GigaDevice Semiconductor Inc.

GD32F3x0
ARM® Cortex™-M4 32-bit MCU

User Manual

Revision 1.0

(Jun. 2017)

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1. System and memory architecture

The GD32F3x0 series are 32-bit general-purpose microcontrollers based on the ARM® Cortex™-M4 processor. The Cortex™-M4 processor includes three AHB buses known as I-Code, D-Code and System buses. All memory accesses of the Cortex™-M4 processor are executed on the three buses according to the different purposes and the target memory spaces. The memory organization uses a Harvard architecture, pre-defined memory map and up to 4 GB of memory space, making the system flexible and extendable.

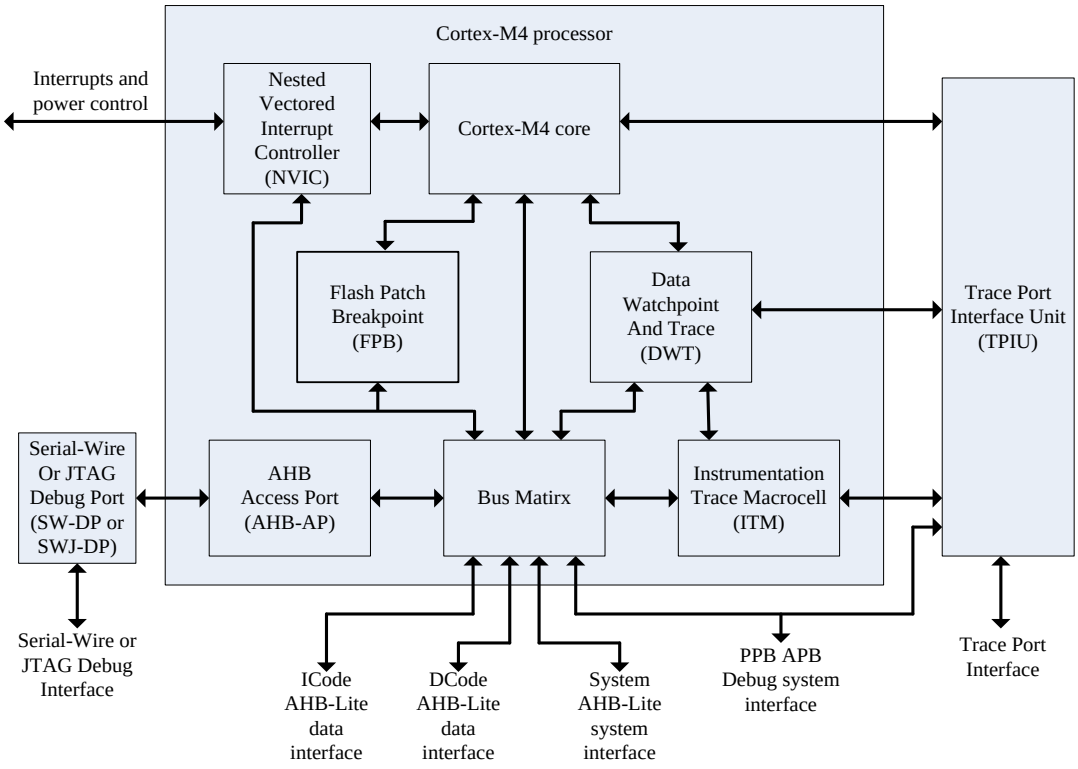
1.1. ARM Cortex-M4 processor

The Cortex™-M4 processor is a 32-bit processor that features floating point arithmetic functionality, low interrupt latency and low-cost debug. Integrated and advanced features make the Cortex™-M4 processor suitable for market products that require microcontrollers with high performance and low power consumption. The Cortex™-M4 processor is based on the ARMv7 architecture and supports a powerful and scalable instruction set including general data processing I/O control tasks and advanced data processing bit field manipulations. Some system peripherals listed below are also provided by Cortex™-M4:

- Internal Bus Matrix connected with I-Code bus, D-Code bus, System bus, Private Peripheral Bus (PPB) and debug accesses (AHB-AP)
- Nested Vectored Interrupt Controller (NVIC)
- Flash Patch and Breakpoint (FPB)
- Data Watchpoint and Trace (DWT)
- Instrumentation Trace Macrocell (ITM)
- Serial Wire JTAG Debug Port (SWJ-DP)
- Trace Port Interface Unit (TPIU)

The following figure shows the Cortex™-M4 processor block diagram. For more information, refer to the ARM® Cortex™-M4 Technical Reference Manual.

Figure 1-1. The structure of the Cortex™-M4processor

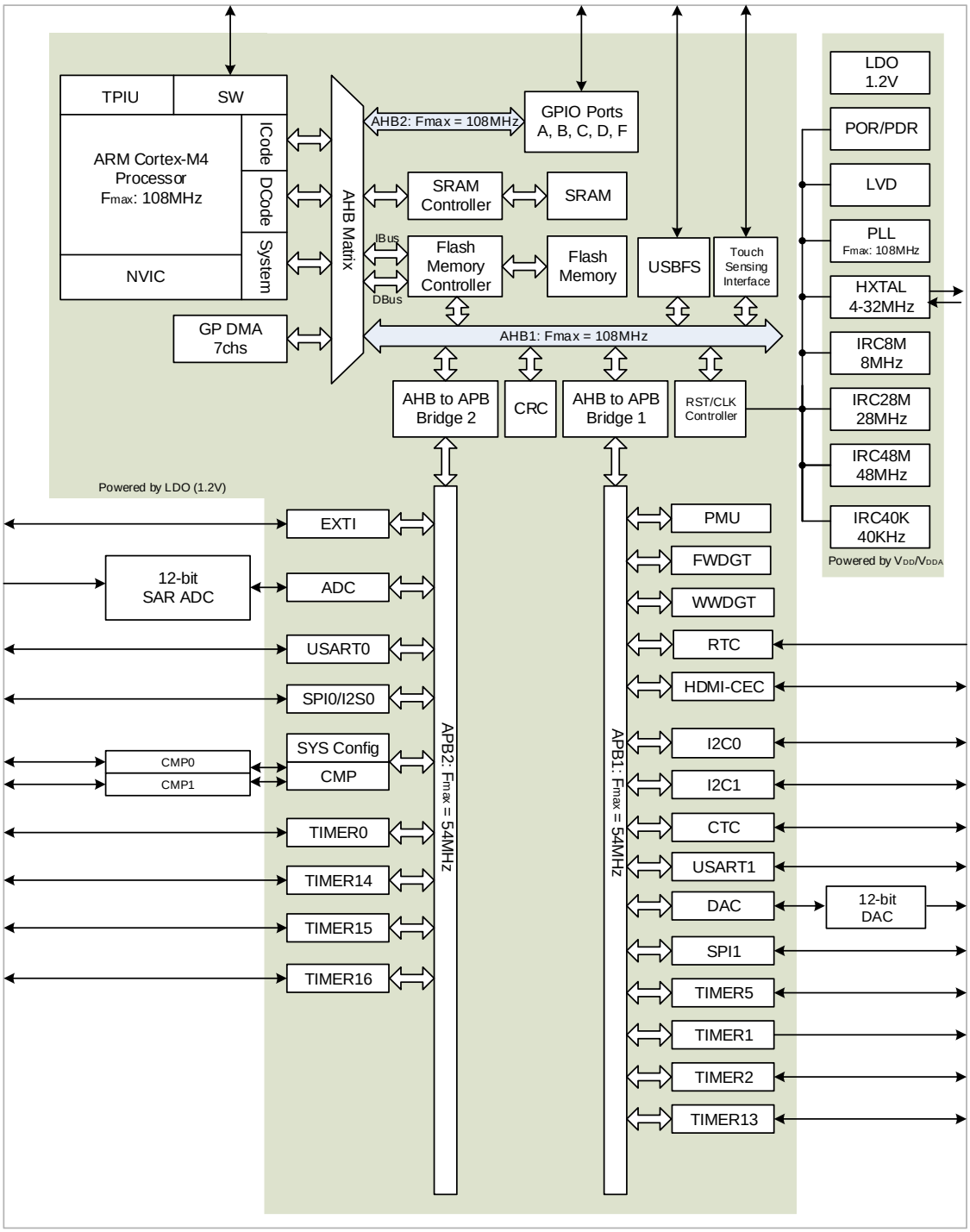


1.2. System architecture

The system architecture of GD32F3x0 series is shown in the following figure. The AHB matrix based on AMBA 3.0 AHB-LITE is a multi-layer AHB, which enables parallel access paths between multiple masters and slaves in the system. There are four masters on the AHB matrix, including I-Code, D-Code, system bus of the Cortex™-M4 core and DMA. The I-Code bus is the instruction bus and also used for vector fetches from the Code region (0x0000 0000 ~ 0x1FFF FFFF) to the Cortex™-M4 core. The D-Code bus is used for loading/storing data and also for debugging access of the Code region. Similarly, the System bus is used for instruction/vector fetches, data loading/storing and debugging access of the system regions. The System regions include the internal SRAM region and the Peripheral region. The AHB matrix consists of five slaves, including I-Code and D-Code interfaces of the flash memory controller, internal SRAM, AHB1 and AHB2.

The AHB2 connects with the GPIO ports. The AHB1 connects with the AHB peripherals including two AHB-to-APB bridges which provide full synchronous connections between the AHB1 and the two APB buses. The two APB buses connect with all the APB peripherals.

Figure 1-2. Series system architecture of GD32F3x0 series



1.3. Memory map

The ARM® Cortex™-M4 processor is structured in Harvard architecture which can use separate buses to fetch instructions and load/store data. The instruction code and data are

both located in the same memory address space but in different address ranges. Program memory, data memory, registers and I/O ports are organized within the same linear 4-Gbyte address space which is the maximum address range of the Cortex™-M4 since it has a 32-bit bus address width. Additionally, a pre-defined memory map is provided by the Cortex™-M4 processor to reduce the software complexity of repeated implementation of different device vendors. However, some regions are used by the ARM® Cortex™-M4 system peripherals. The following figure shows the memory map of GD32F3x0 series, including Code, SRAM, peripheral, and other pre-defined regions. Each peripheral of either type is allocated 1KB of space. This allows simplifying the address decoding for each peripheral.

Table 1-1. Memory map of GD32F3x0 series

Pre-defined Regions	Bus	ADDRESS	Peripherals
		0xE000 0000 - 0xE00F FFFF	Cortex M4 internal peripherals
External Device		0xA000 0000 - 0xDFFF FFFF	Reserved
External RAM		0x6000 0000 - 0x9FFF FFFF	Reserved
Peripherals	AHB1	0x5004 0000 - 0x5FFF FFFF	Reserved
		0x5000 0000 - 0x5003 FFFF	USBFS
	AHB2	0x4800 1800 - 0x4FFF FFFF	Reserved
		0x4800 1400 - 0x4800 17FF	GPIOF
		0x4800 1000 - 0x4800 13FF	Reserved
		0x4800 0C00 - 0x4800 0FFF	GPIOD
		0x4800 0800 - 0x4800 0BFF	GPIOC
		0x4800 0400 - 0x4800 07FF	GPIOB
		0x4800 0000 - 0x4800 03FF	GPIOA
	AHB1	0x4002 4400 - 0x47FF FFFF	Reserved
		0x4002 4000 - 0x4002 43FF	TSI
		0x4002 3400 - 0x4002 3FFF	Reserved
		0x4002 3000 - 0x4002 33FF	CRC
		0x4002 2400 - 0x4002 2FFF	Reserved
		0x4002 2000 - 0x4002 23FF	FMC
		0x4002 1400 - 0x4002 1FFF	Reserved
		0x4002 1000 - 0x4002 13FF	RCU
		0x4002 0400 - 0x4002 0FFF	Reserved
		0x4002 0000 - 0x4002 03FF	DMA
	APB2	0x4001 8000 - 0x4001 FFFF	Reserved
		0x4001 5C00 - 0x4001 7FFF	Reserved
		0x4001 5800 - 0x4001 5BFF	Reserved
		0x4001 4C00 - 0x4001 57FF	Reserved
		0x4001 4800 - 0x4001 4BFF	TIMER16
		0x4001 4400 - 0x4001 47FF	TIMER15
		0x4001 4000 - 0x4001 43FF	TIMER14

Pre-defined Regions	Bus	ADDRESS	Peripherals
		0x4001 3C00 - 0x4001 3FFF	Reserved
		0x4001 3800 - 0x4001 3BFF	USART0
		0x4001 3400 - 0x4001 37FF	Reserved
		0x4001 3000 - 0x4001 33FF	SPI0/I2S0
		0x4001 2C00 - 0x4001 2FFF	TIMER0
		0x4001 2800 - 0x4001 2BFF	Reserved
		0x4001 2400 - 0x4001 27FF	ADC
		0x4001 0800 - 0x4001 23FF	Reserved
		0x4001 0400 - 0x4001 07FF	EXTI
		0x4001 0000 - 0x4001 03FF	SYSCFG + CMP
	APB1	0x4000 CC00 - 0x4000 FFFF	Reserved
		0x4000 C800 - 0x4000 CBFF	CTC
		0x4000 C400 - 0x4000 C7FF	Reserved
		0x4000 C000 - 0x4000 C3FF	Reserved
		0x4000 8000 - 0x4000 BFFF	Reserved
		0x4000 7C00 - 0x4000 7FFF	Reserved
		0x4000 7800 - 0x4000 7BFF	CEC
		0x4000 7400 - 0x4000 77FF	DAC
		0x4000 7000 - 0x4000 73FF	PMU
		0x4000 6400 - 0x4000 6FFF	Reserved
		0x4000 6000 - 0x4000 63FF	Reserved
		0x4000 5C00 - 0x4000 5FFF	Reserved
		0x4000 5800 - 0x4000 5BFF	I2C1
		0x4000 5400 - 0x4000 57FF	I2C0
		0x4000 4800 - 0x4000 53FF	Reserved
		0x4000 4400 - 0x4000 47FF	USART1
		0x4000 4000 - 0x4000 43FF	Reserved
		0x4000 3C00 - 0x4000 3FFF	Reserved
		0x4000 3800 - 0x4000 3BFF	SPI1
		0x4000 3400 - 0x4000 37FF	Reserved
		0x4000 3000 - 0x4000 33FF	FWDGT
		0x4000 2C00 - 0x4000 2FFF	WWDGT
		0x4000 2800 - 0x4000 2BFF	RTC
		0x4000 2400 - 0x4000 27FF	Reserved
		0x4000 2000 - 0x4000 23FF	TIMER13
		0x4000 1400 - 0x4000 1FFF	Reserved
		0x4000 1000 - 0x4000 13FF	TIMER5
		0x4000 0800 - 0x4000 0FFF	Reserved
		0x4000 0400 - 0x4000 07FF	TIMER2
		0x4000 0000 - 0x4000 03FF	TIMER1

Pre-defined Regions	Bus	ADDRESS	Peripherals
SRAM		0x2000 5000 - 0x3FFF FFFF	Reserved
		0x2000 0000 - 0x2000 4FFF	SRAM
Code		0x1FFF FC00 - 0x1FFF FFFF	Reserved
		0x1FFF F800 - 0x1FFF FBFF	Option bytes
		0x1FFF EC00 - 0x1FFF F7FF	System memory
		0x0810 0000 - 0x1FFF EBFF	Reserved
		0x0800 0000 - 0x080F FFFF	Main Flash memory
		0x0010 0000 - 0x07FF FFFF	Reserved
		0x0000 0000 - 0x000F FFFF	Aliased to Flash or system memory

1.3.1. Bit-banding

In order to reduce the time of read-modify-write operations, the Cortex™-M4 processor provides a bit-banding function to perform a single atomic bit operation. The memory map includes two bit-band regions. These occupy the SRAM and Peripherals respectively. These bit-band regions map each word in an alias region of memory to a bit in a bit-band region of memory.

A mapping formula shows how to reference each word in the alias region to a corresponding bit, or target bit, in the bit-band region. The mapping formula is:

bit_word_addr = bit_band_base + (byte_offset x 32) + (bit_number × 4) (1-1)

where:

- bit_word_addr is the address of the word in the alias memory region that maps to the targeted bit.
- bit_band_base is the starting address of the alias region.
- byte_offset is the number of the byte in the bit-band region that contains the targeted bit.
- bit_number is the bit position (0-7) of the targeted bit.

For example, to access bit 7 of address 0x2000 0200, the bit-band alias is:

bit_word_addr = 0x2200 0000 + (0x200 * 32) + (7 * 4) = 0x2200 401C (1-2)

Writing to address 0x2200 401C will cause bit 7 of address 0x2000 0200 change while a read to address 0x2200 401C will return 0x01 or 0x00 according to the value of bit 7 at the SRAM address 0x2000 0200.

1.3.2. On-chip SRAM memory

The GD32F3x0 series contain up to 16KB of on-chip SRAM which starts at the address 0x2000 0000. It supports byte, half-word (16 bits), and word (32 bits) accesses. In order to increase memory robustness, parity check is supported. The user can enable the parity

check function using the bit SRAM_PARITY_CHECK in the user option byte (refer to Chapter 2.3.9 ***Option byte description***). When enabled, an NMI is generated if the parity check fails. The SRAM parity check error flag is implemented in the system configuration register 2 (SYSCFG_CFG2). The error flag can be connected to the break input of TIMER 0/ TIMER 14/ TIMER 15/ TIMER 16, if the SRAM_PARITY_ERROR_LOCK control bit in the system configuration register 2 (SYSCFG_CFG2) is set to 1.

The real data width of the SRAM is 36 bits, including 32 bits for data and 4 bits for parity (1 bit per byte). When writing, the parity bits are computed and stored into the SRAM. When reading, the parity bits are also computed using the stored data in SRAM. The computed parity bits are compared with the stored parity bits which are computed during the writing access. If they are different, the parity check fails.

Note: When enabling the SRAM parity check, it is recommended to initialize the whole SRAM memory by software at the beginning of the code, in order to avoid getting parity check errors when reading non-initialized locations.

1.3.3. On-chip Flash memory

The devices provide up to 128 KB of on-chip flash memory. The flash memory consists of up to 128 KB main flash organized into 128 pages with 1 KB capacity per page and a 3 KB information block for the boot loader. The following table shows details.

Table 1-2. Flash module organization

Block	Name	Address	Size
Main Flash Block	Page 0	0x0800 0000 - 0x0800 03FF	1 Kbytes
	Page 1	0x0800 0400 - 0x0800 07FF	1 Kbytes
	Page 2	0x0800 0800 - 0x0800 0BFF	1 Kbytes
	.	.	.
	.	.	.
	Page 127	0x0801 FC00 - 0x0801 FFFF	1 Kbytes
Information Block	System memory	0x1FFF EC00 - 0x1FFF F7FF	3 Kbytes
	Option Bytes	0x1FFF F800 - 0x1FFF F80F	16 bytes

Read accesses to the preceding 32 pages can be performed 32 bits per cycle without any wait state. All of byte, half-word (16 bits) and word (32 bits) read accesses are supported. The flash memory can be programmed half-word (16 bits) or word (32 bits) at a time. Each page of the flash memory can be erased individually. The whole flash memory space except information blocks can be erased at a time.

1.4. Boot configuration

The GD32F3x0 series provides three kinds of boot sources which can be selected using the bit BOOT1_n in the user option byte (refer to Chapter 2.3.9 ***Option byte description***) and

the BOOT0 pins. The value on the BOOT0 pin is latched on the 4th rising edge of SYSCLK after a reset. It is up to the user to set the BOOT1_n and BOOT0 after a power-on reset or a system reset to select the required boot source. The details are shown in the following table.

Table 1-3. Boot modes

Selected boot source	Boot mode selection pins	
	Boot1	Boot0
Main Flash Memory	x	0
System Memory	0	1
On-chip SRAM	1	1

1. The Boot1 value is the opposite of the BOOT1_n value.

After power-on sequence or a system reset, the ARM® Cortex™-M4 processor fetches the top-of-stack value from address 0x0000 0000 and the base address of boot code from 0x0000 0004 in sequence. Then, it starts executing code from the base address of boot code.

According to the selected boot source, either the main flash memory (original memory space beginning at 0x0800 0000) or the system memory (original memory space beginning at 0x1FFF EC00) is aliased in the boot memory space which begins at the address 0x0000 0000. When the on-chip SRAM whose memory space is beginning at 0x2000 0000 is selected as the boot source, in the application initialization code, you have to relocate the vector table in SRAM using the NVIC exception table and offset register.

The embedded boot loader is located in the System memory, which is used to reprogram the Flash memory. The boot loader can be activated through one of the following serial interfaces: USART0 or USART1.

1.5. I/O compensation cell

By default, the I/O compensation cell is not used. However, when the I/O port output speed is more than 50MHz, it is recommended to use the compensation cell for slew rate control to reduce the I/O noise on power supply.

When the compensation cell is enabled, a complete flag CPS_RDY in the register SYSCFG_CPSCTL is set to indicate that the compensation cell is ready and can be used.

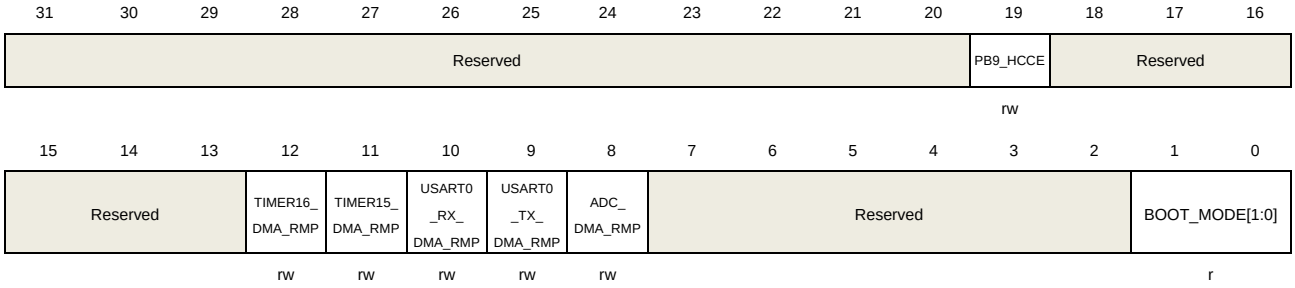
1.6. System configuration registers (SYSCFG)

1.6.1. System configuration register 0 (SYSCFG_CFG0)

Address offset: 0x00

Reset value: 0x0000 000X (X indicates BOOT_MODE[1:0] may be any value according to the BOOT0 pin and the BOOT1_n option bit after reset)

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19	PB9_HCCE	PB9 pin high current capability enable When it is set, the PB9 pin can be used to control an infrared LED directly. 0: High current capability on the PB9 pin is disabled. 1: High current capability on the PB9 pin is enabled, and the speed control of the pin is bypassed.
18:13	Reserved	Must be kept at reset value
12	TIMER16_DMA_RMP	TIMER 16 DMA request remapping enable 0: Not remap (TIMER16_CH0 and TIMER16_UP DMA requests are mapped on DMA channel 0) 1: Remap (TIMER16_CH0 and TIMER16_UP DMA requests are mapped on DMA channel 1)
11	TIMER15_DMA_RMP	TIMER 15 DMA request remapping enable 0: Not remap (TIMER15_CH0 and TIMER15_UP DMA requests are mapped on DMA channel 2) 1: Remap (TIMER15_CH0 and TIMER15_UP DMA requests are mapped on DMA channel 3)
10	USART0_RX_DMA_RMP	USART0_RX DMA request remapping enable 0: Not remap (USART0_RX DMA requests are mapped on DMA channel 2) 1: Remap (USART0_RX DMA requests are mapped on DMA channel 4)

9	USART0_TX_DMA_RMP	USART0_TX DMA request remapping enable 0: Not remap (USART0_TX DMA requests are mapped on DMA channel 1) 1: Remap (USART0_TX DMA requests are mapped on DMA channel 3)
8	ADC_DMA_RMP	ADC DMA request remapping enable 0: Not remap (ADC DMA requests are mapped on DMA channel 0) 1: Remap (ADC DMA requests are mapped on DMA channel 1)
7:2	Reserved	Must be kept at reset value
1:0	BOOT_MODE[1:0]	Boot mode (Refer to Chapter 1.4 ***Boot configuration*** for details) Bit0 is mapping to the BOOT0 pin; the value of bit1 is the opposite of the BOOT1_n option bit value. x0: Boot from the Main Flash 01: Boot from the system memory 11: Boot from the embedded SRAM

1.6.2. EXTI sources selection register 0 (SYSCFG_EXTISS0)

Address offset: 0x08

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI3_SS [3:0]				EXTI2_SS [3:0]				EXTI1_SS [3:0]				EXTI0_SS [3:0]			
rw				rw				rw				rw			

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:12	EXTI3_SS[3:0]	EXTI 3 sources selection X000: PA3 pin X001: PB3 pin X010: PC3 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
11:8	EXTI2_SS[3:0]	EXTI 2 sources selection X000: PA2 pin

