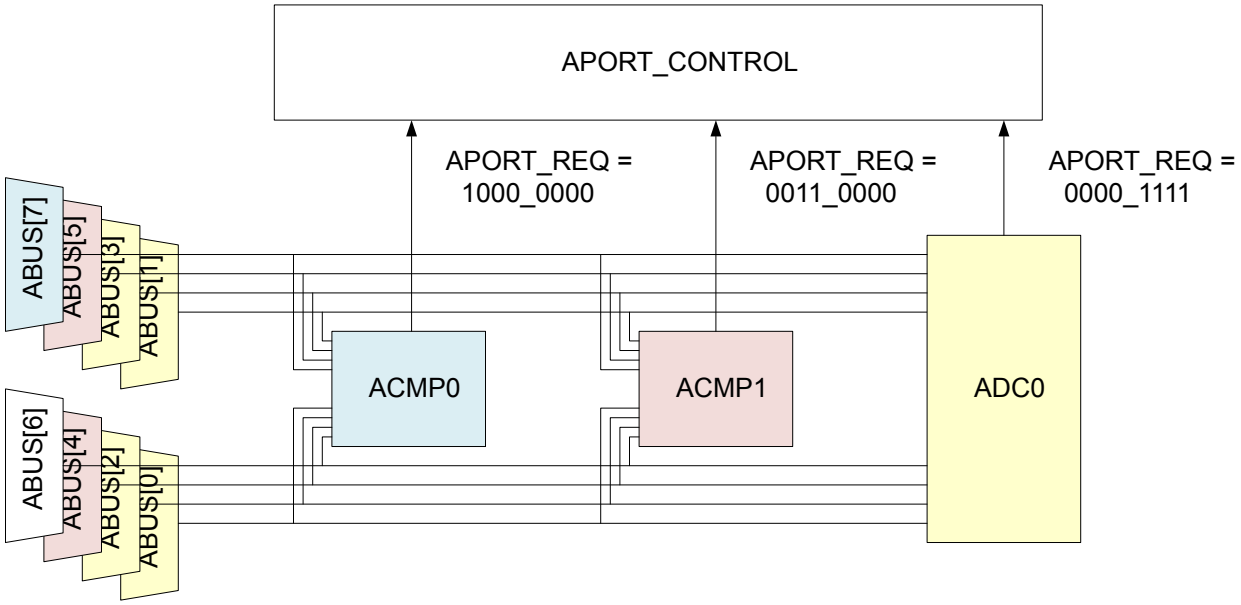


Figure 29.4. APORT Example 1

Figure 29.4 APORT Example 1 on page 954 illustrates the sharing of APORT. For illustration purposes, each ABUS is identified by a numeric index (instead of BUSAX, BUSAY, BUSBX, etc.). Also, the requests from all the APORT clients are packed into a bit-vector named APORT_REQ to illustrate the request from the APORT Clients (instead of by name such as APORT1XREQ, APORT1YREQ, APORT2XREQ, etc.). In Figure 29.4 APORT Example 1 on page 954, ABUS and client are the same color if the client has been granted the ABUS.

In Figure 29.4 APORT Example 1 on page 954 ADC0 has requested ABUS[3:0], ACMP1 has requested ABUS[5:4], ACMP0 has requested ABUS[7], and ABUS[6] is unused. No APORT Client has requested the same ABUS as another, so there is no conflict.