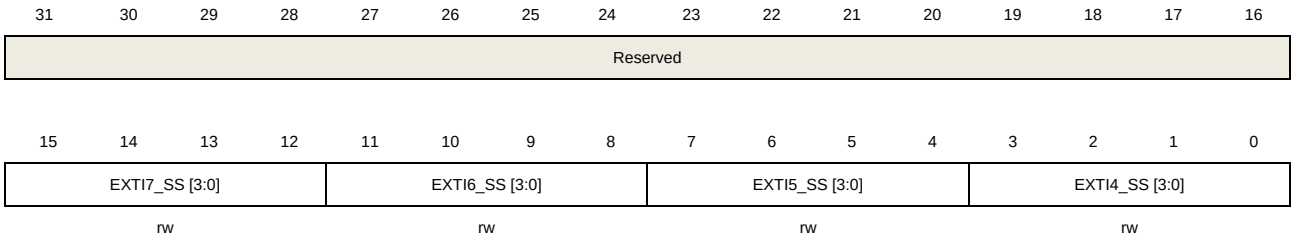
		X001: PB2 pin X010: PC2 pin X011: PD2 pin X100: Reserved X101: Reserved X110: Reserved X111: Reserved
7:4	EXTI1_SS[3:0]	EXTI 1 sources selection X000: PA1 pin X001: PB1 pin X010: PC1 pin X011: Reserved X100: Reserved X101: PF1 pin X110: Reserved X111: Reserved
3:0	EXTI0_SS[3:0]	EXTI 0 sources selection X000: PA0 pin X001: PB0 pin X010: PC0 pin X011: Reserved X100: Reserved X101: PF0 pin X110: Reserved X111: Reserved

1.6.3. EXTI sources selection register 1 (SYSCFG_EXTISS1)

Address offset: 0x0C

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:12	EXTI7_SS[3:0]	EXTI 7 sources selection

		X000: PA7 pin X001: PB7 pin X010: PC7 pin X011: Reserved X100: Reserved X101: PF7 pin X110: Reserved X111: Reserved
11:8	EXTI6_SS[3:0]	EXTI 6 sources selection X000: PA6 pin X001: PB6 pin X010: PC6 pin X011: Reserved X100: Reserved X101: PF6 pin X110: Reserved X111: Reserved
7:4	EXTI5_SS[3:0]	EXTI 5 sources selection X000: PA5 pin X001: PB5 pin X010: PC5 pin X011: Reserved X100: Reserved X101: PF5 pin X110: Reserved X111: Reserved
3:0	EXTI4_SS[3:0]	EXTI 4 sources selection X000: PA4 pin X001: PB4 pin X010: PC4 pin X011: Reserved X100: Reserved X101: PF4 pin X110: Reserved X111: Reserved

1.6.4. EXTI sources selection register 2 (SYSCFG_EXTISS2)

Address offset: 0x10

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI11_SS [3:0]				EXTI10_SS [3:0]				EXTI9_SS [3:0]				EXTI8_SS [3:0]			
rw				rw				rw				rw			

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:12	EXTI11_SS[3:0]	EXTI 11 sources selection X000: PA11 pin X001: PB11 pin X010: PC11 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
11:8	EXTI10_SS[3:0]	EXTI 10 sources selection X000: PA10 pin X001: PB10 pin X010: PC10 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
7:4	EXTI9_SS[3:0]	EXTI 9 sources selection X000: PA9 pin X001: PB9 pin X010: PC9 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
3:0	EXTI8_SS[3:0]	EXTI 8 sources selection X000: PA8 pin X001: PB8 pin X010: PC8 pin X011: Reserved

X100: Reserved

X101: Reserved

X110: Reserved

X111: Reserved

1.6.5. EXTI sources selection register 3 (SYSCFG_EXTISS3)

Address offset: 0x14

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EXTI15_SS [3:0]				EXTI14_SS [3:0]				EXTI13_SS [3:0]				EXTI12_SS [3:0]			
rw				rw				rw				rw			

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:12	EXTI15_SS[3:0]	EXTI 15 sources selection X000: PA15 pin X001: PB15 pin X010: PC15 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
11:8	EXTI14_SS[3:0]	EXTI 14 sources selection X000: PA14 pin X001: PB14 pin X010: PC14 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
7:4	EXTI13_SS[3:0]	EXTI 13 sources selection X000: PA13 pin X001: PB13 pin X010: PC13 pin

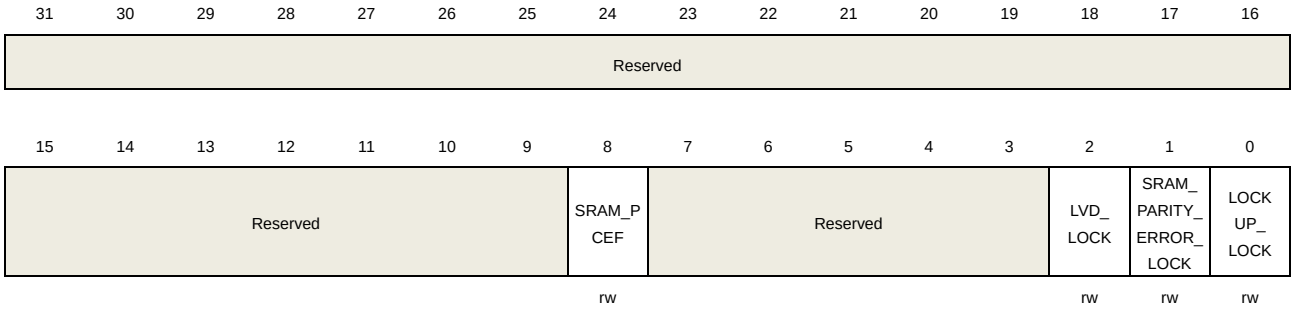
		X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved
3:0	EXTI12_SS[3:0]	EXTI 12 sources selection X000: PA12 pin X001: PB12 pin X010: PC12 pin X011: Reserved X100: Reserved X101: Reserved X110: Reserved X111: Reserved

1.6.6. System configuration register 2 (SYSCFG_CFG2)

Address offset: 0x18

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value
8	SRAM_PCEF	SRAM parity check error flag This bit is set by hardware when an SRAM parity check error occurs. It is cleared by software by writing 1. 0: No SRAM parity check error detected 1: SRAM parity check error detected
7:3	Reserved	Must be kept at reset value
2	LVD_LOCK	LVD lock This bit is set by software and cleared by a system reset. 0: The LVD interrupt is disconnected from the break input of TIMER0/14/15/16.

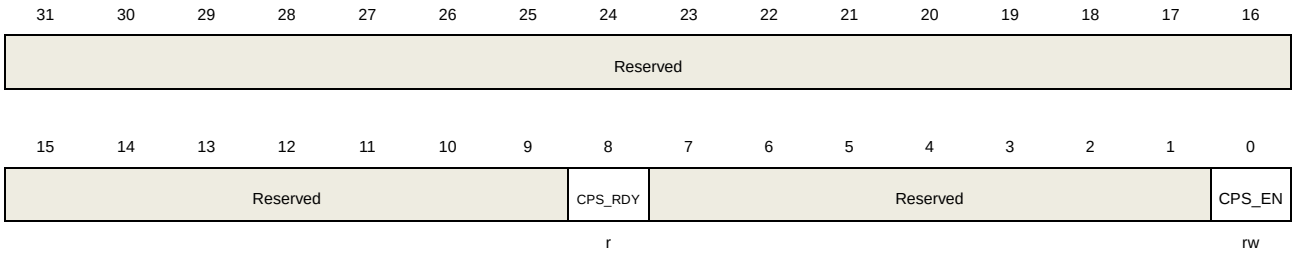
		LVDEN and LVDT[2:0] in the PMU_CTL register can be programmed. 1: The LVD interrupt is connected from the break input of TIMER0/14/15/16. LVDEN and LVDT[2:0] in the PMU_CTL register are read only.
1	SRAM_PARITY_ERROR_LOCK	SRAM parity check error lock This bit is set by software and cleared by a system reset. 0: The SRAM parity check error is disconnected from the break input of TIMER0/14/15/16 1: The SRAM parity check error is connected from the break input of TIMER0/14/15/16
0	LOCKUP_LOCK	Cortex-M4 LOCKUP output lock This bit is set by software and cleared by a system reset. 0: The Cortex-M4 LOCKUP output is disconnected from the break input of TIMER0/14/15/16 1: The Cortex-M4 LOCKUP output is connected from the break input of TIMER0/14/15/16

1.6.7. I/O compensation control register (SYSCFG_CPSCTL)

Address offset: 0x20

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value
8	CPS_RDY	I/O compensation cell is ready or not This bit is read-only. 0: I/O compensation cell is not ready 1: I/O compensation cell is ready
7:1	Reserved	Must be kept at reset value
0	CPS_EN	I/O compensation cell enable 0: I/O compensation cell is power-down 1: I/O compensation cell is enabled

1.7. Device electronic signature

The device electronic signature contains memory density information and the 96-bit unique device ID. It is stored in the information block of the Flash memory. The 96-bit unique device ID is unique for any device. It can be used as serial numbers, or part of security keys, etc.

1.7.1. Memory density information

Base address: 0x1FFF F7E0
The value is factory programmed and can never be altered by user.

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
SRAM_DENSITY[15:0]															
r															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLASH_DENSITY[15:0]															
r															

Bits	Fields	Descriptions
31:16	SRAM_DENSITY [15:0]	SRAM density The value indicates the on-chip SRAM density of the device in Kbytes. Example: 0x0008 indicates 8 Kbytes.
15:0	FLASH_DENSITY [15:0]	Flash memory density The value indicates the Flash memory density of the device in Kbytes. Example: 0x0020 indicates 32 Kbytes.

1.7.2. Unique device ID (96 bits)

Base address: 0x1FFF F7AC
The value is factory programmed and can never be altered by user.

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
UNIQUE_ID[31:16]															
r															

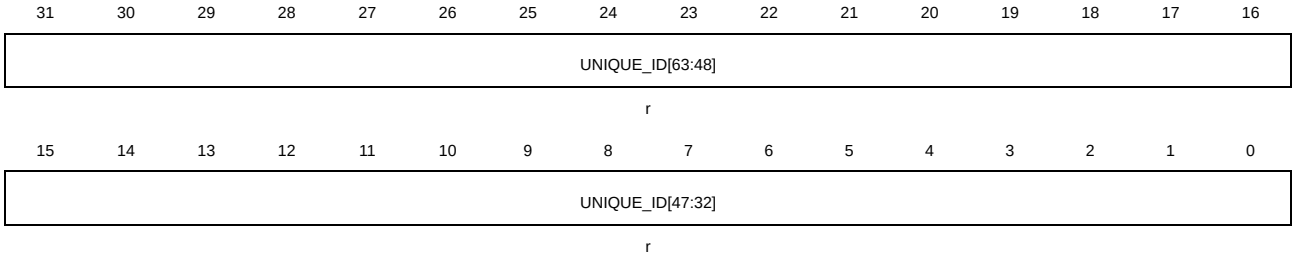
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
UNIQUE_ID[15:0]															
r															

Bits	Fields	Descriptions
31:0	UNIQUE_ID[31:0]	Unique device ID

Base address: 0x1FFF F7B0

The value is factory programmed and can never be altered by user.

This register has to be accessed by word(32-bit)

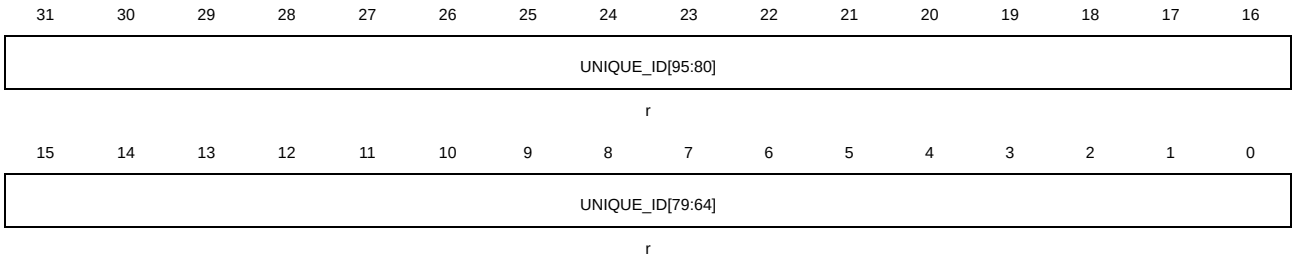


Bits	Fields	Descriptions
31:0	UNIQUE_ID[63:32]	Unique device ID

Base address: 0x1FFF F7B4

The value is factory programmed and can never be altered by user.

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:0	UNIQUE_ID[95:64]	Unique device ID

2. Flash memory controller (FMC)

2.1. Overview

The Flash Memory Controller, FMC, provides all the necessary functions for the on-chip flash memory. There is no waiting time within 64K bytes while CPU executes instruction. It also provides page erase, mass erase, and word/half word program for flash memory.

2.2. Characteristics

For GD32F3x0 series：

- Up to 128 KB of on-chip flash memory for storing instruction/data
- No waiting time within 64K bytes when CPU executes instruction
- A long delay when fetch 64K ~ 128K bytes date from flash
- 3K bytes information block for boot loader
- 16 bytes option bytes block for user application requirements
- 1K bytes page size
- Word or half word programming, page erase and mass erase capability
- Flash read protection to prevent illegal code/data access
- Page erase/program protection to prevent unexpected operation

2.3. Function overview

2.3.1. Flash memory architecture

The flash memory consists of up to 128 KB main flash organized into 128 pages with 1 KB capacity per page and a 3 KB Information Block for the Boot Loader. The main flash memory contains a total of up to 128 pages which can be erased individually. The following table shows the base address and size.

Table 2-1. Base address and size for flash memory

Block	Name	Address	size(bytes)
Main Flash Block	Page 0	0x0800 0000 - 0x0800 03FF	1KB
	Page 1	0x0800 0400 - 0x0800 07FF	1KB
	Page 2	0x0800 0800 - 0x0800 0BFF	1KB

	. . .	. . .	. . .
	Page 127	0x0801 FC00 - 0x0801 FFFF	1KB
Information Block	Boot Loader	0x1FFF EC00 - 0x1FFF F7FF	3KB
Option byte Block	Option byte	0x1FFF F800 - 0x1FFF F80F	16B

Note: The Information Block stores the bootloader - this block cannot be programmed or erased by user.

2.3.2. Read operations

The flash can be addressed directly as a common memory space. Any instruction fetch and the data access from the flash are through the IBUS or DBUS from the CPU.

2.3.3. Unlock the FMC_CTL register

After reset, the FMC_CTL register is not accessible in write mode, except for the OBRLD bit, which is used for reloading the option byte, and the LK bit in FMC_CTL register is 1. An unlocking sequence consists of two write operations to the FMC_KEY register can open the access to the FMC_CTL register. The two write operations are writing 0x45670123 and 0xCDEF89AB to the FMC_KEY register. After the two write operations, the LK bit in FMC_CTL register is set to 0 by hardware. The software can lock the FMC_CTL again by setting the LK bit in FMC_CTL register to 1. If there is any wrong operations on the FMC_KEY register, the LK bit in FMC_CTL register will be set, and the FMC_CTL register will be locked, then it will generate a bus error.

The OBPG bit and OBER bit in FMC_CTL are also protected by FMC_OBKEY register. The unlocking sequence includes two write operations, which are writing 0x45670123 and 0xCDEF89AB to FMC_OBKEY register. And then set the OBWEN bit in FMC_CTL register to 1. The software can set OBWEN bit to 0 to protect the OBPG bit and OBER bit in FMC_CTL register again.

2.3.4. Page erase

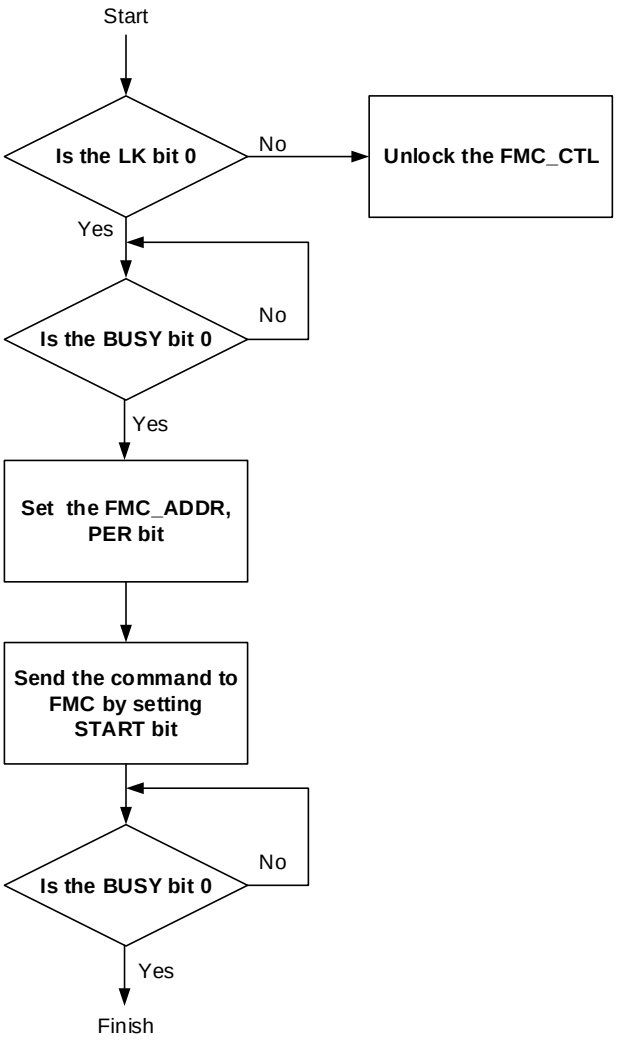
The FMC provides a page erase function which is used for initializing the contents of a main flash memory page to a high state. Each page can be erased independently without affecting the contents of other pages. The following steps show the access sequence of the register for a page erase operation.

- Unlock the FMC_CTL register if necessary.
- Check the BUSY bit in FMC_STAT register to confirm that no flash memory operation is in progress (BUSY equal to 0). Otherwise, wait until the operation has been finished.

- Write the page address into the FMC_ADDR register.
- Write the page erase command into PER bit in FMC_CTL register.
- Send the page erase command to the FMC by setting the START bit in FMC_CTL register.
- Wait until all the operations have been completed by checking the value of the BUSY bit in FMC_STAT register.
- Read and verify the page if required using a DBUS access.

When the operation is executed successfully, an interrupt will be triggered by FMC if the ENDIE bit in the FMC_CTL register is set, and the ENDF in FMC_STAT register is set. Note that a correct target page address must be confirmed. Or the software may run out of control if the target erase page is being used for fetching codes or accessing data. The FMC will not provide any notification when this occurs. Additionally, the page erase operation will be ignored on protected pages. A Flash Operation Error interrupt will be triggered by the FMC if the ERRIE bit in the FMC_CTL register is set. The software can check the PGERR bit in the FMC_STAT register to detect this condition in the interrupt handler. The end of this operation is indicated by the ENDF bit in the FMC_STAT register. The following figure shows the page erase operation flow.

Figure 2-1. Process of page erase operation



2.3.5. Mass erase

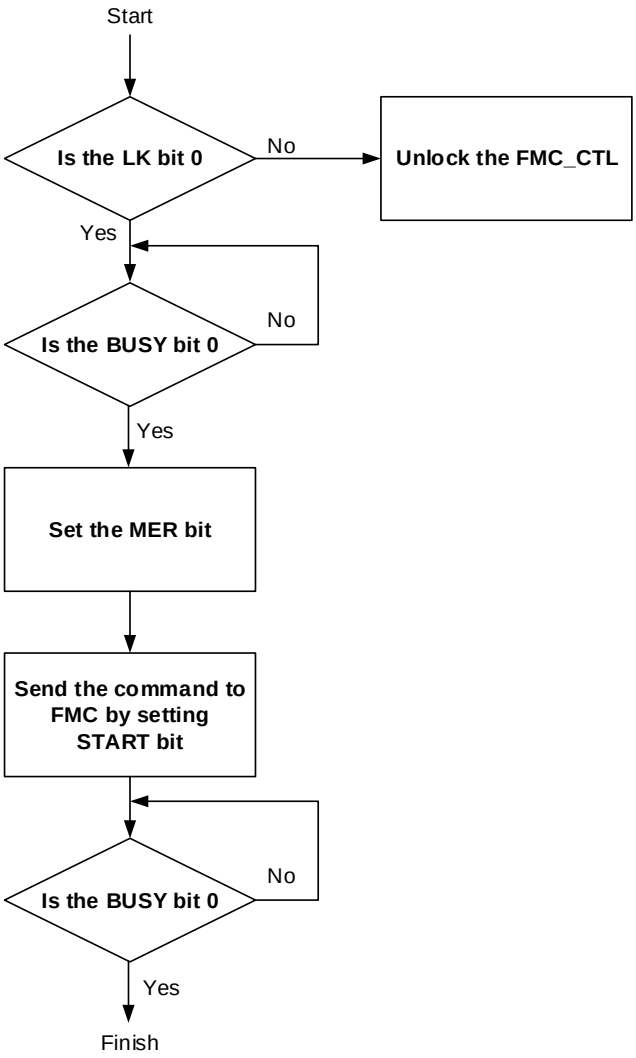
The FMC provides a complete erase function which is used for initializing the Main Flash Block contents. The following steps show the mass erase register access sequence.

- Unlock the FMC_CTL register if necessary.
- Check the BUSY bit in FMC_STAT register to confirm that no flash memory operation is in progress (BUSY equal to 0). Otherwise, wait until the operation has been finished.
- Write the mass erase command into MER bit in FMC_CTL register.
- Send the mass erase command to the FMC by setting the START bit in FMC_CTL register.
- Wait until all the operations have been completed by checking the value of the BUSY bit in FMC_STAT register.

- Read and verify the flash memory if required using a DBUS access.

When the operation is executed successfully, an interrupt will be triggered by FMC if the ENDIE bit in the FMC_CTL register is set, and the ENDF in FMC_STAT register is set. Since all flash data will be reset to a value of 0xFFFF FFFF, the mass erase operation can be implemented using a program that runs in SRAM or by using the debugging tool to access the FMC registers directly. The end of this operation is indicated by the ENDF bit in the FMC_STAT register. (The starting address of programming operation should be 0x0800 0000) The following figure indicates the mass erase operation flow.

Figure 2-2. Process of the mass erase operation



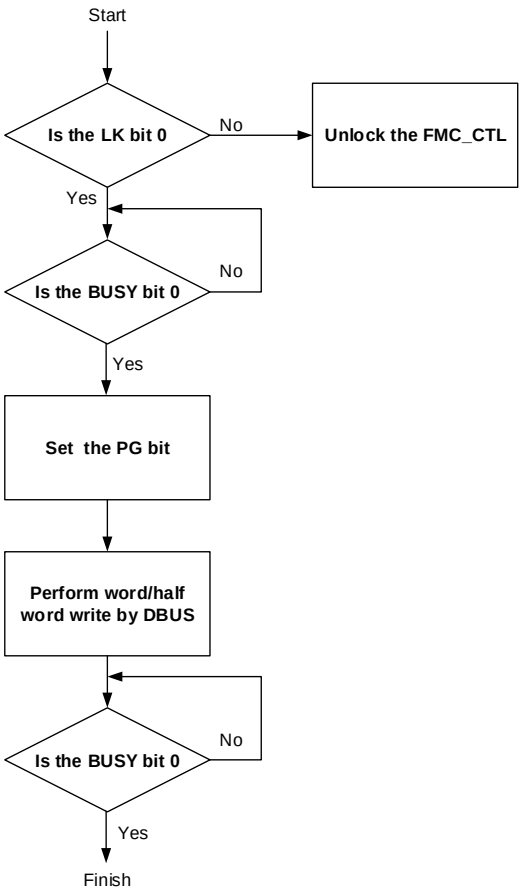
2.3.6. Main flash programming

The FMC provides a 32-bit word/16-bit half word programming function which is used to modify the main flash memory contents. The following steps show the word programming operation register access sequence.

- Unlock the FMC_CTL register if necessary.
- Check the BUSY bit in FMC_STAT register to confirm that no flash memory operation is in progress (BUSY equal to 0). Otherwise, wait until the operation has been finished.
- Write the word program command into the PG bit in FMC_CTL register.
- A 32-bit word/16-bit half word write at desired address by DBUS.
- Wait until all the operations have been completed by checking the value of the BUSY bit in FMC_STAT register.
- Read and verify the flash memory if required using a DBUS access.

When the operation is executed successfully, an interrupt will be triggered by FMC if the ENDIE bit in the FMC_CTL register is set, and the ENDF in FMC_STAT register is set. Note that before the word/half word programming operation you should check the address that it has been erased. If the address has not been erased, PGERR bit will set when programming the address except programming 0x0. Additionally, the program operation will be ignored on protected pages. A flash operation error interrupt will be triggered by the FMC if the ERRIE bit in the FMC_CTL register is set. The software can check the PGERR bit in the FMC_STAT register to detect this condition in the interrupt handler. The end of this operation is indicated by the ENDF bit in the FMC_STAT register. The following figure displays the word programming operation flow.

Figure 2-3. Process of the word programming operation



2.3.7. Option byte erase

The FMC provides an erase function which is used for initializing the option byte block in flash. The following steps show the erase sequence.

- Unlock the FMC_CTL register if necessary.
- Unlock the OBWEN bit in FMC_CTL register if necessary.
- Check the BUSY bit in FMC_STAT register to confirm that no flash memory operation is in progress (BUSY equal to 0). Otherwise, wait until the operation has been finished.
- Write the option byte erase command into OBER bit in FMC_CTL register.
- Send the option byte erase command to the FMC by setting the START bit in FMC_CTL register.
- Wait until all the operations have been completed by checking the value of the BUSY bit in FMC_STAT register.
- Read and verify the flash memory if required using a DBUS access.

When the operation is executed successfully, an interrupt will be triggered by FMC if the ENDIE bit in the FMC_CTL register is set, and the ENDF in FMC_STAT register is set. The end of this operation is indicated by the ENDF bit in the FMC_STAT register.

2.3.8. Option byte programming

The FMC provides a 32-bit word/16-bit half word programming function which is used for modifying the option byte block contents. The following steps show the programming operation sequence.

- Unlock the FMC_CTL register if necessary.
- Unlock the OBWEN bit in FMC_CTL register if necessary.
- Check the BUSY bit in FMC_STAT register to confirm that no flash memory operation is in progress (BUSY equal to 0). Otherwise, wait until the operation has been finished.
- Write the program command into the OBPG bit in FMC_CTL register.
- A 32-bit word/16-bit half word write at desired address by DBUS.
- Wait until all the operations have been completed by checking the value of the BUSY bit in FMC_STAT register.
- Read and verify the flash memory if required using a DBUS access.

When the operation is executed successfully, an interrupt will be triggered by FMC if the ENDIE bit in the FMC_CTL register is set, and the ENDF in FMC_STAT register is set. Note that before the word/half word programming operation you should check the address that it has been erased. If the address has not been erased, PGERR bit will set when programming the address except programming 0x0. The end of this operation is indicated by the ENDF bit in the FMC_STAT register.

2.3.9. Option byte description

The option bytes block of flash memory reloaded to FMC_OBSTAT and FMC_WP registers after each system reset or OBRLD bit set in FMC_CTL register, and the option bytes work. The option complement bytes are the opposite of option bytes. When option bytes reload, if the option complement bytes and option bytes does not match, the OBERR bit in FMC_OBSTAT register is set, and the option byte is set to 0xFF. The following table is the detail of option bytes.

Table 2-2. Option byte

Address	Name	Description
0x1fff f800	OB_SPC	option byte Security Protection Code 0xA5: No protection any value except 0xA5 or 0xCC: Protection level low

Address	Name	Description
		0xCC: Protection level high
0x1fff f801	OB_SPC_N	OB_SPC complement value
0x1fff f802	OB_USER	option byte which user defined [7]: Reserved [6]: SRAM_PARITY_CHECK 0: Enable sram parity check 1: Disable sram parity check [5]: VDDA_VISOR 0: Disable V_{DDA} monitor 1: Enable V_{DDA} monitor [4]: BOOT1_n 0: BOOT1 bit is 1 1: BOOT1 bit is 0 [3]: Reserved [2]: nRST_STDBY 0: Generate a reset instead of entering standby mode 1: No reset when entering standby mode [1]: nRST_DPSLP 0: Generate a reset instead of entering Deep-sleep mode 1: No reset when entering Deep-sleep mode [0]: nWDG_SW 0: Hardware free watchdog timer 1: Software free watchdog timer
0x1fff f803	OB_USER_N	OB_USER complement value
0x1fff f804	OB_DATA[7:0]	user defined data bit 7 to 0
0x1fff f805	OB_DATA_N[7:0]	OB_DATA complement value bit 7 to 0
0x1fff f806	OB_DATA[15:8]	user defined data bit 15 to 8
0x1fff f807	OB_DATA_N[15:8]	OB_DATA complement value bit 15 to 8
0x1fff f808	OB_WP[7:0]	Page Erase/Program Protection bit 7 to 0
0x1fff f809	OB_WP_N[7:0]	OB_WP complement value bit 7 to 0
0x1fff f80a	OB_WP[15:8]	Page Erase/Program Protection bit 15 to 8
0x1fff f80b	OB_WP_N[15:8]	OB_WP complement value bit 15 to 8

2.3.10. Page erase/Program protection

The FMC provides page erase/program protection functions to prevent inadvertent operations on the flash memory. The page erase or program will not be accepted by the FMC on protected pages. If the page erase or program command is sent to the FMC on a protected page, the WPERR bit in the FMC_STAT register will then be set by the FMC. If the WPERR bit is set and the ERRIE bit is also set to 1 to enable the corresponding interrupt,

then the flash operation error interrupt will be triggered by the FMC to get the attention of the CPU. The page protection function can be individually enabled by configuring the OB_WP [15:0] bit field to 0 in the option byte. If a page erase operation is executed on the Option Byte region, all the flash memory page protection functions will be disabled. When setting or resetting OB_WP in the option byte, the software need to set OBRLD in FMC_CTL register or a system reset to reload the OB_WP bits. The following table shows which pages are protected by set OB_WP [15:0].

Table 2-3. OB_WP bit for pages protected

OB_WP bit	pages protected
OB_WP[0]	page 0 ~ page 3
OB_WP[1]	page 4 ~ page 7
OB_WP[2]	page 8 ~ page 11
. . .	. . .
OB_WP[14]	page 56 ~ page 59
OB_WP[15]	page 60 ~ page 127

2.3.11. Security protection

The FMC provides a security protection function to prevent illegal code/data access on the flash memory. This function is useful for protecting the software/firmware from illegal users. There are 3 levels for protecting:

No protection: when setting OB_SPC byte and its complement value to 0xA55A, no protection performed. The main flash and option bytes block are accessible by all operations.

Protection level low: when setting OB_SPC byte and its complement value to any value except 0xA55A or 0xCC33, protection level low performed. The main flash can only be accessed by user code. In debug mode, boot from SRAM or boot from boot loader mode, all operations to main flash is forbidden. If a read operation is executed to main flash in debug mode, boot from SRAM or boot from boot loader mode, a bus error will be generated. If a program/erase operation is executed to main flash in debug mode, boot from SRAM or boot from boot loader mode, the PGERR bit in FMC_STAT register will be set. At protection level low, option bytes block are accessible by all operations. If program back to no protection level by setting OB_SPC byte and its complement value to 0xA55A, a mass erase for main flash will be performed.

Protection level high: when set OB_SPC byte and its complement value to 0xCC33, protection level high performed. When this level is programmed in debug mode, boot from SRAM or boot from boot loader mode is disabled. The main flash block is accessible by all operations from user code. The option byte cannot be erased, and the OB_SPC byte and its complement value cannot be reprogrammed. So, if protection level high is programmed, it cannot move back to protection level low or no protection level.

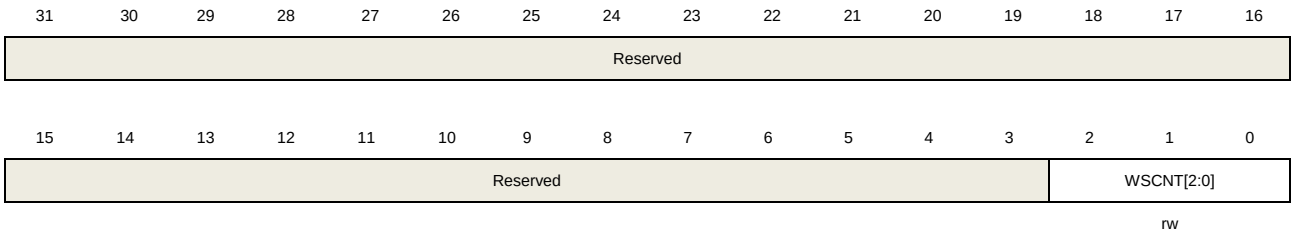
2.4. Register definition

2.4.1. Wait state register (FMC_WS)

Address offset: 0x00

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



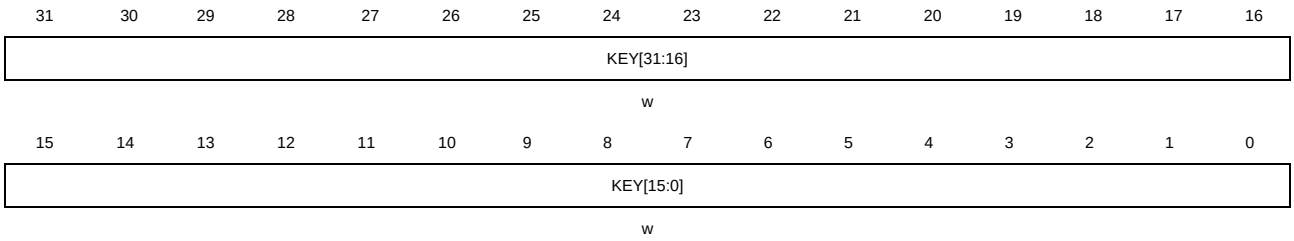
Bits	Fields	Descriptions
31:3	Reserved	Must be kept at reset value
2:0	WSCNT[2:0]	Wait state counter register These bits set and reset by software. The WSCNT valid when WSEN bit is set 000: 0 wait state added 001: 1 wait state added 010: 2 wait state added 011 ~ 111: Reserved

2.4.2. Unlock key register (FMC_KEY)

Address offset: 0x04

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:0	KEY[31:0]	FMC_CTL unlock registers These bits are only be written by software Write KEY[31:0] with key to unlock FMC_CTL register.

2.4.3. Option byte unlock key register (FMC_OBKEY)

Address offset: 0x08
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
OBKEY[31:16]															
w															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OBKEY[15:0]															
w															

Bits	Fields	Descriptions
31:0	OBKEY[31:0]	FMC_CTL option byte operation unlock registers These bits are only be written by software Write OBKEY[31:0] with key to unlock option byte command in FMC_CTL register.

2.4.4. Status register (FMC_STAT)

Address offset: 0x0C
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved										ENDF	WPERR	Reserved	PGERR	Reserved	BUSY
										rw	rw		rw		r

Bits	Fields	Descriptions
31:6	Reserved	Must be kept at reset value
5	ENDF	End of operation flag bit When the operation executed successfully, this bit is set by hardware. The software can clear it by writing 1.
4	WPERR	Erase/Program protection error flag bit When erasing/programming on protected pages, this bit is set by hardware. The software can clear it by writing 1.
3	Reserved	Must be kept at reset value

2	PGERR	Program error flag bit When programming to the flash while it is not 0xFFFF, this bit is set by hardware. The software can clear it by writing 1.
1	Reserved	Must be kept at reset value
0	BUSY	The flash busy bit When the operation is in progress, this bit is set to 1. When the operation is end or an error generated, this bit is clear to 0.

2.4.5. Control register (FMC_CTL)

Address offset: 0x10

Reset value: 0x0000 0080

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		OBRLD	ENDIE	Reserved	ERRIE	OBWEN	Reserved	LK	START	OBER	OBPG	Reserved	MER	PER	PG
		rw	rw		rw	rw		rw	rw	rw	rw		rw	rw	rw

Bits	Fields	Descriptions
31:14	Reserved	Must be kept at reset value
13	OBRLD	Option byte reload bit This bit is set by software. 0: No effect 1: Force option byte reload, and generate a system reset
12	ENDIE	End of operation interrupt enable bit This bit is set or cleared by software. 0: No interrupt generated by hardware 1: End of operation interrupt enable
11	Reserved	Must be kept at reset value
10	ERRIE	Error interrupt enable bit This bit is set or cleared by software. 0: No interrupt generated by hardware 1: Error interrupt enable
9	OBWEN	Option byte erase/program enable bit This bit is set by hardware when right sequence written to FMC_OBKEY register. This bit can be cleared by software.

8	Reserved	Must be kept at reset value
7	LK	FMC_CTL lock bit This bit is cleared by hardware when right sequent written to FMC_KEY register. This bit can be set by software.
6	START	Send erase command to FMC bit This bit is set by software to send erase command to FMC. This bit is cleared by hardware when the BUSY bit is cleared.
5	OBER	Option byte erase command bit This bit is set or cleared by software. 0: No effect 1: Option byte erase command
4	OBPG	Option byte program command bit This bit is set or cleared by software. 0: No effect 1: Option byte program command
3	Reserved	Must be kept at reset value
2	MER	Main flash mass erase command bit This bit is set or cleared by software. 0: No effect 1: Main flash mass erase command
1	PER	Main flash page erase command bit This bit is set or cleared by software. 0: No effect 1: Main flash page erase command
0	PG	Main flash page program command bit This bit is set or cleared by software. 0: No effect 1: Main flash page program command

2.4.6. Address register (FMC_ADDR)

Address offset: 0x14
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADDR[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

ADDR[15:0]
rw

Bits	Fields	Descriptions
31:0	ADDR[31:0]	Flash command address bits These bits are set by software. ADDR bits are the address of flash erase command

2.4.7. Option byte status register (FMC_OBSTAT)

Address offset: 0x1C
Reset value: 0xXXXX XX0X

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
OB_DATA[15:0]															
r															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OB_USER[7:0]								Reserved					PLEVEL[1:0]		OBERR
r													r		r

Bits	Fields	Descriptions
31:16	OB_DATA[15:0]	Store OB_DATA[15:0] of option byte block after system reset
15:8	OB_USER[7:0]	Store OB_USER byte of option byte block after system reset
7:3	Reserved	Must be kept at reset value
2:1	PLEVEL[1:0]	Security Protection level 00: No protection level 01: Protect level low 11: Protect level high
0	OBERR	Option byte read error bit. This bit is set by hardware when the option byte and its complement byte do not match, and the option byte set 0xFF.

2.4.8. Write protection register (FMC_WP)

Address offset: 0x20
Reset value: 0x0000 XXXX

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16

Reserved

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OB_WP[15:0]															
r															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	OB_WP[15:0]	Store OB_WP[15:0] of option byte block after system reset 0: Protection active 1: Unprotected

2.4.9. Wait state enable register (FMC_WSEN)

Address offset: 0xFC

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														BPEN	WSEN
														rw	rw

Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1	BPEN	FMC bit program enable register This bit set and reset by software. 0: No effect, write page must check if the flash is “FF” 1: Write page do not check if the flash is FF. The FMC can program each bit.
0	WSEN	FMC wait state enable register This bit set and reset by software. This bit is also protected by the FMC_KEY register. The software need writing 0x45670123 and 0xCDEF89AB to the FMC_KEY register. 0: No wait state added when fetching flash 1: Wait state added when fetching flash

2.4.10. Product ID register (FMC_PID)

Address offset: 0x100

Reset value: 0xXXXX XXXX

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PID[31:16]															
r															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PID[15:0]															
r															

Bits	Fields	Descriptions
31:0	PID[31:0]	Product reserved ID code register These bits are read only by software. These bits are unchanged constantly after power on. These bits are one time programmed when the chip product.

3. Power management unit (PMU)

3.1. Introduction

The power consumption is regarded as one of the most important issues for the devices of GD32F3x0 series. The Power management unit (PMU), provides three types of power saving modes, including Sleep, Deep-sleep and Standby mode. These modes reduce the power consumption and allow the application to achieve the best tradeoff among the conflicting demands of CPU operating time, speed and power consumption. For GD32F3x0 series, there are three power domains, including V_{DD}/V_{DDA} domain, 1.2V domain, and Backup domain, as is shown in the following figure. The power of the V_{DD} domain is supplied directly by V_{DD}. An embedded LDO in the V_{DD}/V_{DDA} domain is used to supply the 1.2V domain power. A power switch is implemented for the Backup domain. It can be powered from the V_{BAT} voltage when the main V_{DD} supply is shut down.

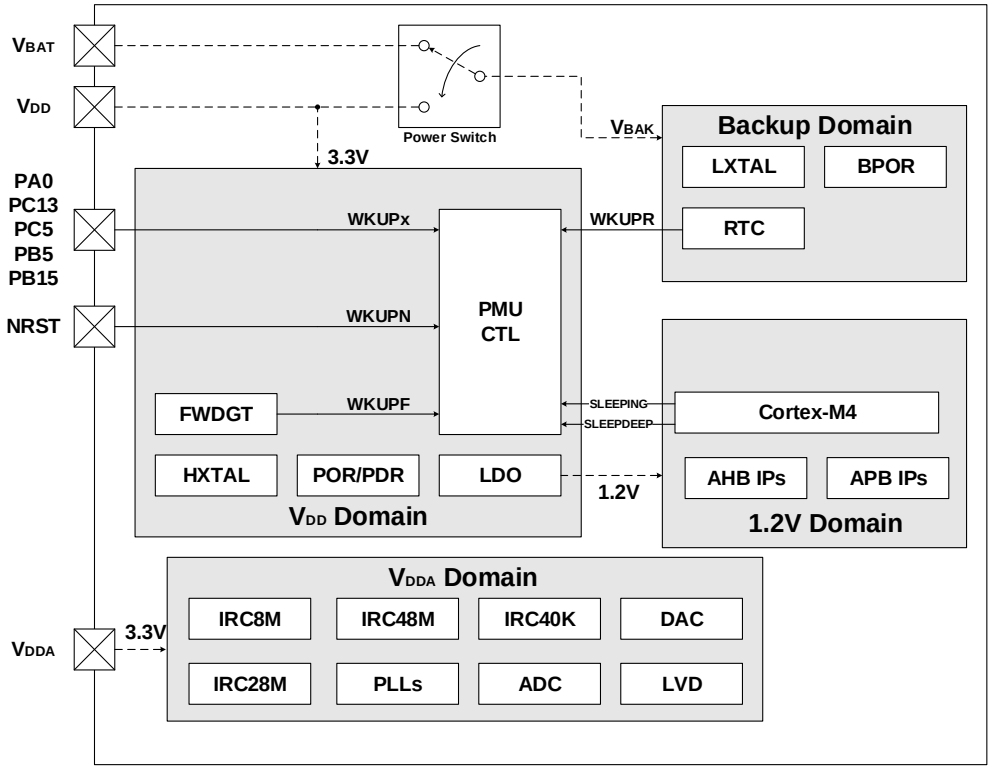
3.2. Main features

- Three power domains: V_{BAK}, V_{DD}/V_{DDA} and 1.2V power domains
- Three power saving modes: Sleep, Deep-sleep and Standby modes
- Internal Voltage regulator(LDO) supplies around 1.2V voltage source for 1.2V domain
- Low Voltage Detector can issue an interrupt or event when the power is lower than a programmed threshold.
- Battery power (V_{BAT}) for Backup domain when V_{DD} is shut down.
- LDO output voltage select for power saving.
- Ultra power saving for low-driver mode in Deep-sleep mode. And high-driver mode for high frequency.

3.3. Function description

Figure 3-1. Power supply overview provides details on the internal configuration of the PMU and the relevant power domains.

Figure 3-1. Power supply overview



LVD: Low Voltage Detector
POR: Power On Reset
LDO: Voltage Regulator
PDR: Power Down Reset
BPOR: V_{BAK} Power On Reset

3.3.1. Battery backup domain

The Backup domain is powered by the V_{DD} or the battery power source (V_{BAT}) selected by the internal power switch, and the V_{BAK} pin which drives Backup Domain, power supply for RTC unit, LXTAL oscillator, BPOR，and three pads, including PC13 to PC15. In order to keeping the content of the Backup domain registers and the RTC supply, when V_{DD} supply is shut down, V_{BAT} pin can be connected to an optional standby voltage supplied by a battery or by another source. The power switch is controlled by the Power Down Reset circuit in the V_{DD}/V_{DDA} domain. If no external battery is used in the application, it is recommended to connect V_{BAT} pin externally to V_{DD} pin with a 100nF external ceramic decoupling capacitor.

The Backup domain reset sources includes the Backup domain power-on-reset (BPOR) and the Backup Domain software reset. The BPOR signal forces the device to stay in the reset mode until V_{BAK} is completely powered up. Also the application software can trigger the Backup domain software reset by setting the BKPRST bit in the RCU_BDCTL register to reset the Backup domain.

The clock source of the Real Time Clock (RTC) circuit can be derived from the Internal 40KHz RC oscillator (IRC40K) or the Low Speed Crystal oscillator (LXTAL), or HXTAL clock divided by 32. When V_{DD} is shut down, only LXTAL is valid for RTC. Before entering the power saving mode by executing the WFI/WFE instruction, the Cortex™-M4can setup the

RTC register with an expected alarm time and enable the alarm function and according EXTI lines to achieve the RTC timer wakeup event. After entering the power saving mode for a certain amount of time, the RTC alarm will wake up the device when the time match event occurs. The details of the RTC configuration and operation will be described in the RTC chapter.

When the Backup domain is supplied by V_{DD} (V_{BAK} pin is connected to V_{DD}), the following functions are available:

- PC13 can be used as GPIO or RTC function pin described in the RTC chapter.
- PC14 and PC15 can be used as either GPIO or LXTAL Crystal oscillator pins.

When the Backup domain is supplied by V_{BAT} (V_{BAK} pin is connected to V_{BAT}), the following functions are available:

- PC13 can be used as RTC function pin described in the RTC chapter.
- PC14 and PC15 can be used as LXTAL Crystal oscillator pins only.

Note: Since PC13, PC14, PC15 are supplied through the Power Switch, which can only be obtained by a small current, the speed of GPIOs PC13 to PC15 should not exceed 2MHz when they are in output mode(maximum load: 30pF)

3.3.2. VDD/VDDA power domain

V_{DD}/V_{DDA} domain includes two parts: V_{DD} domain and V_{DDA} domain. V_{DD} domain includes HXTAL (High Speed Crystal oscillator), LDO (Voltage Regulator), POR/PDR (Power On/Down Reset), FWDGT (Free Watchdog Timer), all pads except PC13/PC14/PC15, etc. V_{DDA} domain includes ADC/DAC (AD/DA Converter), IRC8M (Internal 8MHz RC oscillator), IRC48M (Internal 48MHz RC oscillator at 48MHz frequency), IRC28M (Internal 28MHz RC oscillator at 28MHz frequency), IRC40K (Internal 40KHz RC oscillator), PLLs (Phase Locking Loop), LVD (Low Voltage Detector), etc.

VDD domain

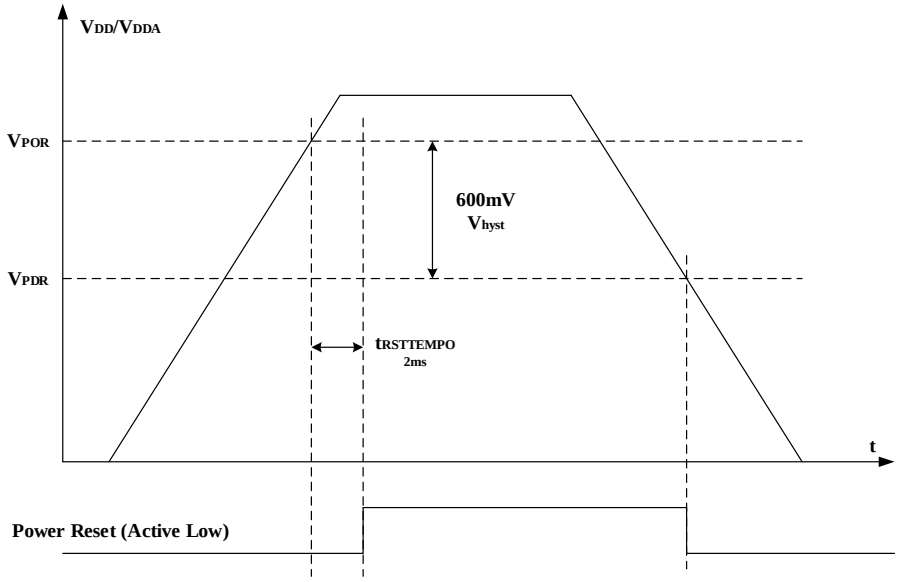
The LDO, which is implemented to supply power for the 1.2V domain, is always enabled after reset. It can be configured to operate in three different status, including in the Sleep mode (full power on), in the Deep-sleep mode (on or low power), and in the Standby mode (power off).

The POR/PDR circuit is implemented to detect V_{DD}/V_{DDA} and generate the power reset signal which resets the whole chip except the Backup domain when the supply voltage is lower than the specified threshold.

Figure 3-2. Waveform of the POR/PDR shows the relationship between the supply voltage and the power reset signal. VPOR, which typical value is 2.40V, indicates the threshold of power on reset, while VPDR, which typical value is 1.8V, means the threshold of power down

reset. The hysteresis voltage (Vhyst) is around 600mV.

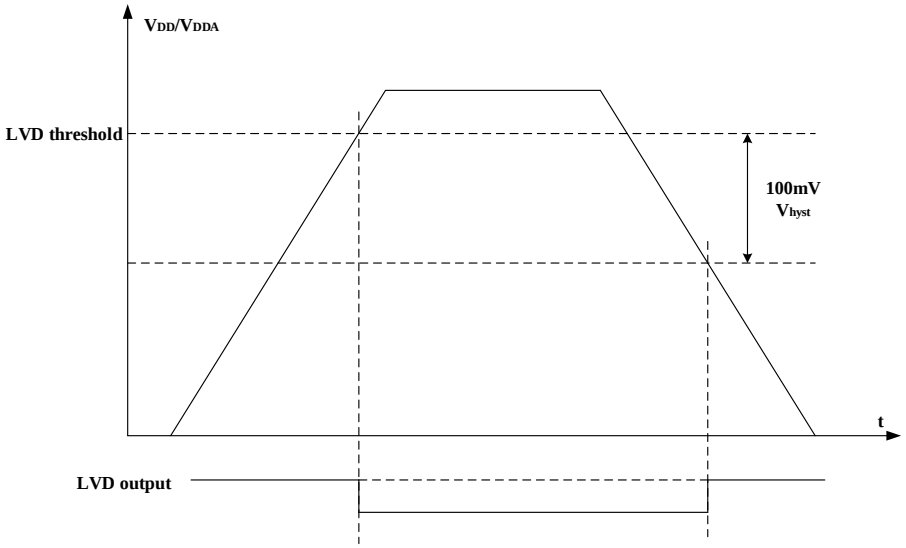
Figure 3-2. Waveform of the POR/PDR



VDDA domain

The LVD is used to detect whether the V_{DD}/V_{DDA} supply voltage is lower than a programmed threshold selected by the LVDT[2:0] bits in the Power control register(PMU_CTL). The LVD is enabled by setting the LVDEN bit, and LVDF bit, which in the Power status register (PMU_CS), indicates if V_{DD}/V_{DDA} is higher or lower than the LVD threshold. This event is internally connected to the EXTI line 16 and can generate an interrupt if it is enabled through the EXTI registers. ***Figure 3-3. Waveform of the LVD threshold*** shows the relationship between the LVD threshold and the LVD output (LVD interrupt signal depends on EXTI line 16 rising or falling edge configuration). The following figure shows the relationship between the supply voltage and the LVD signal. The hysteresis voltage (V_{hyst}) is 100mV.