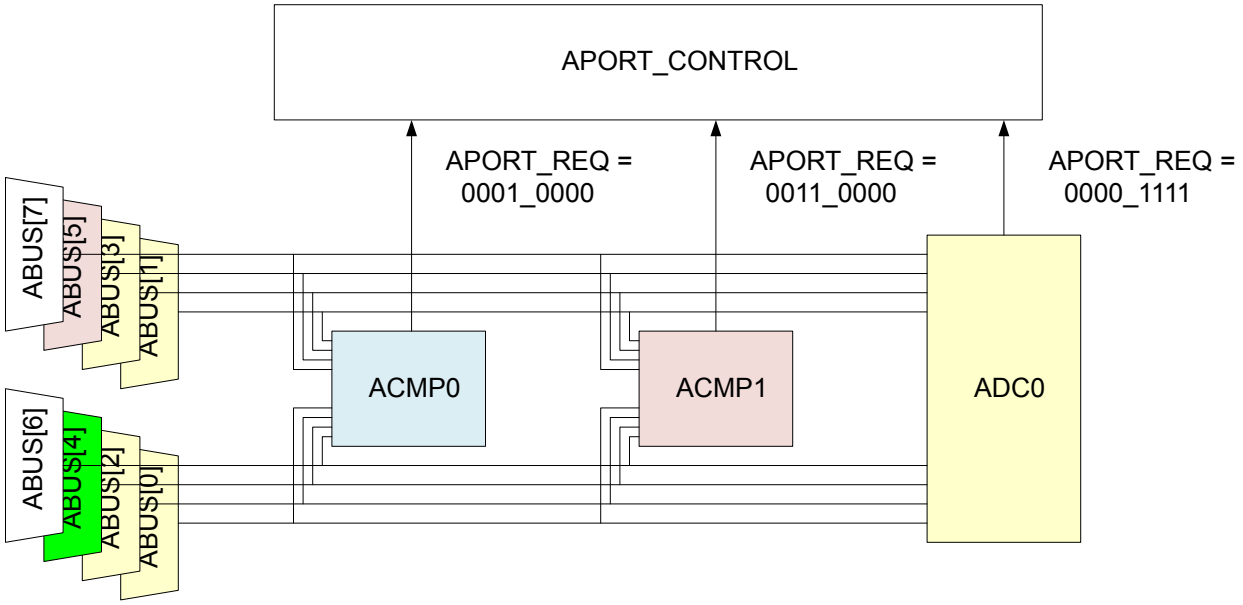


Figure 29.5. APORT Example 2: Bus Conflict

In Figure 29.5 APORT Example 2: Bus Conflict on page 955 is a similar example to Figure 29.4 APORT Example 1 on page 954, but now both ACMP0 and ACMP1 are requesting ABUS[4]. This is a configuration error, so APORT grants neither client ABUS[4]. The user must resolve the conflict before ABUS[4] is useable.

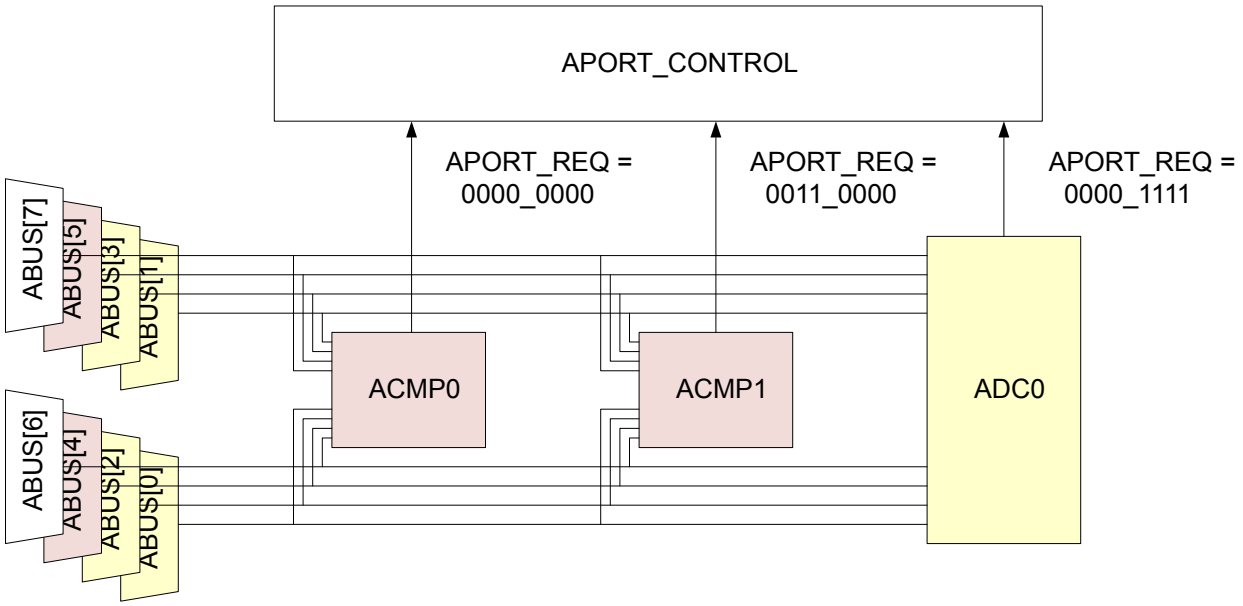


Figure 29.6. APORT Example 3: Sharing an ABUS

Figure 29.6 APORT Example 3: Sharing an ABUS on page 955 illustrates ABUS sharing. Both ACMPs are configured identically, except ACMP0 has its APORTXMASTERDIS bit-field set to 1. There is only one APORT master for ABUS[5:4] in this case, so there is no conflict.

30. Revision History

Revision 1.2

April, 2020

- Zero wait state access changed from 26 MHz to 25 MHz in 8.3.7.2 Zero Wait-state Access
- Added note about hard/soft pin resets in 10.3 Functional Description
- Miscellaneous grammar and formatting changes

Revision 1.1

March, 2018

- Figure 4.3 System Address Space With Peripheral Listing on page 40: Fixed to show all peripheral mappings.
- 10.3.3 Power-On Reset (POR): Clarification of Power-On Reset supply connection (AVDD) and threshold (1.2V).
- Added information about analog peripheral power connections and VDDX_ANA supply rail throughout document.
- Added information about IOVDD and AVDD restrictions on analog input signals throughout document.
- 11.3.8 Brown Out Detector (BOD): Included missing BOD details in paragraph.
- Table 11.2 EMU Energy Mode Overview on page 210: Added footnote for GPIO Pin State Retention in EM4 modes.
- 11.3.5.1 Bypass Mode: Added information on when bypass mode can be used and how to do so.
- 11.3.9 Voltage Monitor (VMON): Added note about VMON hystereis and riding/falling thresholds.
- 12.3.2.4 HFXO Configuration: Clarified steady state timeout and state transition to ready.
- 12.3.2.5 LFXO Configuration: Added recommendations for GAIN setting.
- 15.3.1.3 Configurable PRS Logic: Clarified ANDNEXT and ORPREV behavior for first and last PRS channels.
- 15.3.2 Producers: Added more detail about GPIO producer source.
- 15.3.5 DMA Request on PRS: Fixed incorrect bit / register names and clarified signals for DMA are PRSRQE0 and PRSREQ1.
- 24.3.17 ADC Programming Model: Added note about changing to ASYNC clock mode with KEEPADCWARM.

Revision 1.0

December, 2017

- Formatting and color scheme updated to latest corporate stylesheet.
- Table 3.1: Added ACMP1 module to IRQ13.
- Section 4.7: DI entry descriptions updated with additional serial flash part in EXTINFO and additional product families in PART.
- Section 7.3.1: Clarified default state of debug logic from power-on is JTAG.
- Section 7.3.3.5: Added clarification of CRC register accessibility.
- Section 8.3.2: ALW bit 31 function description added.
- Section 8.3.4: Corrected section to indicate that no separate bootloader area is available on this device family.
- Table 11.3: Added LFXO and LFRCO Ready Interrupts as EM2 wake sources.
- Section 11.3.4: Power configuration figure titles added.
- Section 11.3.10: Section expanded to cover usage of VMON calibration coefficients.
- Figure 12.1 and Figure 12.2: Corrected links to point to high frequency and low frequency clock trees, respectively.
- Section 12.3.1.6: Added description of ADC Core Clock selection.
- Reference to CMU Clock Input removed (not available on any device covered by this document).
- Removed APORT connection tables from ADC, ACMP and IDAC chapters - moved this information to product data sheets.
- Section 24: Added notes about DCDC startup impacting conversions when used in low bias mode.
- Figure 29.3: Added Detailed APORT structure diagram.