Figure 3-3. Waveform of the LVD threshold



Generally, digital circuits are powered by V_{DD}, while most of analog circuits are powered by V_{DDA}. To improve the ADC and DAC conversion accuracy, the independent power supply V_{DDA} is implemented to achieve better performance of analog circuits. V_{DDA} can be externally connected to V_{DD} through the external filtering circuit that avoids noise on V_{DDA}, and V_{SSA} should be connected to V_{SS} through the specific circuit independently. Otherwise, if V_{DDA} is different from V_{DD}, V_{DDA} must always be higher, but the voltage difference should not exceed 0.2V.

To ensure a high accuracy on low voltage ADC and DAC, the separate external reference voltage on V_{REF} should be connected to ADC/DAC pins. According to the different packages, V_{REF+} pin must be connected to V_{DDA} pin, V_{REF-}pin must be connected to V_{SSA} pin. The V_{REF+} pin is only available on no less than 100-pin packages, or else the V_{REF+} pin is not available and internally connected to V_{DDA}. The V_{REF-}pin is only available on no less than 100-pin packages, or else the V_{REF-} pin is not available and internally connected to V_{SSA}.

3.3.3. 1.2V power domain

The main functions that include Cortex™-M4 logic, AHB/APB peripherals, the APB interfaces for the Backup domain and the V_{DD}/V_{DDA} domain, etc, are located in this power domain. Once the 1.2V is powered up, the POR will generate a reset sequence on the 1.2V power domain. To enter the expected power saving mode, the associated control bits must be configured. Then, once a WFI (Wait for Interrupt) or WFE (Wait for Event) instruction is executed, the device will enter an expected power saving mode which will be discussed in the following section.

High-driver mode

If the 1.2V power domain need to run with high frequency and open many functions

simultaneously, it is recommended to enter high-driver mode. The following steps are needed when using high-driver mode.

- IRC8M or HXTAL selected as system clock.
- Set HDEN bit in PMU_CTL register to 1 to open high-driver mode.
- Wait HDRF bit be set to 1 in PMU_CS register.
- Set HDS bit in PMU_CTL register to 1 to switch LDO to high-driver mode.
- Wait HDSRF bit be set to 1 in PMU_CS register. And enter high-driver mode.
- Running the application at high frequency by PLL configurations.

The high-driver mode exit by resetting HDEN and HDS bits in PMU_CTL register after IRC8M or HXTAL selected as system clock. The high-driver mode exit automatically when exiting from Deep-sleep mode.

3.3.4. Power saving modes

After a system reset or a power reset, the GD32F3x0 MCU operates at full function and all power domains are active. Users can achieve lower power consumption through slowing down the system clocks (HCLK, PCLK1, PCLK2) or gating the clocks of the unused peripherals or configuring the LDO output voltage by LDOVS bits in PMU_CTL register. The LDOVS bits should be configured only when the PLL is off, and the programmed value is selected to drive 1.2V domain after the PLL opened. While the PLL is off, LDO output voltage low mode is selected to drive 1.2V domain. Besides, three power saving modes are provided to achieve even lower power consumption, they are Sleep mode, Deep-sleep mode, and Standby mode.

Sleep mode

The Sleep mode is corresponding to the SLEEPING mode of the Cortex™-M4. In Sleep mode, only clock of Cortex™-M4 is off. To enter the Sleep mode, it is only necessary to clear the SLEEPDEEP bit in the Cortex™-M4 System Control Register, and execute a WFI or WFE instruction. If the Sleep mode is entered by executing a WFI instruction, any interrupt can wake up the system. If it is entered by executing a WFE instruction, any wakeup event can wake up the system (If SEVONPEND is 1, any interrupt from EXTI lines can wake up the system, refer to Cortex-M4 Technical Reference Manual). The mode offers the lowest wakeup time as no time is wasted in interrupt entry or exit.

According to the SLEEPONEXIT bit in the Cortex™-M4 System Control Register, there are two options to select the Sleep mode entry mechanism.

- Sleep-now: if the SLEEPONEXIT bit is cleared, the MCU enters Sleep mode as soon as WFI or WFE instruction is executed.

- Sleep-on-exit: if the SLEEPONEXIT bit is set, the MCU enters Sleep mode as soon as it exits from the lowest priority ISR.

Deep-sleep mode

The Deep-sleep mode is based on the SLEEPDEEP mode of the Cortex™-M4. In Deep-sleep mode, all clocks in the 1.2V domain are off, and all of IRC8M, IRC28M, IRC48M, HXTAL and PLLs are disabled. The contents of SRAM and registers are preserved. The LDO can operate normally or in low power mode depending on the LDOLP bit in the PMU_CTL register. Before entering the Deep-sleep mode, it is necessary to set the SLEEPDEEP bit in the Cortex™-M4 System Control Register, and clear the STBMOD bit in the PMU_CTL register. Then, the device enters the Deep-sleep mode after a WFI or WFE instruction is executed. If the Deep-sleep mode is entered by executing a WFI instruction, any interrupt from EXTI lines can wake up the system. If it is entered by executing a WFE instruction, any wakeup event from EXTI lines can wake up the system (If SEVONPEND is 1, any interrupt from EXTI lines can wake up the system, refer to Cortex-M4 Technical Reference Manual). When exiting the Deep-sleep mode, the IRC8M is selected as the system clock. Notice that an additional wakeup delay will be incurred if the LDO operates in low power mode.

The low-driver mode in Deep-sleep mode can be entered by configuring the LDEN, LDNP, LDLP, LDOLP bits in the PMU_CTL register. The Low-driver mode provides lower drive capability, and the Low-power mode take lower power.

Normal-driver/Normal-power: The Deep-sleep mode is not in low-driver mode by configure LDEN to 00 in the PMU_CTL register, and not in low-power mode depending on the LDOLP bit reset in the PMU_CTL register.

Normal-driver/Low-power: The Deep-sleep mode is not in low-driver mode by configure LDEN to 00 in the PMU_CTL register. The low-power mode enters depending on the LDOLP bit set in the PMU_CTL register.

Low-driver/Normal-power: The low-driver mode in Deep-sleep mode when the LDO in normal-power mode depending on the LDOLP bit reset in the PMU_CTL register enters by configure LDEN to 0b11 and LDNP to 1 in the PMU_CTL register.

Low-driver/Low-power: The low-driver mode in Deep-sleep mode when the LDO in low-power mode depending on the LDOLP bit set in the PMU_CTL register enters by configure LDEN to 0b11 and LDLP to 1 in the PMU_CTL register.

No Low-driver: The Deep-sleep mode is not in low-driver mode by configure LDEN to 00 in the PMU_CTL register.

Note: In order to enter Deep-sleep mode smoothly, all EXTI line pending status (in the EXTI_PD register) and RTC Alarm/timestamp/tamper flag must be reset. If not, the program will skip the entry process of Deep-sleep mode to continue to execute the following procedure.

Standby mode

The Standby mode is based on the SLEEPDEEP mode of the Cortex™-M4, too. In Standby mode, the whole 1.2V domain is power off, the LDO is shut down, and all of IRC8M, IRC28M, IRC48M, HXTAL and PLL are disabled. Before entering the Standby mode, it is necessary to set the SLEEPDEEP bit in the Cortex™-M4 System Control Register, and set the STBMOD bit in the PMU_CTL register, and clear WUF bit in the PMU_CS register. Then, the device enters the Standby mode after a WFI or WFE instruction is executed, and the STBF status flag in the PMU_CS register indicates that the MCU has been in Standby mode. There are four wakeup sources for the Standby mode, including the external reset from NRST pin, the RTC alarm/time stamp/tamper events, the FWDGT reset, and the rising edge on WKUP pins. The Standby mode achieves the lowest power consumption, but spends longest time to wake up. Besides, the contents of SRAM and registers in 1.2V power domain are lost in Standby mode. When exiting from the Standby mode, a power-on reset occurs and the Cortex™-M4 will execute instruction code from the 0x00000000 address.

Table 3-1. Power saving mode summary

Mode	Sleep	Deep-sleep	Standby
Description	Only CPU clock is off	1. All clocks in the 1.2V domain are off 2. Disable IRC8M, IRC28M, IRC48M, HXTAL and PLL	1. The 1.2V domain is power off 2. Disable IRC8M, IRC28M,IRC48M, HXTAL and PLL
LDO Status	On	On or in low power mode or low-driver mode	Off
Configuration	SLEEPDEEP = 0	SLEEPDEEP = 1 STBMOD = 0	SLEEPDEEP = 1 STBMOD = 1, WURST=1
Entry	WFI or WFE	WFI or WFE	WFI or WFE
Wakeup	Any interrupt for WFI Any event (or interrupt when SEVONPEND is 1) for WFE	Any interrupt from EXTI lines for WFI Any event(or interrupt when SEVONPEND is 1) from EXTI for WFE	1. NRST pin 2. WKUP pins 3. FWDGT reset 4. RTC
Wakeup Latency	None	IRC8M wakeup time, LDO wakeup time added if LDO is in low power mode	Power on sequence

3.4. PMU registers

3.4.1. Control register (PMU_CTL)

Address offset: 0x00

Reset value: 0x0000 C000 (reset by wakeup from Standby mode)

This register can be accessed by half-word(16-bit) or word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved												LDEN[1:0]		HDS	HDEN
												rw		rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LDOVS[1:0]		Reserved		LDNP	LDLP	Reserved	BKPWEN	LVDT[2:0]			LVDEN	STBRST	WURST	STBMOD	LDOLP
rs				rw	rw		rw	rw			rw	rc_w1	rc_w1	rw	rw

Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value.
19:18	LDEN[1:0]	Low-driver mode enable in Deep-sleep mode 00: Low-driver mode disable in Deep-sleep mode 01: Reserved 10: Reserved 11: Low-driver mode enable in Deep-sleep mode
17	HDS	High-driver mode switch Set this bit by software only when HDRF flag is set and IRC8M or HXTAL used as system clock. After this bit is set, the system enters High-driver mode. This bit can be cleared by software. And cleared by hardware when exit from Deep-sleep mode or when the HDEN bit is clear. 0: No High-driver mode switch 1: High-driver mode switch
16	HDEN	High-driver mode enable This bit is set by software only when IRC8M or HXTAL used as system clock. This bit is cleared by software or by hardware when exit from Deep-sleep mode. 0: High-driver mode disable 1: High-driver mode enable
15:14	LDOVS[1:0]	LDO output voltage select These bits are set by software when the main PLL closed. And the LDO output voltage selected by LDOVS bits takes effect when the main PLL enabled. If the main PLL closed, the LDO output voltage low mode selected (value of this bit filed not changed). 00: Reserved (LDO output voltage low mode)

		01: LDO output voltage low mode 10: LDO output voltage mid mode 11: LDO output voltage high mode
13:12	Reserved	Must be kept at reset value
11	LDNP	Low-driver mode when use normal power LDO 0: normal driver when use normal power LDO 1: Low-driver mode enabled when LDEN is 0b'11 and use normal power LDO
10	LDLP	Low-driver mode when use low power LDO. 0: normal driver when use low power LDO 1: Low-driver mode enabled when LDEN is 0b'11 and use low power LDO
9	Reserved	Must be kept at reset value
8	BKPWEN	Backup Domain Write Enable 0: Disable write access to the registers in Backup domain 1: Enable write access to the registers in Backup domain After reset, any write access to the registers in Backup domain is ignored. This bit has to be set to enable write access to these registers.
7:5	LVDT[2:0]	Low Voltage Detector Threshold 000: 2.1V 001: 2.3V 010: 2.4V 011: 2.6V 100: 2.7V 101: 2.9V 110: 3.0V 111: 3.1V
4	LVDEN	Low Voltage Detector Enable 0: Disable Low Voltage Detector 1: Enable Low Voltage Detector
3	STBRST	Standby Flag Reset 0: No effect 1: Reset the standby flag This bit is always read as 0.
2	WURST	Wakeup Flag Reset 0: No effect 1: Reset the wakeup flag This bit is always read as 0.
1	STBMOD	Standby Mode 0: Enter the Deep-sleep mode when the Cortex™-M4 enters SLEEPDEEP mode

1: Enter the Standby mode when the Cortex™-M4 enters SLEEPDEEP mode

0	LDOLP	LDO Low Power Mode 0: The LDO operates normally during the Deep-sleep mode 1: The LDO is in low power mode during the Deep-sleep mode

3.4.2. Control and status register (PMU_CS)

Address offset: 0x04

Reset value: 0x0000 0000 (not reset by wakeup from Standby mode)

This register can be accessed by half-word(16-bit) or word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved												LDRF[1:0]		HDSRF	HDRF
												rc_w1		r	r

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LDOVSRF	WUPEN6	WUPEN5	WUPEN4	Reserved		WUPEN1	WUPEN0	Reserved					LVDF	STBF	WUF
r	rw	rw	rw			rw	rw						r	r	r

Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19:18	LDRF[1:0]	Low-driver mode ready flag These bits are set by hardware when enter Deep-sleep mode and the LDO in Low-driver mode. These bits are cleared by software when write 11. 00: normal driver in Deep-sleep mode 01: Reserved 10: Reserved 11: Low-driver mode in Deep-sleep mode
17	HDSRF	High-driver switch ready flag 0: High-driver switch not ready 1: High-driver switch ready
16	HDRF	High-driver ready flag 0: High-driver not ready 1: High-driver ready
15	LDOVSRF	LDO voltage select ready flag 0: LDO voltage select not ready 1: LDO voltage select ready
14	WUPEN6	WKUP Pin6(PB15) Enable 0: Disable WKUP pin6 function

		1: Enable WKUP pin6 function If WUPEN6 is set before entering the power saving mode, a rising edge on the WKUP pin6 wakes up the system from the power saving mode. As the WKUP pin6 is active high, the WKUP pin6 is internally configured to input pull down mode. And set this bit will trigger a wakeup event when the input is already high.
13	WUPEN5	WKUP Pin5(PB5) Enable 0: Disable WKUP pin5 function 1: Enable WKUP pin5 function If WUPEN5 is set before entering the power saving mode, a rising edge on the WKUP pin5 wakes up the system from the power saving mode. As the WKUP pin5 is active high, the WKUP pin5 is internally configured to input pull down mode. And set this bit will trigger a wakeup event when the input is already high.
12	WUPEN4	WKUP Pin4(PC5) Enable 0: Disable WKUP pin4 function 1: Enable WKUP pin4 function If WUPEN4 is set before entering the power saving mode, a rising edge on the WKUP pin4 wakes up the system from the power saving mode. As the WKUP pin4 is active high, the WKUP pin4 is internally configured to input pull down mode. And set this bit will trigger a wakeup event when the input is already high.
11:10	Reserved	Must be kept at reset value
9	WUPEN1	WKUP Pin 1 (PC13) Enable 0: Disable WKUP pin1 function 1: Enable WKUP pin1 function If WUPEN1 is set before entering the power saving mode, a rising edge on the WKUP pin1 wakes up the system from the power saving mode. As the WKUP pin1 is active high, the WKUP pin1 is internally configured to input pull down mode. And set this bit will trigger a wakeup event when the input is already high.
8	WUPEN0	WKUP Pin 0 (PA0) Enable 0: Disable WKUP pin0 function 1: Enable WKUP pin0 function If WUPEN0 is set before entering the power saving mode, a rising edge on the WKUP pin0 wakes up the system from the power saving mode. As the WKUP pin0 is active high, the WKUP pin0 is internally configured to input pull down mode. And set this bit will trigger a wakeup event when the input is already high.
7:3	Reserved	Must be kept at reset value
2	LVDF	Low Voltage Detector Status Flag 0: Low Voltage event has not occurred (V_{DD} is higher than the specified LVD threshold) 1: Low Voltage event occurred (V_{DD} is equal to or lower than the specified LVD

		threshold) **Note:** The LVD function is stopped in Standby mode.
1	STBF	Standby Flag 0: The device has not entered the Standby mode 1: The device has been in the Standby mode This bit is cleared only by a POR/PDR or by setting the STBRST bit in the PMU_CTL register.
0	WUF	Wakeup Flag 0: No wakeup event has been received 1: Wakeup event occurred from the WKUP pin or the RTC wakeup event including RTC Tamper event, RTC alarm event，RTC Time Stamp event This bit is cleared only by a POR/PDR or by setting the WURST bit in the PMU_CTL register.

4. Reset and clock unit (RCU)

4.1. Reset control unit (RCTL)

4.1.1. Overview

GD32F3x0 Reset Control includes the control of three kinds of reset: power reset, system reset and backup domain reset. The power on reset, known as a cold reset, resets the full system except the Backup domain during a power up. A system reset resets the processor core and peripheral IP components with the exception of the SW-DP controller and the Backup domain. A backup domain reset resets the Backup domain. The resets can be triggered by an external signal, internal events and the reset generators. More information about these resets will be described in the following sections.

4.1.2. Function overview

Power Reset

The Power reset is generated by either an external reset as Power On and Power Down reset (POR/PDR reset), or by the internal reset generator when exiting Standby mode. The power reset sets all registers to their reset values except the Backup domain. The Power reset which active signal is low will be de-asserted when the internal LDO voltage regulator is ready to provide 1.2V power for GD32F3x0 series. The RESET service routine vector is fixed at address 0x0000_0004 in the memory map.

System Reset

A system reset is generated by the following events:

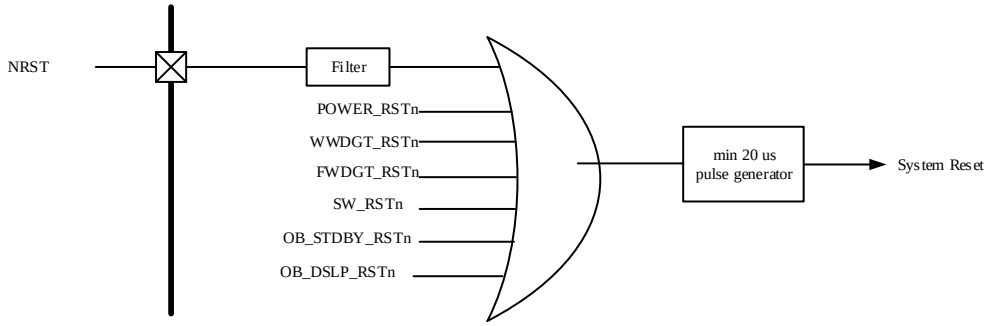
- A power reset (POWER_RSTn)
- A external pin reset (NRST)
- A window watchdog timer reset (WWDGT_RSTn)
- A free watchdog timer reset (FWDGT_RSTn)
- The SYSRESETREQ bit in Cortex™-M4 Application Interrupt and Reset Control Register is set (SW_RSTn)
- Reset generated when entering Standby mode when resetting nRST_STDBY bit in User Option Bytes (STDBY_RSTn)
- Reset generated when entering Deep-sleep mode when resetting nRST_DPSLP bit in User Option Bytes (DPSLP_RSTn)

A system reset resets the processor core and peripheral IP components except for the

SW-DP controller and the Backup domain.

A system reset pulse generator guarantees low level pulse duration of 20 μs for each reset source (external or internal reset).

Figure 4-1. The system reset circuit



Backup domain reset

A backup domain reset is generated by setting the BKPRST bit in the Backup domain control register or Backup domain power on reset (V_{DD} or V_{BAT} power on, if both supplies have previously been powered off).

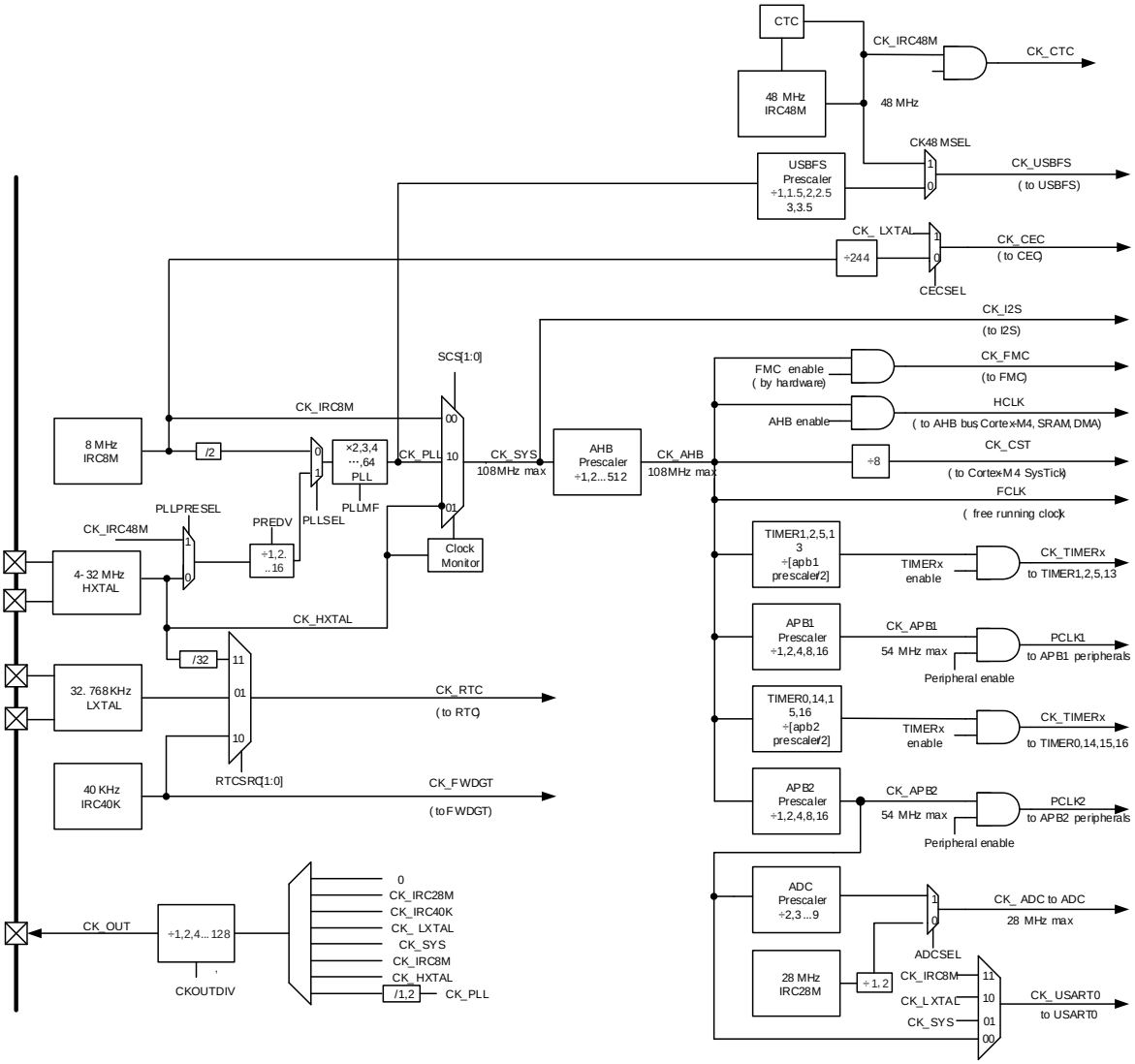
4.2. Clock control unit (CCTL)

4.2.1. Overview

The Clock Control unit provides a range of frequencies and clock functions. These include an Internal 8 MHz RC oscillator (IRC8M), an Internal 48M RC oscillator (IRC48M), an Internal 28 MHz RC oscillator (IRC28M), a High speed crystal oscillator (HXTAL), Internal 40KHz RC oscillator (IRC40K), a Low speed crystal oscillator (LXTAL), a Phase Lock Loop (PLL), a HXTAL clock monitor, clock prescalers, clock multiplexers and clock gating circuitry.

The clocks of the AHB, APB and Cortex™-M4 are derived from the system clock (CK_SYS) which can source from the IRC8M, HXTAL or PLL. The maximum operating frequency of the system clock (CK_SYS) can be up to 108 MHz. The Free Watchdog Timer has independent clock source (IRC40K), and Real Time Clock (RTC) use the IRC40K, LXTALor HXTAL/32 as its clock source.

Figure 4-2. Clock tree



The frequency of AHB, APB2 and the APB1 domains can be configured by each prescaler. The maximum frequency of the AHB, APB2 and APB1 domains is 108 MHz/54 MHz/54 MHz. The Cortex System Timer (SysTick) external clock is clocked with the AHB clock (HCLK) divided by 8. The SysTick can work either with this clock or with the AHB clock (HCLK), configurable in the SysTick Control and Status Register.

The ADC is clocked by the clock of APB2 divided by 2 to 9 or IRC28M or IRC28M/2 clock for GD32F3x0 series selected by ADCSEL bit in Configuration register 2 (RCU_CFG2). The USART0 is clocked by IRC8M clock or LXTAL clock or system clock or APB2 clock, which selected by USART0SEL bits in Configuration register 2 (RCU_CFG2). The CEC clock is clocked by IRC8M divided 244 or LXTAL clock which selected by CECSEL bit in Configuration register 2 (RCU_CFG2).