Revision 0.6

June 14th, 2016

Initial release.

Appendix 1. Abbreviations

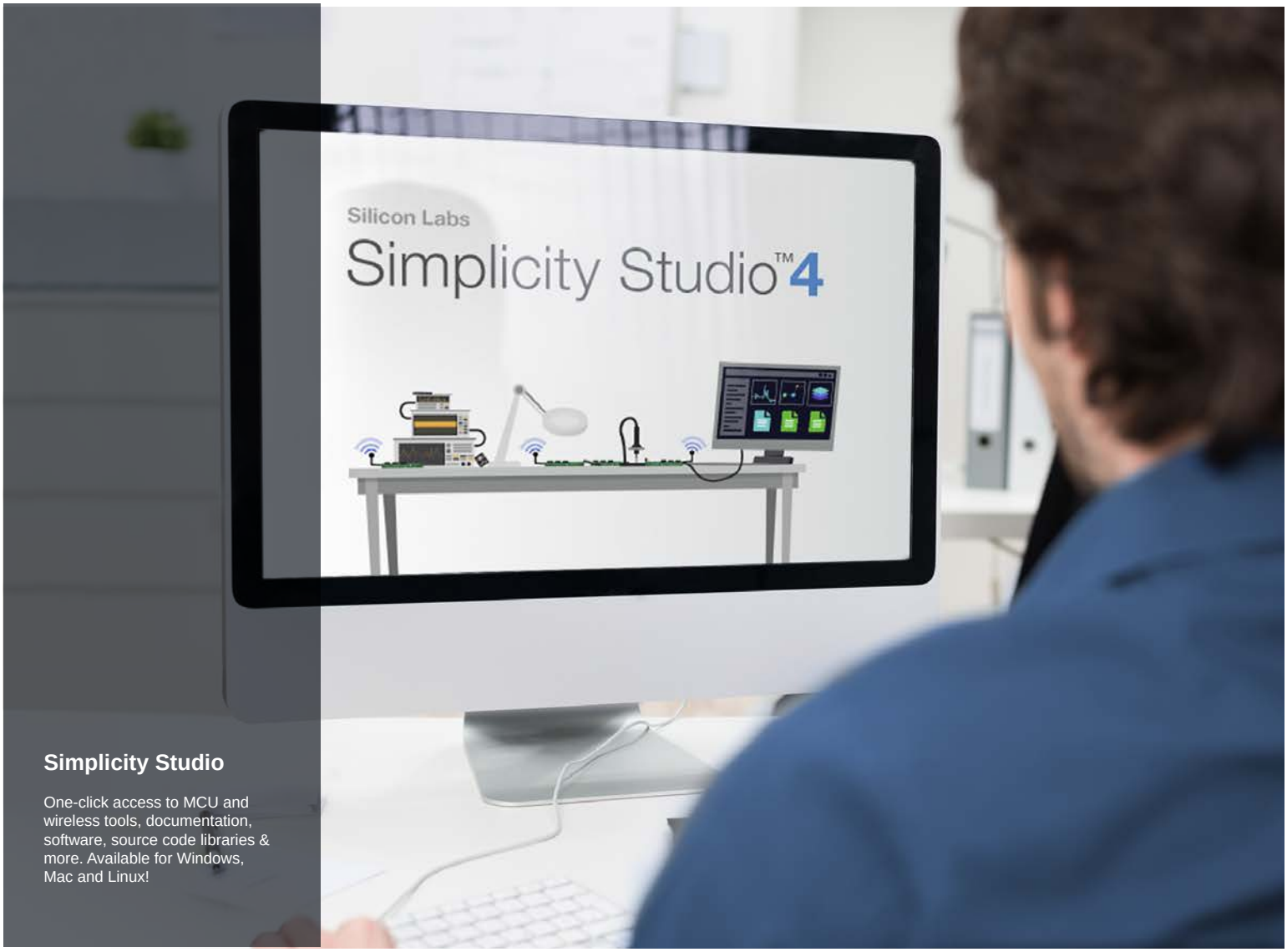
This section lists abbreviations used in this document.

Table 1.1. Abbreviations

Abbreviation	Description
ADC	Analog to Digital Converter
AES	Advanced Encryption Standard
AFC	Automatic Frequency Control
AGC	Automatic Gain Control
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".
APC	Automatic Power Control
ASK	Amplitude Shift Keying
BLE	Bluetooth Low Energy
BLE-LR	Bluetooth Low Energy Long Range
BR	Baud Rate
BT	Bandwidth Time product
BUFC	Buffer Controller
BW	Bandwidth
CBC	Cipher Block Chaining (AES mode of operation)
CBC-MAC	Cipher Block Chaining - Message Authentication Code (AES mode of operation)
CC	Compare / Capture
CCA	Clear Channel Assessment
CFB	Cipher Feedback (AES mode of operation)
CHF	Channel Filter
CLK	Clock
CM3	ARM Cortex-M3
CM4	ARM Cortex-M4
CMD	Command
CMU	Clock Management Unit
CRC	Cyclic Redundancy Check
CTR	Counter mode (AES mode of operation)
CTRL	Control
DBG	Debug
DC	Direct Current
DEC	Decimator
DEMOD	Demodulator

Abbreviation	Description
DSA	Detection of Signal Arrival
DSSS	Direct Sequence Spread Spectrum
ECB	Electronic Code Book (AES mode of operation)
EFR32	Wireless Gecko
EM	Energy Mode
EMU	Energy Management Unit
FEC	Forward Error Correction
FIR	Finite Impulse Response
FRC	Frame Controller
FSK	Frequency Shift Keying
GFSK	Gaussian Frequency Shift Keying
GMSK	Gaussian Minimum Shift Keying
GPIO	General Purpose Input / Output
HFRCO	High Frequency RC Oscillator
HFXO	High Frequency Crystal Oscillator
HW	Hardware
Hz	Hertz
IF	Intermediate Frequency
ISR	Interrupt Service Routine
LFRCO	Low Frequency RC Oscillator
LFXO	Low Frequency Crystal Oscillator
LNA	Low Noise Amplifier
LO	Local Oscillator
MOD	Modulator
MODEM	Modulator and Demodulator
MSK	Minimum Shift Keying
NRZ	Non Return to Zero
NVIC	Nested Vector Interrupt Controller
OFB	Output Feedback Mode (AES mode of operation)
OOK	On Off Keying
OQPSK	Offset Quadrature Phase Shift Keying
OSR	Over-Sampling Ratio
PA	Power Amplifier
PD	Power Down
PHY	Physical Layer
PROTIMER	Protocol Timer
PRS	Peripheral Reflex System

Abbreviation	Description
PWM	Pulse Width Modulation
RAC	Radio Controller
RAM	Random Access Memory
RF	Radio Frequency
RMU	Reset Management Unit
RSM	Radio State Machine
RSSI	Received Signal Strength Indicator
RTC	Real Time Counter
RX	Receive
SEQ	Radio Sequencer
SPI	Serial Peripheral Interface
SRC	Sample Rate Converter
STIMER	Sequencer Timer
SW	Software
SYNTH	Synthesizer
TX	Transmit
WOR	Wake On Radio
XTAL	Crystal



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