The RTC is clocked by LXTAL clock or IRC40K clock or HXTAL clock divided by 32 which select by RTCSRC bit in Backup Domain Control Register (RCU_BDCTL).

The USBFS is clocked by the clock of CK48M. The CK48M is selected from the clock of CK_PLL or the clock of IRC48M by CK48MSEL bit in RCU_ADDCTL register.

The FWDGT is clocked by IRC40K clock, which is forced on when FWDGT started.

If the APB prescaler is 1, the timer clock frequencies are set to AHB frequency divide by 1. Otherwise, they are set to the AHB frequency divide by half of APB prescaler.

4.2.2. Characteristics

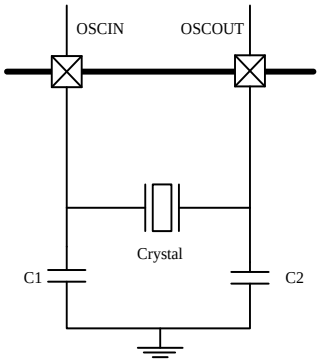
- 4 to 32 MHz High speed crystal oscillator (HXTAL)
- Internal 8 MHz RC oscillator (IRC8M)
- Internal 48 MHz RC oscillator (IRC48M)
- Internal 28 MHz RC oscillator (IRC28M)
- 32,768 KHz Low speed crystal oscillator (LXTAL)
- Internal 40KHz RC oscillator (IRC40K)
- PLL clock source can be HXTAL or IRC8M or IRC48M
- HXTAL clock monitor

4.2.3. Function overview

High Speed Crystal Oscillator (HXTAL)

The high speed crystal oscillator (HXTAL), which has a frequency from 4 to 32 MHz, produces a highly accurate clock source for use as the system clock. A crystal with a specific frequency must be connected and located close to the two HXTAL pins. The external resistor and capacitor components connected to the crystal are necessary for proper oscillation.

Figure 4-3. HXTAL clock source



The HXTAL crystal oscillator can be switched on or off using the HXTALEN bit in the Control register0, RCU_CTL0. The HXTALSTB flag in Control register 0, RCU_CTL0 indicates if the high-speed external crystal oscillator is stable. When the HXTAL is powered up, it will not be

released for use until this HXTALSTB bit is set by the hardware. This specific delay period is known as the oscillator “Start-up time”. As the HXTAL becomes stable, an interrupt will be generated if the related interrupt enable bit HXTALSTBIE in the Interrupt register RCU_INT is set. At this point the HXTAL clock can be used directly as the system clock source or the PLL input clock.

Select external clock bypass mode by setting the HXTALBPS and HXTALEN bits in the Control register0, RCU_CTL0. The CK_HXTAL is equal to the external clock which drives the OSCIN pin.

Internal 8 MHz RC Oscillator (IRC8M)

The Internal 8 MHz RC oscillator, IRC8M, has a fixed frequency of 8 MHz and is the default clock source selection for the CPU when the device is powered up. The IRC8M oscillator provides a lower cost type clock source as no external components are required. The IRC8M RC oscillator can be switched on or off using the IRC8MEN bit in the Control register0, RCU_CTL0. The IRC8MSTB flag in the Control register0, RCU_CTL0 is used to indicate if the internal RC oscillator is stable. The start-up time of the IRC8M oscillator is shorter than the HXTAL crystal oscillator. An interrupt can be generated if the related interrupt enable bit, IRC8MSTBIE, in the Interrupt register, RCU_INT, is set when the IRC8M becomes stable. The IRC8M clock can also be used as the PLL input clock.

The frequency accuracy of the IRC8M can be calibrated by the manufacturer, but its operating frequency is still less accurate than HXTAL. The application requirements, environment and cost will determine which oscillator type is selected.

If the HXTAL or PLL is the system clock source, to minimize the time required for the system to recover from the Deep-sleep Mode, the hardware forces the IRC8M clock to be the system clock when the system initially wakes-up.

Phase Locked Loop (PLL)

The internal Phase Locked Loop, PLL, can provide 16~108 MHz clock output which is 2 ~64 multiples of a fundamental reference frequency of 4 ~ 32 MHz.

The PLL can be switched on or off by using the PLLEN bit in the Control register0, RCU_CTL0. The PLLSTB flag in the Control register0, RCU_CTL0 will indicate if the PLL clock is stable. An interrupt can be generated if the related interrupt enable bit, PLLSTBIE, in the Interrupt register, RCU_INT, is set as the PLL becomes stable.

Internal 28 MHz RC Oscillator (IRC28M)

The Internal 28 MHz RC Oscillator, IRC28M, has a fixed frequency of 28 MHz and dedicated as ADC clock. The IRC28M RC oscillator can be switched on or off using the IRC28MEN bit in the Control register 1 (RCU_CTL1). The IRC28MSTB flag in the Control register 1 (RCU_CTL1) is used to indicate if the internal 28M RC oscillator is stable. An interrupt can be generated if the related interrupt enable bit, IRC28MSTBIE, in the Interrupt register, RCU_INT, is set when the IRC28M becomes stable.

Internal 48 MHz RC Oscillator (IRC48M)

The Internal 48 MHz RC Oscillator, IRC48M, has a fixed frequency of 48 MHz and dedicated as USB clock or PLL source. The IRC48M RC oscillator can be switched on or off using the IRC48MEN bit in the RCU_ADDCTL Register. The IRC48MSTB flag in the RCU_ADDCTL Register is used to indicate if the internal 48M RC oscillator is stable. An interrupt can be generated if the related interrupt enable bit, IRC48MSTBIE in the RCU_ADDCTL Register is set when the IRC48M becomes stable.

The frequency accuracy of the IRC48M can be calibrated by the manufacturer, but its operating frequency is still not enough accurate because the USB need the frequency must between 48MHz with 500ppm accuracy. A hardware automatically dynamic trim performed in CTC unit adjust the IRC48M to the needed frequency.

Low Speed Crystal Oscillator (LXTAL)

The low speed crystal or ceramic resonator oscillator, which has a frequency of 32,768 Hz, produces a low power but highly accurate clock source for the Real Time Clock circuit. The LXTAL oscillator can be switched on or off using the LXTALEN bit in the Backup Domain Control Register(RCU_BDCTL). The LXTALSTB flag in the Backup Domain Control Register(RCU_BDCTL) will indicate if the LXTAL clock is stable. An interrupt can be generated if the related interrupt enable bit, LXTALSTBIE, in the Interrupt register RCU_INT is set when the LXTAL becomes stable.

Select external clock bypass mode by setting the LXTALBPS and LXTALEN bits in the Backup Domain Control Register(RCU_BDCTL). The CK_LXTAL is equal to the external clock which drives the OSC32IN pin.

Internal 40 KHz RC Oscillator (IRC40K)

The Internal 40KHz RC Oscillator has a frequency of about 40 kHz and is a low power clock source for the Real Time Clock circuit or the Free Watchdog Timer. The IRC40K offers a low cost clock source as no external components are required. The IRC40K RC oscillator can be switched on or off by using the IRC40KEN bit in the Reset Source/Clock Register, RCU_RSTSCK. The IRC40KSTB flag in the Reset Source/Clock Register RCU_RSTSCK will indicate if the IRC40K clock is stable. An interrupt can be generated if the related interrupt enable bit IRC40KSTBIE in the Interrupt register RCU_INT is set when the IRC40K becomes stable.

System Clock (CK_SYS) Selection

After the system reset, the default CK_SYS source will be IRC8M and can be switched to HXTAL or PLL by changing the System Clock Switch bits, SCS, in the Configuration register 0, RCU_CFG0. When the SCS value is changed, the CK_SYS will continue to operate using the original clock source until the target clock source is stable. When a clock source is used directly by the CK_SYS or the PLL, it is not possible to stop it.

HXTAL Clock Monitor (CKM)

The HXTAL clock monitor function is enabled by the HXTAL Clock Monitor Enable bit, CKMEN, in the Control register 0, RCU_CTL0. This function should be enabled after the HXTAL start-up delay and disabled when the HXTAL is stopped. Once the HXTAL failure is detected, the HXTAL will be automatically disabled. The HXTAL Clock Stuck Flag, CKMIF, in the Interrupt register, RCU_INT, will be set and the HXTAL failure event will be generated. This failure interrupt is connected to the Non-Maskable Interrupt, NMI, of the Cortex-M4. If the HXTAL is selected as the clock source of CK_SYS or PLL, the HXTAL failure will force the CK_SYS source to IRC8M and the PLL will be disabled automatically

Clock Output Capability

The clock output capability is ranging from 32 kHz to 108 MHz. There are several clock signals can be selected via the CK_OUT Clock Source Selection bits, CKOUTSEL, in the Configuration register 0(RCU_CFG0). The corresponding GPIO pin should be configured in the properly Alternate Function I/O (AFIO) mode to output the selected clock signal.

Table 4-1. Clock source select

Clock Source Selection bits	Clock Source
000	No Clock
001	CK_IRC28M
010	CK_IRC40K
011	CK_LXTAL
100	CK_SYS
101	CK_IRC8M
110	CK_HXTAL
111	CK_PLL or CK_PLL/2

The CK_OUT frequency can be reduced by a configurable binary divider, controlled by the CKOUTDIV[2:0] bits , in the Configuration register 0(RCU_CFG0).

Deep-sleep mode clock control

When the MCU is in Deep-sleep mode, the HDMI CEC or USART0 can wake up the MCU, when their clock is provided by LXTAL clock and LXTAL clock is enable.

If the HDMI CEC or USART0 clock is selected IRC8M clock in Deep-sleep mode, they have capable of open IRC8M clock or close IRC8M clock, which used to the HDMI CEC or USART0 to wake up the Deep-sleep mode.

Voltage control

The core domain voltage in Deep-sleep mode can be controlled by DSLPVS[1:0] bit in the Deep-sleep mode voltage register (RCU_DSV).

Table 4-2. Core domain voltage selected in Deep-sleep mode -

DSLPVS[1:0]	Deep-sleep mode voltage(V)
00	1.0
01	0.9

10	0.8
11	0.7

The RCU_DSV register are protected by Voltage Key register (RCU_VKEY). Only after write 0x1A2B3C4D to the RCU_VKEY register, the RCU_DSV register can be write.

4.3. Register definition

4.3.1. Control register0 (RCU_CTL0)

Address offset: 0x00
Reset value: 0x0000 XX83 where X is undefined.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved						PLLSTB	PLLEN	Reserved				CKMEN	HXTALBPS	HXTALSTB	HXTALEN
						r	rw					rw	rw	r	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
IRC8MCALIB[7:0]								IRC8MADJ[4:0]					Reserved.	IRC8MSTB	IRC8MEN
r								rw						r	rw

Bits	Fields	Descriptions
31:26	Reserved	Must be kept at reset value.
25	PLLSTB	PLL Clock Stabilization Flag Set by hardware to indicate if the PLL output clock is stable and ready for use. 0: PLL is not stable 1: PLL is stable
24	PLLEN	PLL enable Set and reset by software. This bit cannot be reset if the PLL clock is used as the system clock. Reset by hardware when entering Deep-sleep or Standby mode. 0: PLL is switched off 1: PLL is switched on
23:20	Reserved	Must be kept at reset value.
19	CKMEN	HXTAL Clock Monitor Enable 0: Disable the External 4 ~ 32 MHz crystal oscillator (HXTAL) clock monitor 1: Enable the External 4 ~ 32 MHz crystal oscillator (HXTAL) clock monitor When the hardware detects that the HXTAL clock is stuck at a low or high state, the internal hardware will switch the system clock to be the internal high speed IRC8M RC clock. The way to recover the original system clock is by either an external reset, power on reset or clearing CKMIF by software. **Note:** When the HXTAL clock monitor is enabled, the hardware will automatically

		enable the IRC8M internal RC oscillator regardless of the control bit, IRC8MEN, state.
18	HXTALBPS	External crystal oscillator (HXTAL) clock bypass mode enable The HXTALBPS bit can be written only if the HXTALEN is 0. 0: Disable the HXTAL Bypass mode 1: Enable the HXTAL Bypass mode in which the HXTAL output clock is equal to the inputclock.
17	HXTALSTB	External crystal oscillator (HXTAL) clock stabilization flag Set by hardware to indicate if the HXTAL oscillator is stable and ready for use. 0: HXTAL oscillator is not stable 1: HXTAL oscillator is stable
16	HXTALEN	External High Speed oscillator Enable Set and reset by software. This bit cannot be reset if the HXTAL clock is used as the system clock or the PLL input clock. Reset by hardware when entering Deep-sleep or Standby mode. 0: External 4 ~ 32 MHz crystal oscillator disabled 1: External 4 ~ 32 MHz crystal oscillator enabled
15:8	IRC8MCALIB[7:0]	High Speed Internal Oscillator calibration value register These bits are load automatically at power on.
7:3	IRC8MADJ[4:0]	High Speed Internal Oscillator clock trim adjust value These bits are set by software. The trimming value is there bits (IRC8MADJ) added to the IRC8MCALIB[7:0] bits. The trimming value should trim the IRC8M to 8 MHz ± 1%.
2	Reserved	Must be kept at reset value.
1	IRC8MSTB	IRC8M High Speed Internal Oscillator stabilization Flag Set by hardware to indicate if the IRC8M oscillator is stable and ready for use. 0: IRC8M oscillator is not stable 1: IRC8M oscillator is stable
0	IRC8MEN	Internal High Speed oscillator Enable Set and reset by software. This bit cannot be reset if the IRC8M clock is used as the system clock. Set by hardware when leaving Deep-sleep or Standby mode or the HXTAL clock is stuck at a low or high state when HXTALCKM is set. 0: Internal 8 MHz RC oscillator disabled 1: Internal 8 MHz RC oscillator enabled

4.3.2. Configuration register 0 (RCU_CFG0)

Address offset: 0x04

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PLLDV	CKOUTDIV[2:0]			PLLMF[4]	CKOUTSEL[2:0]			USBFSPSC[1:0]		PLLMF[3:0]				PLLPREDV	PLLSEL
rw	rw			rw	rw			rw		rw				rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADCPSC[1:0]		APB2PSC[2:0]			APB1PSC[2:0]			AHBPSC[3:0]				SCSS[1:0]		SCS[1:0]	
rw		rw			rw			rw				r		rw	

Bits	Fields	Descriptions
31	PLLDV	The CK_PLL divide by 1 or 2 for CK_OUT 0: CK_PLL divide by 2 for CK_OUT 1: CK_PLL divide by 1 for CK_OUT
30:28	CKOUTDIV[2:0]	The CK_OUT divider which the CK_OUT frequency can be reduced see bits 26:24 of RCU_CFG0 for CK_OUT. 000: The CK_OUT is divided by 1 001: The CK_OUT is divided by 2 010: The CK_OUT is divided by 4 011: The CK_OUT is divided by 8 100: The CK_OUT is divided by 16 101: The CK_OUT is divided by 32 110: The CK_OUT is divided by 64 111: The CK_OUT is divided by 128
27	PLLMF[4]	Bit 4 of PLLMF register see bits 21:18 of RCU_CFG0.
26:24	CKOUTSEL[2:0]	CK_OUT Clock Source Selection Set and reset by software. 000: No clock selected 001: Internal 28M RC oscillator clock selected 010: Internal 40K RC oscillator clock selected 011: External Low Speed oscillator clock selected 100: System clock selected 101: Internal 8MHz RC Oscillator clock selected 110: External High Speed oscillator clock selected 111: (CK_PLL / 2) or CK_PLL selected depend on PLLDV
23:22	USBFSPSC[1:0]	USBFS clock prescaler selection These bits and bit 30 of RCU_CFG2 are written by software to define the USBFS clock prescaler.Set and reset by software to control the USBFS clock prescaler value. The USBFS clock must be 48MHz. These bits can’t be reset if the USBFS clock is enabled. 000: (CK_PLL / 1.5) selected

		001: CK_PLL selected 010: (CK_PLL / 2.5) selected 011: (CK_PLL / 2) selected 100: (CK_PLL / 3) selected 101/110/111: (CK_PLL / 3.5) selected
21:18	PLLMF[3:0]	PLL multiply factor These bits and bit 27 of RCU_CFG0 and bit 31 of RCU_CFG1 are written by software to define the PLL multiplication factor. 00000: (PLL source clock x 2) 00001: (PLL source clock x 3) 00010: (PLL source clock x 4) 00011: (PLL source clock x 5) 00100: (PLL source clock x 6) 00101: (PLL source clock x 7) 00110: (PLL source clock x 8) 00111: (PLL source clock x 9) 01000: (PLL source clock x 10) 01001: (PLL source clock x 11) 01010: (PLL source clock x 12) 01011: (PLL source clock x 13) 01100: (PLL source clock x 14) 01101: (PLL source clock x 15) 01110: (PLL source clock x 16) 01111: (PLL source clock x 16) 10000: (PLL source clock x 17) 10001: (PLL source clock x 18) 10010: (PLL source clock x 19) 10011: (PLL source clock x 20) 10100: (PLL source clock x 21) 10101: (PLL source clock x 22) 10110: (PLL source clock x 23) 10111: (PLL source clock x 24) 11000: (PLL source clock x 25) 11001: (PLL source clock x 26) 11010: (PLL source clock x 27) 11011: (PLL source clock x 28) 11100: (PLL source clock x 29) 11101: (PLL source clock x 30) 11110: (PLL source clock x 31) 11111: (PLL source clock x 32) 100000: (PLL source clock x 33) …

		111110: (PLL source clock x 63) 111111: (PLL source clock x 64) **Note:** The PLL output frequency must not exceed 108 MHz.
17	PLLPREDV	HXTAL or CK_IRC48M divider for PLL source clock selection. This bit is the same bit as bit PREDV[0] from RCU_CFG1. Refer to RCU_CFG1 PREDV bits description. Set and cleared by software to divide or not which is selected to PLL. 0: HXTAL or CK_IRC48M clock selected 1: (HXTAL or CK_IRC48M) / 2 clock selected
16	PLLSEL	PLL Clock Source Selection Set and reset by software to control the PLL clock source. 0: (IRC8M / 2) clock selected as source clock of PLL 1: HXTAL or IRC48M(PLLPRESEL of RCU_CFG1 register) selected as source clock of PLL
15:14	ADCPSC[1:0]	ADC clock prescaler selection These bits and bit 31 of RCU_CFG2 are written by software to define the ADC clock prescaler.Set and cleared by software. 000: (CK_APB2 / 2) selected 001: (CK_ APB2 / 4) selected 010: (CK_ APB2 / 6) selected 011: (CK_ APB2 / 8) selected 100: (CK_APB2 / 3) selected 101: (CK_ APB2 / 5) selected 110: (CK_ APB2 / 7) selected 111: (CK_ APB2 / 9) selected
13:11	APB2PSC[2:0]	APB2 prescaler selection Set and reset by software to control the APB2 clock division ratio. 0xx: CK_AHB selected 100: (CK_AHB / 2) selected 101: (CK_AHB / 4) selected 110: (CK_AHB / 8) selected 111: (CK_AHB / 16) selected
10:8	APB1PSC[2:0]	APB1 prescaler selection Set and reset by software to control the APB1 clock division ratio. 0xx: CK_AHB selected 100: (CK_AHB / 2) selected 101: (CK_AHB / 4) selected 110: (CK_AHB / 8) selected 111: (CK_AHB / 16) selected
7:4	AHBPSC[3:0]	AHB prescaler selection

Set and reset by software to control the AHB clock division ratio
0xxx: CK_SYS selected
1000: (CK_SYS / 2) selected
1001: (CK_SYS / 4) selected
1010: (CK_SYS / 8) selected
1011: (CK_SYS / 16) selected
1100: (CK_SYS / 64) selected
1101: (CK_SYS / 128) selected
1110: (CK_SYS / 256) selected
1111: (CK_SYS / 512) selected

3:2	SCSS[1:0]	System clock switch status Set and reset by hardware to indicate the clock source of system clock. 00: select CK_IRC8M as the CK_SYS source 01: select CK_HXTAL as the CK_SYS source 10: select CK_PLL as the CK_SYS source 11: reserved
1:0	SCS[1:0]	System clock switch Set by software to select the CK_SYS source. Because the change of CK_SYS has inherent latency, software should read SCSS to confirm whether the switching is complete or not. The switch will be forced to IRC8M when leaving Deep-sleep and Standby mode or by HXTAL clock monitor when the HXTAL failure is detected and the HXTAL is selected as the clock source of CK_SYS or PLL. 00: select CK_IRC8M as the CK_SYS source 01: select CK_HXTAL as the CK_SYS source 10: select CK_PLL as the CK_SYS source 11: reserved

4.3.3. Interrupt register (RCU_INT)

Address offset: 0x08
Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								CKMIC	Reserved	IRC28M STBIC	PLL STBIC	HXTAL STBIC	IRC8M STBIC	LXTAL STBIC	IRC40K STBIC
								w		w	w	w	w	w	w

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		IRC28M STBIE	PLL STBIE	HXTAL STBIE	IRC8M STBIE	LXTAL STBIE	IRC40K STBIE	CKMIF	Reserved	IRC28M STBIF	PLL STBIF	HXTAL STBIF	IRC8M STBIF	LXTAL STBIF	IRC40K STBIF
		rw	rw	rw	rw	rw	rw	r		r	r	r	r	r	r

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23	CKMIC	HXTAL Clock Stuck Interrupt Clear Write 1 by software to reset the CKMIF flag. 0: Not reset CKMIF flag 1: Reset CKMIF flag
22	Reserved	Must be kept at reset value
21	IRC28MSTBIC	IRC28M stabilization Interrupt Clear Write 1 by software to reset the IRC28MSTBIF flag. 0: Not reset IRC28MSTBIF flag 1: Reset IRC28MSTBIF flag
20	PLLSTBIC	PLL stabilization Interrupt Clear Write 1 by software to reset the PLLSTBIF flag. 0: Not reset PLLSTBIF flag 1: Reset PLLSTBIF flag
19	HXTALSTBIC	HXTAL Stabilization Interrupt Clear Write 1 by software to reset the HXTALSTBIF flag. 0: Not reset HXTALSTBIF flag 1: Reset HXTALSTBIF flag
18	IRC8MSTBIC	IRC8M Stabilization Interrupt Clear Write 1 by software to reset the IRC8MSTBIF flag. 0: Not reset IRC8MSTBIF flag 1: Reset IRC8MSTBIF flag
17	LXTALSTBIC	LXTAL Stabilization Interrupt Clear Write 1 by software to reset the LXTALSTBIF flag. 0: Not reset LXTALSTBIF flag 1: Reset LXTALRDYF flag
16	IRC40KSTBIC	IRC40K Stabilization Interrupt Clear Write 1 by software to reset the IRC40KSTBIF flag. 0: Not reset IRC40KSTBIF flag 1: Reset IRC40KSTBIF flag
15:14	Reserved	Must be kept at reset value
13	IRC28MSTBIE	IRC28M Stabilization Interrupt Enable Set and reset by software to enable/disable the IRC28M stabilization interrupt. 0: Disable the IRC28M stabilization interrupt 1: Enable the IRC28M stabilization interrupt

12	PLLSTBIE	PLL Stabilization Interrupt Enable Set and reset by software to enable/disable the PLL stabilization interrupt. 0: Disable the PLL stabilization interrupt 1: Enable the PLL stabilization interrupt
11	HXTALSTBIE	HXTAL Stabilization Interrupt Enable Set and reset by software to enable/disable the HXTAL stabilization interrupt 0: Disable the HXTAL stabilization interrupt 1: Enable the HXTAL stabilization interrupt
10	IRC8MSTBIE	IRC8M Stabilization Interrupt Enable Set and reset by software to enable/disable the IRC8M stabilization interrupt 0: Disable the IRC8M stabilization interrupt 1: Enable the IRC8M stabilization interrupt
9	LXTALSTBIE	LXTAL Stabilization Interrupt Enable LXTAL stabilization interrupt enable/disable control 0: Disable the LXTAL stabilization interrupt 1: Enable the LXTAL stabilization interrupt
8	IRC40KSTBIE	IRC40K Stabilization interrupt enable IRC40K stabilization interrupt enable/disable control 0: Disable the IRC40K stabilization interrupt 1: Enable the IRC40K stabilization interrupt
7	CKMIF	HXTAL Clock Stuck Interrupt Flag Set by hardware when the HXTAL clock is stuck. Reset by software when setting the CKMIC bit. 0: Clock operating normally 1: HXTAL clock stuck
6	Reserved	Must be kept at reset value
5	IRC28MSTBIF	IRC28M stabilization interrupt flag Set by hardware when the IRC28M is stable and the IRC28MSTBIE bit is set. Reset by software when setting the IRC28MSTBIC bit. 0: No IRC28M stabilization interrupt generated 1: IRC28M stabilization interrupt generated
4	PLLSTBIF	PLL stabilization interrupt flag Set by hardware when the PLL is stable and the PLLSTBIE bit is set. Reset by software when setting the PLLSTBIC bit. 0: No PLL stabilization interrupt generated 1: PLL stabilization interrupt generated
3	HXTALSTBIF	HXTAL stabilization interrupt flag Set by hardware when the External 4 ~ 32 MHz crystal oscillator clock is stable and the

		HXTALSTBIE bit is set. Reset by software when setting the HXTALSTBIC bit. 0: No HXTAL stabilization interrupt generated 1: HXTAL stabilization interrupt generated
2	IRC8MSTBIF	IRC8M stabilization interrupt flag Set by hardware when the Internal 8 MHz RC oscillator clock is stable and the IRC8MSTBIE bit is set. Reset by software when setting the IRC8MSTBIC bit. 0: No IRC8M stabilization interrupt generated 1: IRC8M stabilization interrupt generated
1	LXTALSTBIF	LXTAL stabilization interrupt flag Set by hardware when the External 32,768 Hz crystal oscillator clock is stable and the LXTALSTBIE bit is set. Reset by software when setting the LXTALSTBIC bit. 0: No LXTAL stabilization interrupt generated 1: LXTAL stabilization interrupt generated
0	IRC40KSTBIF	IRC40K stabilization interrupt flag Set by hardware when the Internal 32kHz RC oscillator clock is stable and the IRC40KSTBIE bit is set. Reset by software when setting the IRC40KSTBIC bit. 0: No IRC40K stabilization clock ready interrupt generated 1: IRC40K stabilization interrupt generated

4.3.4. APB2 reset register (RCU_APB2RST)

Address offset: 0x0C

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved													TIMER16 RST	TIMER15 RST	TIMER14 RST
													rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	USART0 RST	Reserved.	SPI0 RST	TIMER0 RST	Reserved.	ADC RST	Reserved								CFGCMP RST
	rw		rw	rw		rw									rw

Bits	Fields	Descriptions
31:19	Reserved	Must be kept at reset value

18	TIMER16RST	TIMER16 reset This bit is set and reset by software. 0: No reset 1: Reset the TIMER16
17	TIMER15RST	TIMER15 reset This bit is set and reset by software. 0: No reset 1: Reset the TIMER15
16	TIMER14RST	TIMER14 reset This bit is set and reset by software. 0: No reset 1: Reset the TIMER14
14	USART0RST	USART0 Reset This bit is set and reset by software. 0: No reset 1: Reset the USART0
13	Reserved	Must be kept at reset value
12	SPI0RST	SPI0 Reset This bit is set and reset by software. 0: No reset 1: Reset the SPI0
11	TIMER0RST	TIMER0 reset This bit is set and reset by software. 0: No reset 1: Reset the TIMER0
10	Reserved	Must be kept at reset value
9	ADCRST	ADC reset This bit is set and reset by software. 0: No reset 1: Reset the ADC
8:1	Reserved	Must be kept at reset value
0	CFGCMPRST	System configuration and comparator reset This bit is set and reset by software. 0: No reset 1: Reset System configuration and comparator

4.3.5. APB1 reset register (RCU_APB1RST)

Address offset: 0x10

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved	CEC RST	DAC RST	PMU RST	Reserved					I2C1 RST	I2C0 RST	Reserved			USART1 RST	Reserved.
	rw	rw	rw						rw	rw				rw	

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	SPI1 RST	Reserved		WWDGT RST	Reserved		TIMER13 RST	Reserved			TIMER5 RST	Reserved		TIMER2 RST	TIMER1 RST
	rw			rw			rw				rw			rw	rw

Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30	CECRST	HDMI CEC reset This bit is set and reset by software. 0: No reset 1: Reset hdmi cec unit
29	DACRST	DAC reset This bit is set and reset by software. 0: No reset 1: Reset DAC unit
28	PMURST	Power control reset This bit is set and reset by software. 0: No reset 1: Reset power control unit
27:23	Reserved	Must be kept at reset value
22	I2C1RST	I2C1 reset This bit is set and reset by software. 0: No reset 1: Reset I2C1
21	I2C0RST	I2C0 reset This bit is set and reset by software. 0: No reset 1: Reset I2C0

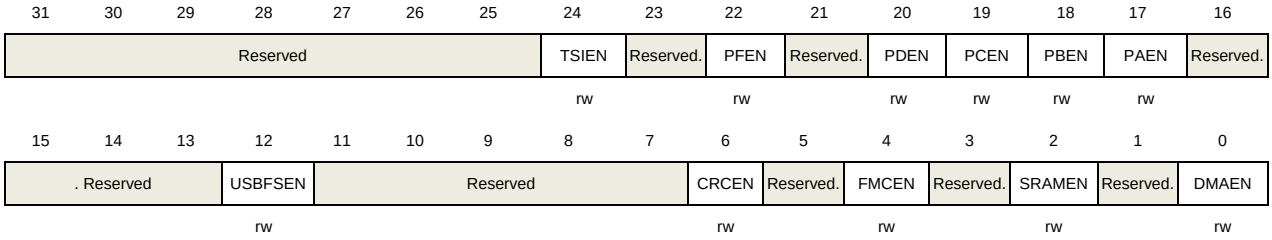
20:18	Reserved	Must be kept at reset value
17	USART1RST	USART1 reset This bit is set and reset by software. 0: No reset 1: Reset USART1
16:15	Reserved	Must be kept at reset value
14	SPI1RST	SPI1 reset This bit is set and reset by software. 0: No reset 1: Reset SPI1
13:12	Reserved	Must be kept at reset value
11	WWDGTRST	Window watchdog timer reset This bit is set and reset by software. 0: No reset 1: Reset window watchdog timer
10:9	Reserved	Must be kept at reset value
8	TIMER13RST	TIMER13 timer reset This bit is set and reset by software. 0: No reset 1: Reset TIMER13 TIMER
7:5	Reserved	Must be kept at reset value
4	TIMER5RST	TIMER5 timer reset This bit is set and reset by software. 0: No reset 1: Reset TIMER5 TIMER
3:2	Reserved	Must be kept at reset value
1	TIMER2RST	TIMER2 timer reset This bit is set and reset by software. 0: No reset 1: Reset TIMER2 timer
0	TIMER1RST	TIMER1 timer reset This bit is set and reset by software. 0: No reset 1: Reset TIMER1 timer

4.3.6. AHB enable register (RCU_AHBEN)

Address offset: 0x14

Reset value: 0x0000 0014

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



Bits	Fields	Descriptions
31:25	Reserved	Must be kept at reset value
24	TSIEN	TSI clock enable This bit is set and reset by software. 0: Disabled TSI clock 1: Enabled TSI clock
23	Reserved	Must be kept at reset value
22	PFEN	GPIO port F clock enable This bit is set and reset by software. 0: Disabled GPIO port F clock 1: Enabled GPIO port F clock
21	Reserved	Must be kept at reset value
20	PDEN	GPIO port D clock enable This bit is set and reset by software. 0: Disabled GPIO port D clock 1: Enabled GPIO port D clock
19	PCEN	GPIO port C clock enable This bit is set and reset by software. 0: Disabled GPIO port C clock 1: Enabled GPIO port C clock
18	PBEN	GPIO port B clock enable This bit is set and reset by software. 0: Disabled GPIO port B clock 1: Enabled GPIO port B clock
17	PAEN	GPIO port A clock enable

		This bit is set and reset by software. 0: Disabled GPIO port A clock 1: Enabled GPIO port A clock
16:13	Reserved	Must be kept at reset value
12	USBFSEN	USBFS clock enable This bit is set and reset by software. 0: Disabled USBFS clock 1: Enabled USBFS clock
11:7	Reserved	Must be kept at reset value
6	CRCEN	CRC clock enable This bit is set and reset by software. 0: Disabled CRC clock 1: Enabled CRC clock
5	Reserved	Must be kept at reset value
4	FMCSPEN	FMC clock enable This bit is set and reset by software to enable/disable FMC clock during Sleep mode. 0: Disabled FMC clock during Sleep mode 1: Enabled FMC clock during Sleep mode
3	Reserved	Must be kept at reset value
2	SRAMSPEN	SRAM interface clock enable This bit is set and reset by software to enable/disable SRAM interface clock during Sleep mode. 0: Disabled SRAM interface clock during Sleep mode. 1: Enabled SRAM interface clock during Sleep mode
1	Reserved	Must be kept at reset value
0	DMAEN	DMA clock enable This bit is set and reset by software. 0: Disabled DMA clock 1: Enabled DMA clock

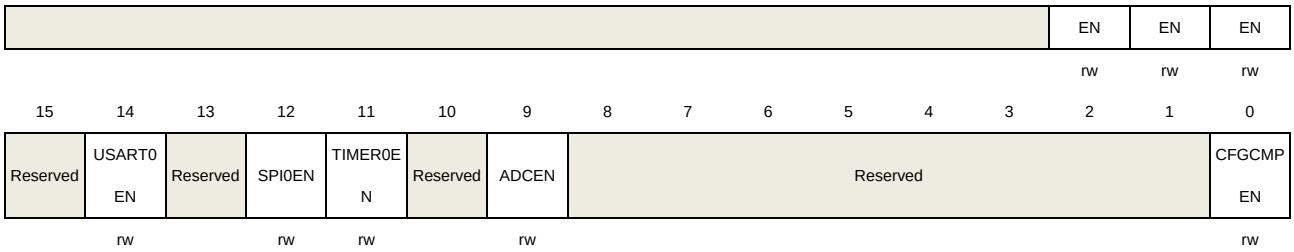
4.3.7. APB2 enable register (RCU_APB2EN)

Address offset: 0x18

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved													TIMER16	TIMER15	TIMER14



Bits	Fields	Descriptions
31:19	Reserved	Must be kept at reset value
18	TIMER16EN	TIMER16 timer clock enable This bit is set and reset by software. 0: Disabled TIMER16 timer clock 1: Enabled TIMER16 timer clock
17	TIMER15EN	TIMER15 timer clock enable This bit is set and reset by software. 0: Disabled TIMER15 timer clock 1: Enabled TIMER15 timer clock
16	TIMER14EN	TIMER14 timer clock enable This bit is set and reset by software. 0: Disabled TIMER14 timer clock 1: Enabled TIMER14 timer clock
15	Reserved	Must be kept at reset value
14	USART0EN	USART0 clock enable This bit is set and reset by software. 0: Disabled USART0 clock 1: Enabled USART0 clock
13	Reserved	Must be kept at reset value
12	SPI0EN	SPI0 clock enable This bit is set and reset by software. 0: Disabled SPI0 clock 1: Enabled SPI0 clock
11	TIMER0EN	TIMER0 timer clock enable This bit is set and reset by software. 0: Disabled TIMER0 timer clock 1: Enabled TIMER0 timer clock
10	Reserved	Must be kept at reset value
9	ADCEN	ADC interface clock enable

		This bit is set and reset by software. 0: Disabled ADC interface clock 1: Enabled ADC interface clock
8:1	Reserved	Must be kept at reset value
0	CFGCMPEN	System configuration and comparator clock enable This bit is set and reset by software. 0: Disabled System configuration and comparator clock 1: Enabled System configuration and comparator clock

4.3.8. APB1 enable register (RCU_APB1EN)

Address offset:0x1C

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved	CECEN	DACEN	PMUEN	Reserved					I2C1EN	I2C0EN	Reserved			USART1EN	Reserved
	rw	rw	rw						rw	rw				rw	

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	SPI1EN	Reserved		WWDGTEN	Reserved		TIMER13EN	Reserved			TIMER5EN	Reserved		TIMER2EN	TIMER1EN
	rw			rw			rw				rw			rw	rw

Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30	CECEN	HDMI CEC interface clock enable This bit is set and reset by software. 0: Disabled HDMI CEC interface clock 1: Enabled HDMI CEC interface clock
29	DACEN	DAC interface clock enable This bit is set and reset by software. 0: Disabled DAC interface clock 1: Enabled DAC interface clock
28	PMUEN	Power interface clock enable This bit is set and reset by software. 0: Disabled Power interface clock 1: Enabled Power interface clock
27:23	Reserved	Must be kept at reset value
22	I2C1EN	I2C1 clock enable This bit is set and reset by software.

		0: Disabled I2C1 clock 1: Enabled I2C1 clock
21	I2C0EN	I2C0 clock enable This bit is set and reset by software. 0: Disabled I2C0 clock 1: Enabled I2C0 clock
20:18	Reserved	Must be kept at reset value
17	USART1EN	USART1 clock enable This bit is set and reset by software. 0: Disabled USART1 clock 1: Enabled USART1 clock
16:15	Reserved	Must be kept at reset value
14	SPI1EN	SPI1 clock enable This bit is set and reset by software. 0: Disabled SPI1 clock 1: Enabled SPI1 clock
13:12	Reserved	Must be kept at reset value
11	WWDGTEN	Window watchdog timer clock enable This bit is set and reset by software. 0: Disabled Window watchdog timer clock 1: Enabled Window watchdog timer clock
10:9	Reserved	Must be kept at reset value
8	TIMER13EN	TIMER13 timer clock enable This bit is set and reset by software. 0: Disabled TIMER13 timer clock 1: Enabled TIMER13 timer clock
7:5	Reserved	Must be kept at reset value
4	TIMER5EN	TIMER5 timer clock enable This bit is set and reset by software. 0: Disabled TIMER5 timer clock 1: Enabled TIMER5 timer clock
3:2	Reserved	Must be kept at reset value
1	TIMER2EN	TIMER2 timer clock enable This bit is set and reset by software. 0: Disabled TIMER2 timer clock 1: Enabled TIMER2 timer clock

0	TIMER1EN	TIMER1 timer clock enable This bit is set and reset by software. 0: Disabled TIMER1 timer clock 1: Enabled TIMER1 timer clock

4.3.9. Backup domain control register (RCU_BDCTL)

Address offset: 0x20

Reset value: 0x0000 0018, reset by Backup domain Reset.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

Note: The LXTALEN, LXTALBPS, RTCSRC and RTCEN bits of the Backup domain control register (BDCTL) are only reset after a Backup domain Reset. These bits can be modified only when the BKPWEN bit in the Power control register (PMU_CTL) has to be set.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															BKPRST
															rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RTCEN	Reserved					RTCSRC[1:0]		Reserved			LXTALDRI[1:0]		LXTALBPS	LXTALSTB	LXTALEN
rw						rw					rw		rw	r	rw

Bits	Fields	Descriptions
31:17	Reserved	Must be kept at reset value
16	BKPRST	Backup domain reset This bit is set and reset by software. 0: No reset 1: Resets Backup domain
15	RTCEN	RTC clock enable This bit is set and reset by software. 0: Disabled RTC clock 1: Enabled RTC clock
14:10	Reserved	Must be kept at reset value
9:8	RTCSRC[1:0]	RTC clock entry selection Set and reset by software to control the RTC clock source. 00: No clock selected 01: CK_LXTAL selected as RTC source clock 10: CK_IRC40K selected as RTC source clock 11: (CK_HXTAL / 32) selected as RTC source clock
7:5	Reserved	Must be kept at reset value

4:3	LXTALDRI[1:0]	LXTAL drive capability Set and reset by software. Backup domain reset reset this value. 00: lower driving capability 01: medium low driving capability 10: medium high driving capability 11: higher driving capability (reset value) **Note:** The LXTALDRI is not in bypass mode.
2	LXTALBPS	LXTAL bypass mode enable Set and reset by software. 0: Disable the LXTAL Bypass mode 1: Enable the LXTAL Bypass mode
1	LXTALSTB	External low-speed oscillator stabilization Set by hardware to indicate if the LXTAL output clock is stable and ready for use. 0: LXTAL is not stable 1: LXTAL is stable
0	LXTALEN	LXTAL enable Set and reset by software. 0: Disable LXTAL 1: Enable LXTAL

4.3.10. Reset source /clock register (RCU_RSTSCK)

Address offset: 0x24

Reset value: 0x0C00 0000, reset flags reset by power Reset only, other reset by system reset.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LP RSTF	WWDGT RSTF	FWDGT RSTF	SW RSTF	POR RSTF	EP RSTF	OBL RSTF	RSTFC	V12 RSTF	Reserved						
r	r	r	r	r	r	r	rw	r							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														IRC40K STB	IRC40K EN
														r	rw

Bits	Fields	Descriptions
31	LPRSTF	Low-power reset flag Set by hardware when Deep-sleep /standby reset generated. Reset by writing 1 to the RSTFC bit. 0: No Low-power management reset generated

		1: Low-power management reset generated
30	WWDGTRSTF	Window watchdog timer reset flag Set by hardware when a window watchdog timer reset generated. Reset by writing 1 to the RSTFC bit. 0: No window watchdog reset generated 1: Window watchdog reset generated
29	FWDGTRSTF	Free Watchdog timer reset flag Set by hardware when aFree Watchdog timer generated. Reset by writing 1 to the RSTFC bit. 0: No Free Watchdog timer reset generated 1: Free Watchdog timer reset generated
28	SWRSTF	Software reset flag Set by hardware when a software reset generated. Reset by writing 1 to the RSTFC bit. 0: No software reset generated 1: Software reset generated
27	PORRSTF	Power reset flag Set by hardware when a Power reset generated. Reset by writing 1 to the RSTFC bit. 0: No Power reset generated 1: Power reset generated
26	EPRSTF	External PIN reset flag Set by hardware when an External PIN generated. Reset by writing 1 to the RSTFC bit. 0: No External PIN reset generated 1: External PIN reset generated
25	OBLRSTF	Option byte loader reset flag Set by hardware when an option byte loader generated. Reset by writing 1 to the RSTFC bit. 0: No Option byte loader reset generated 1: Option byte loader reset generated
24	RSTFC	Reset flag clear This bit is set by software to clear all reset flags. 0: Not clear reset flags 1: Clear reset flags
23	V12RSTF	V12 domain Power reset flag Set by hardware when a V12 domain Power reset generated. Reset by writing 1 to the RSTFC bit. 0: No V12 domain Power reset generated

		1: V12 domain Power reset generated
22:2	Reserved	Must be kept at reset value
1	IRC40KSTB	IRC40K stabilization Set by hardware to indicate if the IRC40K output clock is stable and ready for use. 0: IRC40K is not stable 1: IRC40K is stable
0	IRC40KEN	IRC40K enable Set and reset by software. 0: Disable IRC40K 1: Enable IRC40K

4.3.11. AHB reset register (RCU_AHBRST)

Address offset: 0x28

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved							TSIRST	Reserved	PFRST	Reserved	PDRST	PCRST	PBRST	PARST	Reserved
							rw		rw		rw	rw	rw	rw	

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

Bits	Fields	Descriptions
31:25	Reserved	Must be kept at reset value
24	TSIRST	TSI unit reset This bit is set and reset by software. 0: No reset TSI unit 1: Reset TSI unit
23	Reserved	Must be kept at reset value
22	PFRST	GPIO port F reset This bit is set and reset by software. 0: No reset GPIO port F 1: Reset GPIO port F
21	Reserved	Must be kept at reset value
20	PDRST	GPIO port D reset This bit is set and reset by software.

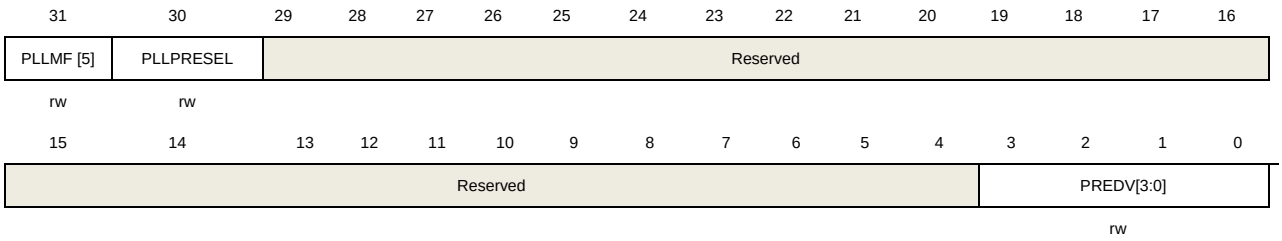
		0: No reset GPIO port D 1: Reset GPIO port D
19	PCRST	GPIO port C reset This bit is set and reset by software. 0: No reset GPIO port C 1: Reset GPIO port C
18	PBRST	GPIO port B reset This bit is set and reset by software. 0: No reset GPIO port B 1: Reset GPIO port B
17	PARST	GPIO port A reset This bit is set and reset by software. 0: No reset GPIO port A 1: Reset GPIO port A
16:13	Reserved	Must be kept at reset value
12	USBFSRST	USBFS unit reset This bit is set and reset by software. 0: No reset USBFS unit 1: Reset USBFS unit
11:0	Reserved	Must be kept at reset value

4.3.12. Configuration register 1 (RCU_CFG1)

Address offset: 0x2C

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



Bits	Fields	Descriptions
31	PLLMF[5]	Bit 5 of PLLMF see bits 27, 21:18 of RCU_CFG0
30	PLLPRESEL	PLL clock source preselection 0: HXTAL selected as PLL source clock

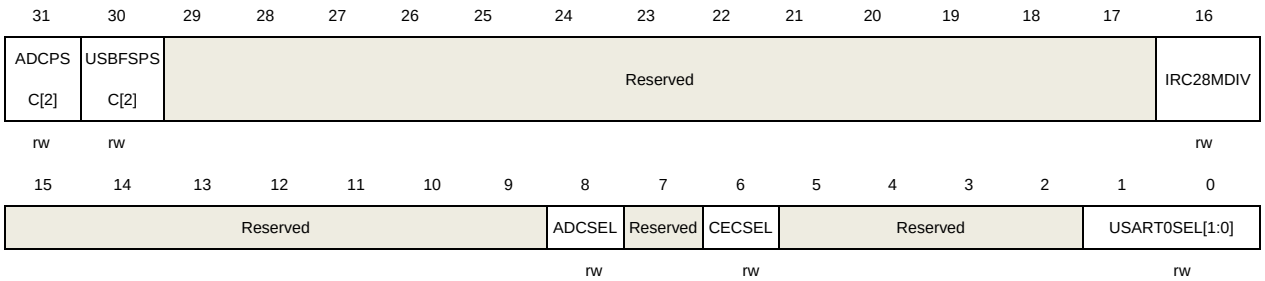
		1: CK_IRC48M selected as PLL source clock
29:4	Reserved	Must be kept at reset value
3:0	PREDV[3:0]	CK_HXTAL or CK_IRC48M divider previous PLL This bit is set and reset by software. These bits can be written when PLL is disable **Note:** The bit 0 of PREDV is same as bit 17 of RCU_CFG0, so modifying bit 17 of RCU_CFG0 aslo modifies bit 0 of RCU_CFG1. The CK_HXTAL and CK_IRC48M is divided by (PREDV + 1). 0000: input to PLL not divided 0001: input to PLL divided by 2 0010: input to PLL divided by 3 0011: input to PLL divided by 4 0100: input to PLL divided by 5 0101: input to PLL divided by 6 0110: input to PLL divided by 7 0111: input to PLL divided by 8 1000: input to PLL divided by 9 1001: input to PLL divided by 10 1010: input to PLL divided by 11 1011: input to PLL divided by 12 1100: input to PLL divided by 13 1101: input to PLL divided by 14 1110: input to PLL divided by 15 1111: input to PLL divided by 16

4.3.13. Configuration register 2 (RCU_CFG2)

Address offset: 0x30

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



Bits	Fields	Descriptions
31	ADCPSC[2]	Bit 2 of ADCPSC see bits 15:14 of RCU_CFG0
30	USBFSPSC[2]	Bit 2 of USBFSPSC

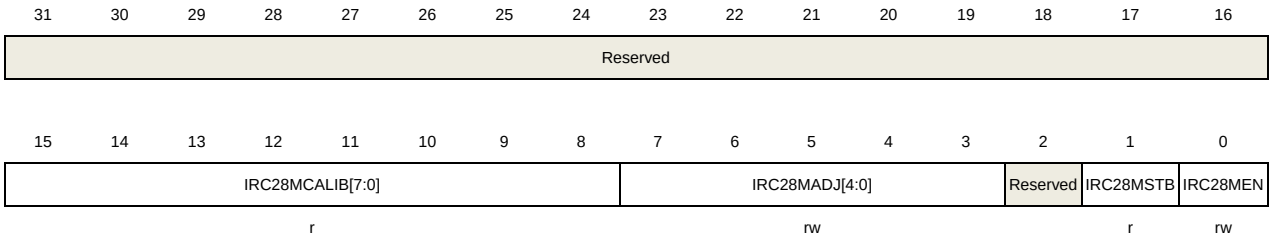
		see bits 23:22 of RCU_CFG0
29:17	Reserved	Must be kept at reset value
16	IRC28MDIV	IRC28M divider or not 0 : IRC28M /2 used as ADC clock 1: IRC28M used as ADC clock
15:9	Reserved	Must be kept at reset value
8	ADCSEL	CK_ADC clock source selection This bit is set and reset by software. 0: CK_ADC select CK_IRC28M 1: CK_ADC select CK_APB2 which is divided by 2 to 9.
7	Reserved	Must be kept at reset value
6	CECSEL	CK_CEC clock source selection This bit is set and reset by software. 0: CK_CEC select CK_IRC8M divided by 244 1: CK_CEC select CK_LXTAL
5:2	Reserved	Must be kept at reset value
1:0	USART0SEL[1:0]	CK_USART0 clock source selection This bit is set and reset by software. 00: CK_USART0 select CK_APB2 01: CK_USART0 select CK_SYS 10: CK_USART0 select CK_LXTAL 11: CK_USART0 select CK_IRC8M

4.3.14. Control register 1 (RCU_CTL1)

Address offset: 0x34

Reset value: 0x0000 XX80 where X is undefined.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



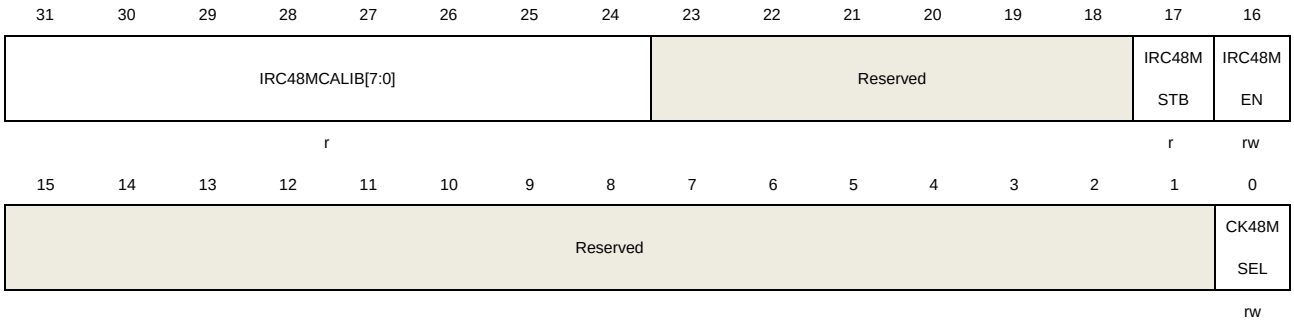
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:8	IRC28MCALIB[7:0]	Internal 28M RC Oscillator calibration value register

		These bits are load automatically at power on.
7:3	IRC28MADJ[4:0]	Internal 28M RC Oscillator clock trim adjust value These bits are set by software. The trimming value is there bits (IRC28MADJ) added to the IRC28MCALIB[7:0] bits. The trimming value should trim the IRC28M to 28MHz ± 1%.
2	Reserved	Must be kept at reset value
1	IRC28MSTB	IRC28M Internal 28M RC Oscillator stabilization Flag Set by hardware to indicate if the IRC28M oscillator is stable and ready for use. 0: IRC28M oscillator is not stable 1: IRC28M oscillator is stable
0	IRC28MEN	IRC28M Internal 28M RC oscillator Enable Set and reset by software. 0: Internal 28 MHz RC oscillator disabled 1: Internal 28 MHz RC oscillator enabled

4.3.15. Additional clock control register (RCU_ADDCTL)

Address offset: 0xC0
Reset value: 0x8000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



Bits	Fields	Descriptions
31:24	IRC48MCALIB [7:0]	Internal 48MHz RC oscillator calibration value register These bits are load automatically at power on.
23:18	Reserved	Must be kept at reset value.
17	IRC48MSTB	Internal 48MHz RC oscillator clock stabilization Flag Set by hardware to indicate if the IRC48M oscillator is stable and ready for use. 0: IRC48M is not stable 1: IRC48M is stable
16	IRC48MEN	Internal 48MHz RC oscillator enable

		Set and reset by software. Reset by hardware when entering Deep-sleep or Standby mode. 0: IRC48M disable 1: IRC48M enable
15:2	Reserved	Must be kept at reset value.
0	CK48MSEL	48MHz clock selection Set and reset by software. This bit used to generate CK48M clock which select IRC48M clock or PLL48M clock. 0: Don't select IRC48M clock(use CK_PLL clock divided by USBFSPSC) 1: Select IRC48M clock

4.3.16. Additional clock interrupt register (RCU_ADDINT)

Address offset: 0xCC

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									IRC48MSTBIC	Reserved					
									w						

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	IRC48MSTBIE	Reserved							IRC48MSTBIF	Reserved					
	rw								r						

Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22	IRC48MSTBIC	Internal 48 MHz RC oscillator Stabilization Interrupt Clear Write 1 by software to reset the IRC48MSTBIF flag. 0: Not reset IRC48MSTBIF flag 1: Reset IRC48MSTBIF flag
21:15	Reserved	Must be kept at reset value
14	IRC48MSTBIE	Internal 48 MHz RC oscillator Stabilization Interrupt Enable Set and reset by software to enable/disable the IRC48M stabilization interrupt 0: Disable the IRC48M stabilization interrupt 1: Enable the IRC48M stabilization interrupt
13:7	Reserved	Must be kept at reset value
6	IRC48MSTBIF	IRC48M stabilization interrupt flag

		Set by hardware when the Internal 48 MHz RC oscillator clock is stable and the IRC48MSTBIE bit is set. Reset by software when setting the IRC48MSTBIC bit. 0: No IRC48M stabilization interrupt generated 1: IRC48M stabilization interrupt generated
5:0	Reserved	Must be kept at reset value

4.3.17. APB1 additional enable register (RCU_ADDAPB1EN)

Address offset: 0xF8

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				CTCEN	Reserved										
				rw											

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

Bits	Fields	Descriptions
31:1	Reserved	Must be kept at reset value
27	CTCEN	CTC clock enable This bit is set and reset by software. 0: Disabled CTC clock 1: Enabled CTC clock
26:0	Reserved	Must be kept at reset value

4.3.18. APB1 additional reset register (RCU_ADDAPB1RST)

Address offset: 0xFC

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				CTCRST	Reserved										
				rw											

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

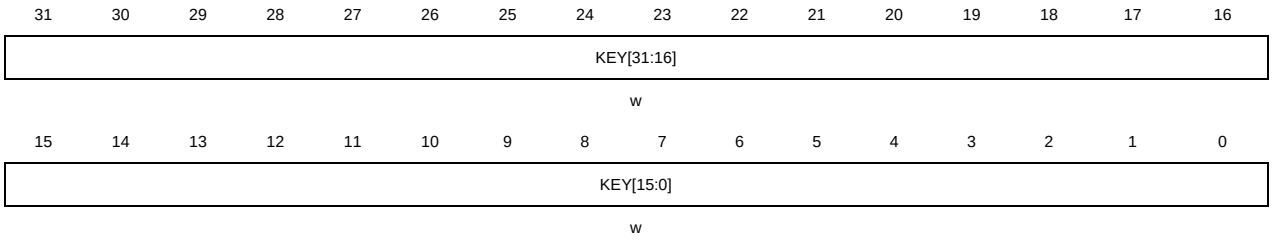
Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27	CTCRST	CTC reset This bit is set and reset by software. 0: No reset 1: Reset CTC
26:0	Reserved	Must be kept at reset value

4.3.19. Voltage key register (RCU_VKEY)

Address offset: 0x100

Reset value: 0x0000 0000.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



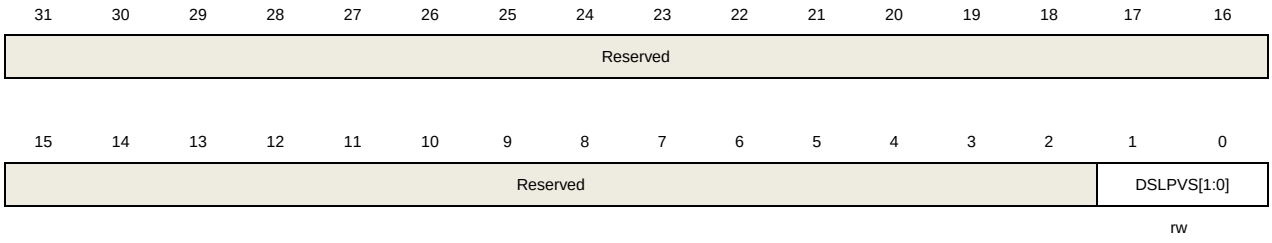
Bits	Fields	Descriptions
31:0	KEY[31:0]	The key of RCU_DSV register These bits are written only by software and read as 0. Only after write 0x1A2B3C4D to the RCU_VKEY, the RCU_DSV register can be written.

4.3.20. Deep-sleep mode voltage register (RCU_DSV)

Offset: 0x134

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)



Bits	Fields	Descriptions

31:2	Reserved	Must be kept at reset value
1:0	DSLPVS[1:0]	Deep-sleep mode voltage select These bits is set and reset by software 00 : The core voltage is 1.0V in Deep-sleep mode 01 : The core voltage is 0.9V in Deep-sleep mode 10 : The core voltage is 0.8V in Deep-sleep mode 11 : The core voltage is 0.7V in Deep-sleep mode

5. Clock trim controller (CTC)

5.1. Overview

The Clock Trim Controller (CTC) is used to trim internal 48MHz RC oscillator (IRC48M) automatically by hardware. If using IRC48M clock to USBFS, the IRC48M must be 48 MHz with 500ppm. The internal oscillator without such a high degree of accuracy needs to be trimmed. The CTC unit trim the frequency of the IRC48M based on an external accurate reference signal source. It can automatically adjust the trim value to provide a precise IRC48M clock.

5.2. Characteristics

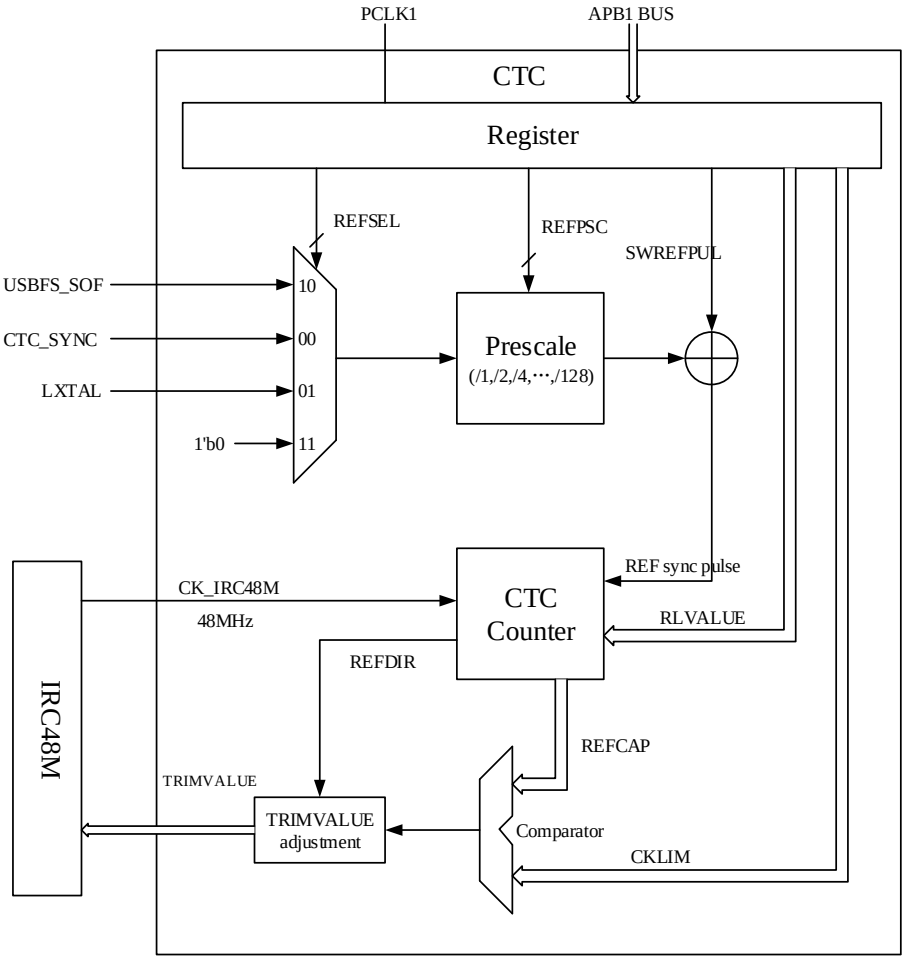
- Three external reference signal source: GPIO, LXTAL clock, or USBFS SOF.
- Provide software reference sync pulse.
- Automatically trimmed by hardware without any software action.
- 16 bits trim counter with reference signal source capture and reload.
- 8 bits clock trim base value to frequency evaluation and automatically trim.
- Enough flag or interrupt to indicate the clock is OK (CKOKIF), warning (CKWARNIF) or error (ERRIF).

Note: If using USBFS SOF as the external reference signal source, SOFOEN bit in USBFS_GCCFG register must be set.

5.3. Function overview

Figure below provides details on the internal configuration of the CTC.

Figure 5-1. CTC overview



5.3.1. REF sync pulse generator

Firstly, the reference signal source can select GPIO, LXTAL clock output, or USBSOF by setting REFSEL bits in CTC_CTL1 register.

Secondly, the selected reference signal source use a configurable polarity by setting REFPOL bit in CTC_CTL1 register, and can be divided to a suitable frequency with a configurable prescaler by setting REFPSC bits in CTC_CTL1 register.

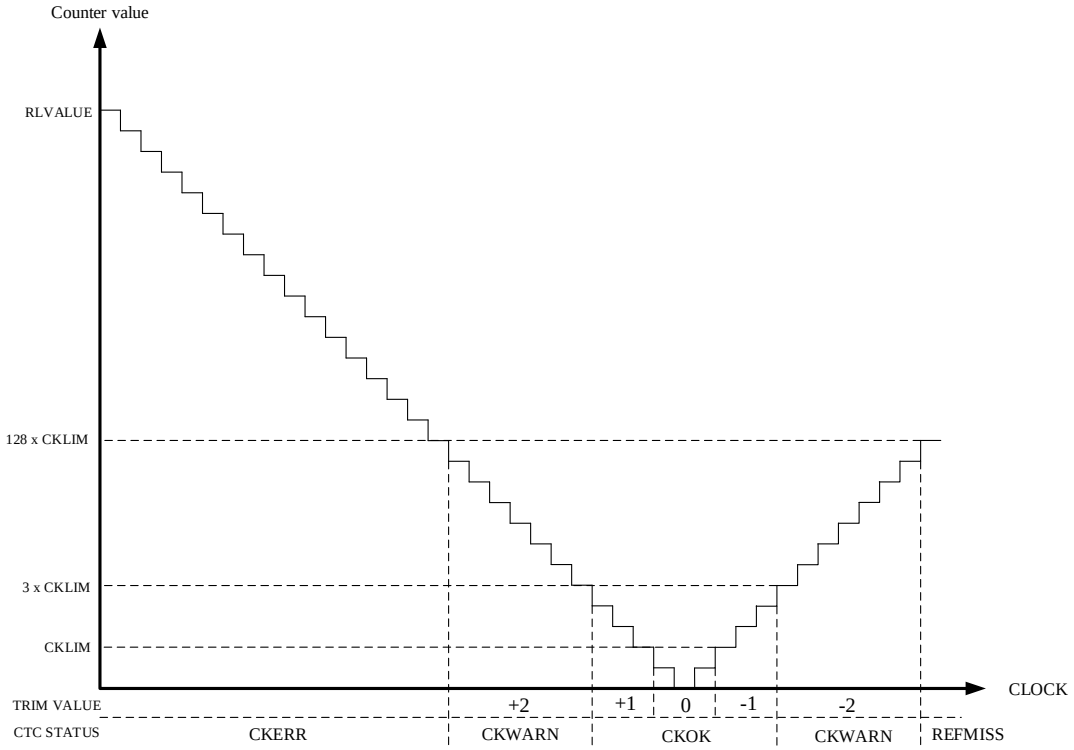
Thirdly, if a software reference pulse needed, write 1 to SWREFPUL bit in CTC_CTL0 register. The software reference pulse generated in last step is logical OR with the external reference pulse.

5.3.2. CTC trim counter

The CTC trim counter is clocked by CK_IRC48M. After CNTEN bit in CTC_CTL0 register set, and a first REF sync pulse detected, the counter start down-counting from RLVALUE (defined in CTC_CTL1 register). If any REF sync pulse detected, the counter reload the

RLVALUE and start down-counting again. If no REF sync pulse detected, the counter down-count to zero, and then up- counting to 128 x CKLIM (defined in CTC_CTL1 register), and then stop until next REF sync pulse detected. If any REF sync pulse detected, the current CTC trim counter value is captured to REFCAP in status register (CTC_STAT), and the counter direction is captured to REFDIR in status register (CTC_STAT). The detail is showing as following figure.

Figure 5-2. CTC trim counter



5.3.3. Frequency evaluation and automatically trim process

The clock frequency evaluation is performed when a REF sync pulse occur. If a REF sync pulse occurs on down-counting, it means the current clock is slower than correct clock (the frequency of 48M).It needs to improve TRIMVALUE in CTC_CTL0 register. If a REF sync pulse occurs on up-counting, it means the current clock is faster than correct clock (the frequency of 48M).It needs to reduce TRIMVALUE in CTC_CTL0 register. The CKOKIF, CKWARNIF, CKERR and REFMISS in CTC_STAT register shows the frequency evaluation scope.

If the AUTOTRIM bit in CTC_CTL0 register is setting, the automatically hardware trim mode enabled. In this mode, if a REF sync pulse occurs on down-counting, it means the current clock is slower than correct clock, the TRIMVALUE will be increased automatically to raise the clock frequency. Vice versa when it occurs on up-counting, the TRIMVALUE will be reduced automatically to reduce the clock frequency.

- Counter < CKLIM when REF sync pulse is detected.

  The CKOKIF in CTC_STAT register set, and an interrupt generated if CKOKIE bit in CTC_CTL0 register is 1.

  If the AUTOTRIM bit in CTC_CTL0 register set, the TRIMVALUE in CTC_CTL0 register is not changed.

- CKLIM ≤ Counter < 3 x CKLIM when REF sync pulse is detected.

  The CKOKIF in CTC_STAT register set, and an interrupt generated if CKOKIE bit in CTC_CTL0 register is 1.

  If the AUTOTRIM bit in CTC_CTL0 register set, the TRIMVALUE in CTC_CTL0 register add 1 when down-counting or sub 1 when up-counting.

- 3 x CKLIM ≤ Counter < 128 x CKLIM when REF sync pulse is detected.

  The CKWARNIF in CTC_STAT register set, and an interrupt generated if CKWARNIE bit in CTC_CTL0 register is 1.

  If the AUTOTRIM bit in CTC_CTL0 register set, the TRIMVALUE in CTC_CTL0 register add 2 when down-counting or sub 2 when up-counting.

- Counter ≥ 128 x CKLIM when down-counting when a REF sync pulse is detected.

  The CKERR in CTC_STAT register set, and an interrupt generated if ERRIE bit in CTC_CTL0 register is 1.

  The TRIMVALUE in CTC_CTL0 register is not changed

- Counter = 128 x CKLIM when up-counting.

  The REFMISS in CTC_STAT register set, and an interrupt generated if ERRIE bit in CTC_CTL0 register is 1.

  The TRIMVALUE in CTC_CTL0 register is not changed.

If adjusting the TRIMVALUE in CTC_CTL0 register over the value of 63, the overflow will be occurred, while adjusting the TRIMVALUE under the value of 0, the underflow will be occurred. The TRIMVALUE is in the range 0 to 63 (the TRIMVALUE is 63 if overflow, the TRIMVALUE is 0 if underflow). Then, the TRIMERR in CTC_STAT register will be set, and an interrupt generated if ERRIE bit in CTC_CTL0 register is 1.

5.3.4. Software program guide

The RLVALUE and CKLIM bits in CTC_CTL1 register is critical to evaluate the clock frequency and automatically hardware trim. The value is calculated by the correct clock frequency (IRC48M:48 MHz) and the frequency of REF sync pulse. The ideal case is REF sync pulse occur when the CTC counter is zero, so the RLVALUE is:

$$\text{RLVALUE} = (F_{clock} \div F_{REF}) - 1 \quad (5\text{-}1)$$

The CKLIM is set by user according to the clock accuracy. It is recommend to set to the half of the step size, so the CKLIM is:

$$\text{CKLIM} = (F_{clock} \div F_{REF}) \times 0.12\% \div 2 \quad (5\text{-}2)$$

The typical step size is 0.12%. Where the F_{clock} is the frequency of correct clock (IRC48M), the F_{REF} is the frequency of reference sync pulse.

5.4. Register definition

5.4.1. Control register 0 (CTC_CTL0)

Address offset: 0x00
Reset value: 0x0000 2000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		TRIMVALUE[5:0]						SWREFPUL	AUTOTRIM	CNTEN	Reserved	EREFIE	ERRIE	CKWARNIE	CKOKIE
		rw						w	rw	rw		rw	rw	rw	rw

Bits	Fields	Descriptions
31:14	Reserved	Must be kept at reset value
13:8	TRIMVALUE[5:0]	IRC48M trim value When AUTOTRIM in CTC_CTL0 register is 0, these bits are set and cleared by software. This mode used to software calibration. When AUTOTRIM in CTC_CTL0 register is 1, these bits are read only. The value automatically modified by hardware. This mode used to hardware trim. The middle value is 32. When increase 1, the IRC48M clock frequency add around 57KHz. When decrease 1, the IRC48M clock frequency sub around 57KHz.
7	SWREFPUL	Software reference source sync pulse This bit is set by software, and generates a reference sync pulse to CTC counter. This bit is cleared by hardware automatically and read as 0. 0: No effect 1: generates a software reference source sync pulse
6	AUTOTRIM	Hardware automatically trim mode This bit is set and cleared by software. When this bit is set, the hardware automatic

		trim enabled, the TRIMVALUE bits in CTC_CTL0 register are modified by hardware automatically, until the frequency of IRC48M clock is close to 48MHz. 0: Hardware automatic trim disabled 1: Hardware automatic trim enabled
5	CNTEN	CTC counter enable This bit is set and cleared by software. This bit used to enable or disable the CTC trim counter. When this bit is set, the CTC_CTL1 register cannot be modified. 0: CTC trim counter disabled 1: CTC trim counter enabled.
4	Reserved	Must be kept at reset value
3	EREFIE	EREFIF interrupt enable 0: EREFIF interrupt disable 1: EREFIF interrupt enable
2	ERRIE	Error (ERRIF) interrupt enable 0: ERRIF interrupt disable 1: ERRIF interrupt enable
1	CKWARNIE	Clock trim warning (CKWARNIF) interrupt enable 0: CKWARNIF interrupt disable 1: CKWARNIF interrupt enable
0	CKOKIE	Clock trim OK (CKOKIF) interrupt enable 0: CKOKIF interrupt disable 1: CKOKIF interrupt enable

5.4.2. Control register 1 (CTC_CTL1)

Address offset: 0x04
Reset value: 0x2022 BB7F

This register has to be accessed by word (32-bit).

This register cannot be modified when CNTEN is 1.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
REF POL	Reserved	REFSEL[1:0]		Reserved	REFPSC[2:0]			CKLIM[7:0]							
rw		rw			rw			rw							

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RLVALUE[15:0]															
rw															

Bits	Fields	Descriptions

31	REFPOL	Reference signal source polarity This bit is set and cleared by software to select reference signal source polarity 0: rising edge selected 1: falling edge selected
30	Reserved	Must be kept at reset value
29:28	REFSEL[1:0]	Reference signal source selection These bits are set and cleared by software to select reference signal source. 00: GPIO selected 01: LXTAL clock selected 10: USBFS SOF selected 11: Reserved, equals 0 selected.
27	Reserved	Must be kept at reset value
26:24	REFPSC[2:0]	Reference signal source prescaler These bits are set and cleared by software 000: Reference signal not divided 001: Reference signal divided by 2 010: Reference signal divided by 4 011: Reference signal divided by 8 100: Reference signal divided by 16 101: Reference signal divided by 32 110: Reference signal divided by 64 111: Reference signal divided by 128
23:16	CKLIM[7:0]	Clock trim base limit value These bits are set and cleared by software to define the clock trim base limit value. These bits used to frequency evaluation and automatically trim process. Please refer to the ***Frequency evaluation and automatically trim process*** for detail.
15:0	RLVALUE[15:0]	CTC counter reload value These bits are set and cleared by software to define the CTC counter reload value. These bits reload to CTC trim counter when a reference sync pulse received to start or restart the counter.

5.4.3. Status register (CTC_STAT)

Address offset: 0x08
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
REFCAP[15:0]															
r															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
REFDIR	Reserved				TRIM ERR	REF MISS	CKERR	Reserved				EREFIF	ERRIF	CKWARN IF	CKOK IF
r					r	r	r					r	r	r	r

Bits	Fields	Descriptions
31:16	REFCAP[15:0]	CTC counter capture when reference sync pulse. When a reference sync pulse occurred, the CTC trim counter value is captured to REFCAP bits.
15	REFDIR	CTC trim counter direction when reference sync pulse When a reference sync pulse occurred during the counter is working, the CTC trim counter direction is captured to REFDIR bit. 0: Up-counting 1: Down-counting
14:11	Reserved	Must be kept at reset value
10	TRIMERR	Trim value error bit This bit is set by hardware when the TRIMVALUE in CTC_CTL0 register overflow or underflow. When the ERRIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writing 1 to ERRIC bit in CTC_INTC register. 0: No trim value error occur 1: Trim value error occur
9	REFMISS	Reference sync pulse miss This bit is set by hardware when the reference sync pulse miss. This is occur when the CTC trim counter reach to 128 x CKLIM during up counting and no reference sync pulse detected. This means the clock is too fast to be trimmed to correct frequency or other error occur. When the ERRIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writting 1 to ERRIC bit in CTC_INTC register. 0: No Reference sync pulse miss occur 1: Reference sync pulse miss occur
8	CKERR	Clock trim error bit This bit is set by hardware when the clock trim error occur. This is occur when the CTC trim counter greater or equal to 128 x CKLIM during down counting when a reference sync pulse detected. This means the clock is too slow and cannot be trimmed to correct frequency. When the ERRIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writting 1 to ERRIC bit in CTC_INTC register. 0: No Clock trim error occur 1: Clock trim error occur
7:4	Reserved	Must be kept at reset value
3	EREFIF	Expect reference interrupt flag

		This bit is set by hardware when the CTC counter reach to 0. When the EREFIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writting 1 to EREFIC bit in CTC_INTC register. 0 : No Expect reference occur 1: Expect reference occur
2	ERRIF	Error interrupt flag This bit is set by hardware when an error occurred. If any error of TRIMERR, REFMISS or CKERR occurred, this bit will be set. When the ERRIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writting 1 to ERRIC bit in CTC_INTC register. 0 : No Error occur 1: An error occur
1	CKWARNIF	Clock trim warning interrupt flag This bit is set by hardware when a clock trim warning occurred. If the CTC trim counter greater or equal to 3 x CKLIM and smaller to 128 x CKLIM when a reference sync pulse detected, this bit will be set. This means the clock is too slow or too fast, but can be trim to correct frequency. The TRIMVALUE add 2 or sub 2 when a clock trim warning occurred. When the CKWARNIE in CTC_CTL0 register is set, an interrupt occur. This bit is cleared by writting 1 to CKWARNIC bit in CTC_INTC register. 0 : No Clock trim warning occur 1: Clock trim warning occur
0	CKOKIF	Clock trim OK interrupt flag This bit is set by hardware when the clock trim is OK. If the CTC trim counter smaller to 3 x CKLIM when a reference sync pulse detected, this bit will be set. This means the clock is OK to use. The TRIMVALUE need not to adjust or adjust one step. When the CKOKIE in CTC_CTL0 register is, an interrupt occur. This bit is cleared by writting 1 to CKOKIC bit in CTC_INTC register. 0 : No Clock trim OK occur 1: Clock trim OK occur

5.4.4. Interrupt clear register (CTC_INTC)

Address offset: 0x0C
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Reserved	EREFIC	ERRIC	CKWARNIC	CKOKIC
	w	w	w	w

Bits	Fields	Descriptions
31:4	Reserved	Must be kept at reset value
3	EREFIC	EREFIF interrupt clear bit This bit is written by software and read as 0. Write 1 to clear EREFIF bit in CTC_STAT register. Write 0 is no effect.
2	ERRIC	ERRIF interrupt clear bit This bit is written by software and read as 0. Write 1 to clear ERRIF, TRIMERR, REFMISS and CKERR bits in CTC_STAT register. Write 0 is no effect.
1	CKWARNIC	CKWARNIF interrupt clear bit This bit is written by software and read as 0. Write 1 to clear CKWARNIF bit in CTC_STAT register. Write 0 is no effect.
0	CKOKIC	CKOKIF interrupt clear bit This bit is written by software and read as 0. Write 1 to clear CKOKIF bit in CTC_STAT register. Write 0 is no effect.

6. Interrupt/event controller (EXTI)

6.1. Overview

Cortex-M4 integrates the Nested Vectored Interrupt Controller (NVIC) for efficient exception and interrupts processing. NVIC facilitates low-latency exception and interrupt handling and controls power management. It's tightly coupled to the processer core. You can read the Technical Reference Manual of Cortex-M4 for more details about NVIC.

EXTI (interrupt/event controller) contains up to 24 independent edge detectors and generates interrupt requests or events to the processer. The EXTI has three trigger types: rising edge, falling edge and both edges. Each edge detector in the EXTI can be configured and masked independently.

6.2. Characteristics

- Cortex-M4 system exception
- Up to 68 maskable peripheral interrupts for GD32F3x0 series
- 4 bits interrupt priority configuration - 16 priority levels
- Efficient interrupt processing
- Support exception pre-emption and tail-chaining
- Wake up system from power saving mode
- Up to 24 independent edge detectors in EXTI
- Three trigger types: rising, falling and both edges
- Software interrupt or event trigger
- Trigger sources configurable

6.3. Interrupts function overview

The ARM Cortex-M4 processor and the Nested Vectored Interrupt Controller (NVIC) prioritize and handle all exceptions in Handler Mode. The processor state is automatically stored to the stack on an exception and automatically restored from the stack at the end of the Interrupt Service Routine (ISR).

The vector is fetched in parallel to the state saving, enabling efficient interrupt entry. The processor supports tail-chaining, which enables back-to-back interrupts to be performed without the overhead of state saving and restoration. The following tables list all exception

types.

Table 6-1. NVIC exception types in Cortex-M4

Exception Type	Vector Number	Priority (a)	Vector Address	Description
-	0	-	0x0000_0000	Reserved
Reset	1	-3	0x0000_0004	Reset
NMI	2	-2	0x0000_0008	Non maskable interrupt
HardFault	3	-1	0x0000_000C	All class of fault
MemManage	4	Programmable	0x0000_0010	Memory management
BusFault	5	Programmable	0x0000_0014	Prefetch fault, memory access fault
UsageFault	6	Programmable	0x0000_0018	Undefined instruction or illegal state
-	7-10	-	0x0000_001C -0x0000_002B	Reserved
SVCall	11	Programmable	0x0000_002C	System service call via SWI instruction
Debug Monitor	12	Programmable	0x0000_0030	Debug Monitor
-	13	-	0x0000_0034	Reserved
PendSV	14	Programmable	0x0000_0038	Pendable request for system service
SysTick	15	Programmable	0x0000_003C	System tick timer

The SysTick calibration value is 13500 and SysTick clock frequency is fixed to HCLK*0.125. So this will give a 1ms SysTick interrupt if HCLK is configured to 108MHz.

Table 6-2. Interrupt vector table

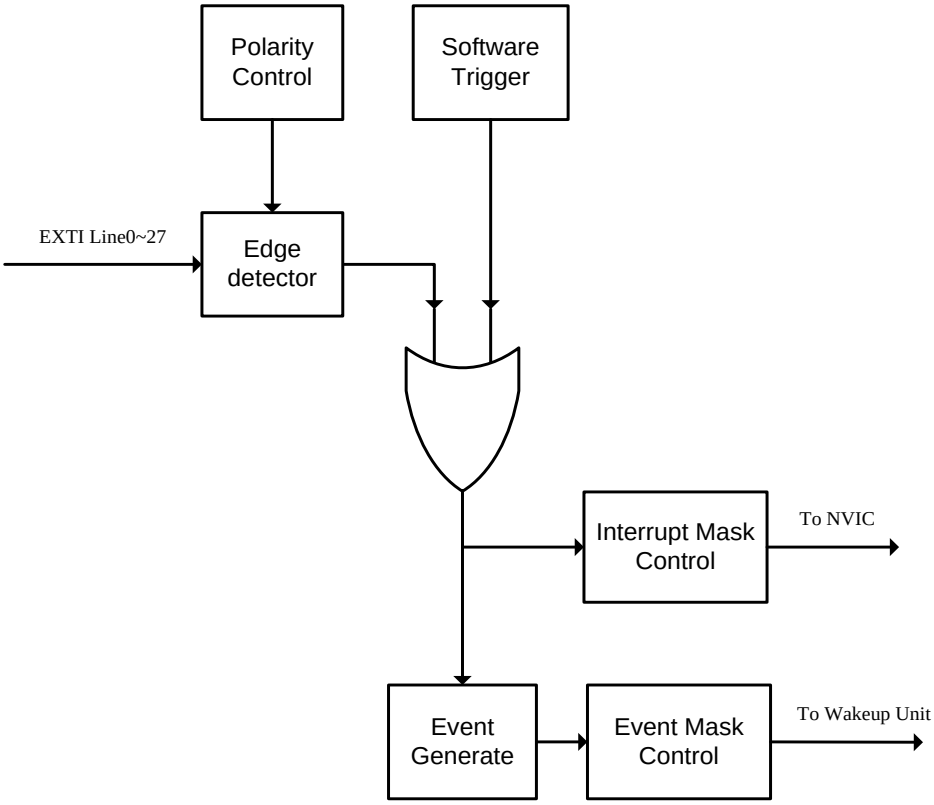
Interrupt Number	Vector Number	Peripheral Interrupt Description	Vector Address
IRQ 0	16	Window watchdog interrupt	0x0000_0040
IRQ 1	17	LVD through EXTI Line detection interrupt	0x0000_0044
IRQ 2	18	RTC global interrupt	0x0000_0048
IRQ 3	19	FMC global interrupt	0x0000_004C
IRQ 4	20	RCU global interrupt	0x0000_0050
IRQ 5	21	EXTI Line0-1 interrupt	0x0000_0054
IRQ 6	22	EXTI Line2-3 interrupt	0x0000_0058
IRQ 7	23	EXTI Line4-15 interrupt	0x0000_005C
IRQ 8	24	TSI global interrupt	0x0000_0060
IRQ 9	25	DMA Channel0 global interrupt	0x0000_0064
IRQ 10	26	DMA Channel1-2 global interrupt	0x0000_0068
IRQ 11	27	DMA Channel3-4 global interrupt	0x0000_006C

Interrupt Number	Vector Number	Peripheral Interrupt Description	Vector Address
IRQ 12	28	ADC and CMP0-1 interrupt	0x0000_0070
IRQ 13	29	TIMER0 Break, update, trigger and commutation interrupt	0x0000_0074
IRQ 14	30	TIMER0 Capture Compare interrupt	0x0000_0078
IRQ 15	31	TIMER1 global interrupt	0x0000_007C
IRQ 16	32	TIMER2 global interrupt	0x0000_0080
IRQ 17	33	TIMER5 and DAC global interrupt	0x0000_0084
IRQ 18	34	Reserved	0x0000_0088
IRQ 19	35	TIMER13 global interrupt	0x0000_008C
IRQ 20	36	TIMER14 global interrupt	0x0000_0090
IRQ 21	37	TIMER15 global interrupt	0x0000_0094
IRQ 22	38	TIMER16 global interrupt	0x0000_0098
IRQ 23	39	I2C0 event interrupt	0x0000_009C
IRQ 24	40	I2C1 event interrupt	0x0000_00A0
IRQ 25	41	SPI0 global interrupt	0x0000_00A4
IRQ 26	42	SPI1 global interrupt	0x0000_00A8
IRQ 27	43	USART0 global interrupt	0x0000_00AC
IRQ 28	44	USART1 global interrupt	0x0000_00B0
IRQ 29	45	Reserved	0x0000_00B4
IRQ 30	46	CEC global interrupt	0x0000_00B8
IRQ 31	47	Reserved	0x0000_00BC
IRQ 32	48	I2C0 error interrupt	0x0000_00C0
IRQ 33	49	Reserved	0x0000_00C4
IRQ 34	50	I2C1 error interrupt	0x0000_00C8
IRQ 35	51	Reserved	0x0000_00CC
IRQ 36	52	Reserved	0x0000_00D0
IRQ 37	53	Reserved	0x0000_00D4
IRQ 38	54	Reserved	0x0000_00D8
IRQ 39-41	55-57	Reserved	0x0000_00DC-0x0000_00E4
IRQ 42	58	USBFS Wake Up through EXTI Line18 interrupt	0x0000_00E8
IRQ 43-47	59-63	Reserved	0x0000_00EC-0x0000_00FC
IRQ 48	64	DMA Channel5-6 global interrupt	0x0000_0100
IRQ 49-50	65-66	Reserved	0x0000_0104-0x0000_0108
IRQ 51	67	Reserved	0x0000_010C
IRQ52-66	68-82	Reserved	0x0000_0110-0x0000_0148

Interrupt Number	Vector Number	Peripheral Interrupt Description	Vector Address
IRQ67	83	USBFS global interrupt	0x0000_014C

6.4. External interrupt and event (EXTI) block diagram

Figure 6-1. Block diagram of EXTI



6.5. External interrupt and Event function overview

The EXTI contains up to 24 independent edge detectors and generates interrupts request or event to the processer. The EXTI has three trigger types: rising edge, falling edge and both edges. Each edge detector in the EXTI can be configured and masked independently.

The EXTI trigger source includes 16 external lines from GPIO pins and 8 lines from internal modules (including LVD, RTC, USB, USART, CEC and CMP) for GD32F3x0 series. All GPIO pins can be selected as an EXTI trigger source by configuring SYSCFG_EXTISSx registers in SYSCFG module (please refer to ***System configuration registers (SYSCFG)*** section for detail).

EXTI can provide not only interrupts but also event signals to the processor. The Cortex-M4 processor fully implements the Wait For Interrupt (WFI), Wait For Event (WFE) and the Send Event (SEV) instructions. The Wake-up Interrupt Controller (WIC) enables the processor and

NVIC to be put into a very low-power sleep mode leaving the WIC to identify and prioritize interrupts and event. EXTI can be used to wake up processor and the whole system when some expected event occurs, such as a special GPIO pin toggling or RTC alarm.

Table 6-3. EXTI source

EXTI Line Number	Source
0	PA0 / PB0 / PC0 / PF0
1	PA1 / PB1 / PC1 / PF1
2	PA2 / PB2 / PC2 / PD2
3	PA3 / PB3 / PC3
4	PA4 / PB4 / PC4 / PF4
5	PA5 / PB5 / PC5 / PF5
6	PA6 / PB6 / PC6 / PF6
7	PA7 / PB7 / PC7 / PF7
8	PA8 / PB8 / PC8
9	PA9 / PB9 / PC9
10	PA10 / PB10 / PC10
11	PA11 / PB11 / PC11
12	PA12 / PB12 / PC12
13	PA13 / PB13 / PC13
14	PA14 / PB14 / PC14
15	PA15 / PB15 / PC15
16	LVD
17	RTC Alarm
18	USBFS Wakeup
19	RTC tamper and Timestamp
20	Reserved
21	CMP0 output
22	CMP1 output
23	Reserved
24	Reserved
25	USART0 Wakeup
26	Reserved
27	CEC Wakeup

6.6. Register definition

6.6.1. Interrupt enable register (EXTI_INTEN)

Address offset: 0x00

Reset value: 0x0F94 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				INTEN27	INTEN26	INTEN25	INTEN24	INTEN23	INTEN22	INTEN21	INTEN20	INTEN19	INTEN18	INTEN17	INTEN16
				rw	rw	rw	Rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
INTEN15	INTEN14	INTEN13	INTEN12	INTEN11	INTEN10	INTEN9	INTEN8	INTEN7	INTEN6	INTEN5	INTEN4	INTEN3	INTEN2	INTEN1	INTEN0
rw	rw	rw	rw	rw	rw	rw	Rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27: 0	INTENx	Interrupt enable bit x(x=0..27) 0: Interrupt from Linex is disabled 1: Interrupt from Linex is enabled

6.6.2. Event enable register (EXTI_EVEN)

Address offset: 0x04

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				EVEN27	EVEN26	EVEN25	EVEN24	EVEN23	EVEN22	EVEN21	EVEN20	EVEN19	EVEN18	EVEN17	EVEN16
				rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EVEN15	EVEN14	EVEN13	EVEN12	EVEN11	EVEN10	EVEN9	EVEN8	EVEN7	EVEN6	EVEN5	EVEN4	EVEN3	EVEN2	EVEN1	EVEN0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27: 0	EVENx	Event enable bit x(x=0..27) 0: Event from Linex is disabled 1: Event from Linex is enabled

6.6.3. Rising edge trigger enable register (EXTI_RTEN)

Address offset: 0x08

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									RTEN22	RTEN21	Reserved	RTEN19	RTEN18	RTEN17	RTEN16
									rw	rw		rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

RTEN15	RTEN14	RTEN13	RTEN12	RTEN11	RTEN10	RTEN9	RTEN8	RTEN7	RTEN6	RTEN5	RTEN4	RTEN3	RTEN2	RTEN1	RTEN0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22:21	RTENx	Rising edge trigger enable (x=21,22) 0: Rising edge of Linex is invalid 1: Rising edge of Linex is valid as an interrupt/event request
20	Reserved	Must be kept at reset value
19:0	RTENx	Rising edge trigger enable (x=0..19) 0: Rising edge of Linex is invalid 1: Rising edge of Linex is valid as an interrupt/event request

6.6.4. Falling edge trigger enable register (EXTI_FTEN)

Address offset: 0x0C

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									FTEN22	FTEN21	Reserved	FTEN19	FTEN18	FTEN17	FTEN16
									rw	rw		rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FTEN15	FTEN14	FTEN13	FTEN12	FTEN11	FTEN10	FTEN9	FTEN8	FTEN7	FTEN6	FTEN5	FTEN4	FTEN3	FTEN2	FTEN1	FTEN0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31: 23	Reserved	Must be kept at reset value
22: 21	FTENx	Falling edge trigger enable (x=21,22) 0: Falling edge of Linex is invalid 1: Falling edge of Linex is valid as an interrupt/event request
20	Reserved	Must be kept at reset value
19: 0	FTENx	Falling edge trigger enable (x=0,19) 0: Falling edge of Linex is invalid 1: Falling edge of Linex is valid as an interrupt/event request

6.6.5. Software interrupt event register (EXTI_SWIEV)

Address offset: 0x10

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									SWIEV22	SWIEV21	Reserved	SWIEV19	SWIEV18	SWIEV17	SWIEV16
									rw	rw		rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SWIEV15	SWIEV14	SWIEV13	SWIEV12	SWIEV11	SWIEV10	SWIEV9	SWIEV8	SWIEV7	SWIEV6	SWIEV5	SWIEV4	SWIEV3	SWIEV2	SWIEV1	SWIEV0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22: 21	SWIEVx	Interrupt/Event software trigger (x=21,22) 0: Deactivate the EXTIx software interrupt/event request 1: Activate the EXTIx software interrupt/event request
20	Reserved	Must be kept at reset value
19: 0	SWIEVx	Interrupt/Event software trigger (x=0,19) 0: Deactivate the EXTIx software interrupt/event request 1: Activate the EXTIx software interrupt/event request

6.6.6. Pending register (EXTI_PD)

Address offset: 0x14

Reset value: undefined

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									PD22	PD21	Reserved	PD19	PD18	PD17	PD16
									rc_w1	rc_w1		rc_w1	rc_w1	rc_w1	rc_w1

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PD15	PD14	PD13	PD12	PD11	PD10	PD9	PD8	PD7	PD6	PD5	PD4	PD3	PD2	PD1	PD0
rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1

Bits	Fields	Descriptions
31: 23	Reserved	Must be kept at reset value
22: 21	PDx	Interrupt pending status (x=21,22) 0: EXTI Linex is not triggered 1: EXTI Linex is triggered. This bit is cleared to 0 by writing 1 to it.
20	Reserved	Must be kept at reset value
19: 0	PDx	Interrupt pending status (x=0,19) 0: EXTI Linex is not triggered 1: EXTI Linex is triggered. This bit is cleared to 0 by writing 1 to it.

7. General-purpose and alternate-function I/Os (GPIO and AFIOs)

7.1. Overview

There are up to 55 general purpose I/O pins, (GPIO), named PA0 ~ PA15 and PB0 ~ PB15, PC0 ~ PC15, PD2, PF0/PF1, PF4 ~ PF7 for the device to implement logic input/output functions. Each GPIO port has related control and configuration registers to satisfy the requirements of specific applications.

The GPIO ports are pin-shared with other alternative functions (AFs) to obtain maximum flexibility on the package pins. The GPIO pins can be used as alternative functional pins by configuring the corresponding registers regardless of the AF input or output mode.

Each of the GPIO pins can be configured by software as output (push-pull or open-drain), as input, as peripheral alternate function or as analog mode. Each GPIO pin can be configured as pull-up, pull-down or no pull-up/pull-down. All GPIOs are high-current capable except for analog mode.

7.2. Characteristics

- Input/output direction control
- Schmitt trigger input function enable control
- Each pin weak pull-up/pull-down function
- Output push-pull/open-drain enable control
- Output set/reset control
- Output drive speed selection
- Analog input/output configurations
- Alternate function input/output configurations
- Port configuration lock
- Single cycle toggle output capability

7.3. Function overview

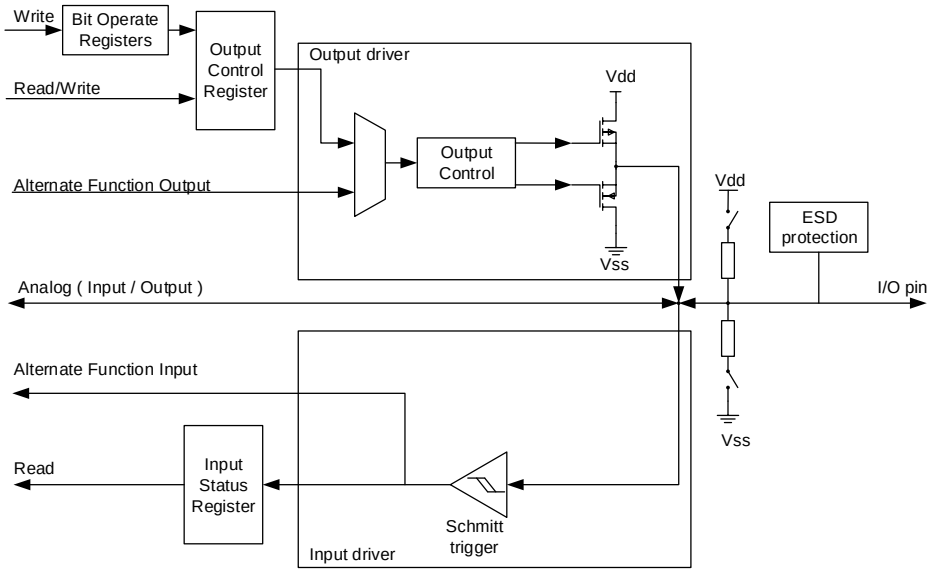
Each of the general-purpose I/O ports can be configured as GPIO inputs, GPIO outputs, AF function or analog mode by GPIO 32-bit control register (GPIOx_CTL). AFIO input or output direction is decided by AFIO function after AFIO enable. When the port is output (GPIO output or AFIO output), it can be configured as push-pull or open drain mode by GPIO output mode registers (GPIOx_OMODE). And the port max speed can be configured by GPIO output speed registers (GPIOx_OSPDy(y=0,1)). Each port can be configured as floating (no pull-up and pull-down), pull-up or pull-down function by GPIO pull-up/pull-down registers (GPIOx_PUD).

Table 7-1. GPIO configuration table

PAD TYPE			CTLn	OMn	PUDn
GPIO INPUT	X	Floating	00	X	00
		Pull-up			01
		Pull-down			10
GPIO OUTPUT	Push-pull	Floating	01	0	00
		Pull-up			01
		Pull-down			10
	Open-drain	Floating		1	00
		Pull-up			01
		Pull-down			10
AFIO INPUT	X	Floating	10	X	00
		Pull-up			01
		Pull-down			10
AFIO OUTPUT	Push-pull	Floating	10	0	00
		Pull-up			01
		Pull-down			10
	Open-drain	Floating		1	00
		Pull-up			01
		Pull-down			10
ANALOG	X	X	11	X	XX

Figure 7-1. Basic structure of a standard I/O port bit shows the basic structure of an I/O port bit.

Figure 7-1. Basic structure of a standard I/O port bit



7.3.1. GPIO pin configuration

During or just after the reset period, the alternative functions are all inactive and the GPIO ports are configured into the input floating mode that input disabled without Pull-Up(PU)/Pull-Down(PD) resistors. But the Serial-Wired Debug pins are in AF PU/PD mode after reset:

PA14: SWCLK in AF pull-down mode

PA13: SWDIO in AF pull-up mode

The GPIO pins can be configured as inputs or outputs. And all GPIO pins have an internal weak pull-up and weak pull-down which can be chosen. When the GPIO pins are configured as input pins, the data on the external pads can be captured at every AHB clock cycle to the port input status register (GPIOx_ISTAT).

When the GPIO pins are configured as output pins, user can configure the speed of the ports. And chooses the output driver mode: Push-Pull or Open-Drain mode. The value of the port output control register (GPIOx_OCTL) is output on the I/O pin.

When programming the GPIOx_OCTL at bit level is not need to disable interrupts, user can modify only one or several bits in a single atomic AHB write access by programming ‘1’ to the bit operate register (GPIOx_BOP, or for clearing only GPIOx_BC, or for toggle only GPIOx_TG). The other bits will not be affected.

7.3.2. Alternate functions (AF)

When the port is configured as AFIO (set CTLy to “10” bits, which is in GPIOx_CTL registers), the port is used as peripheral alternate functions. Each port has sixteen alternate functions can be configured by GPIO alternate functions select registers (GPIOx_AFSELy(y=0,1)).

The detail alternate function assignments for each port are in the device datasheet.

7.3.3. Additional functions

Some pins have additional functions, which have priority over the configuration in the standard GPIO registers. When for ADC or DAC additional functions, the port must be configured as analog mode. When for RTC, WKUPx and oscillators additional functions, the port type is set automatically by related RTC, PMU and RCU registers. These ports can be used as normal GPIO when the additional functions disabled.

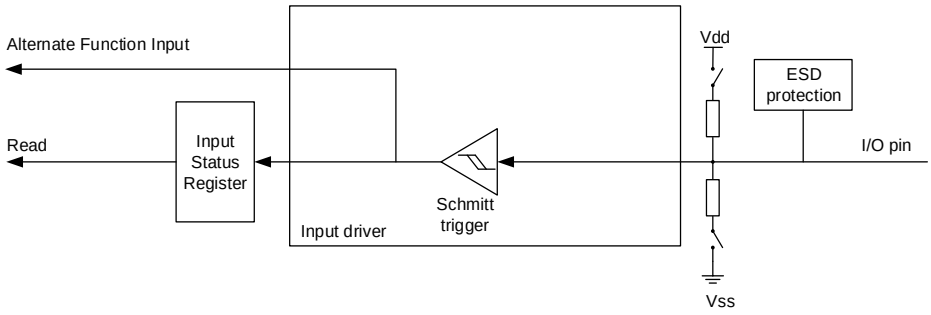
7.3.4. Input configuration

When GPIO pin is configured as input:

- The schmitt trigger input is activated.
- The weak pull-up and pull-down resistors could be chosen.
- Every AHB clock cycle the data present on the I/O pad is got to the port input status register.
- The output buffer is disabled.

The ***Figure 7-2. Input floating/pull up/pull down configurations*** shows the input configuration of the I/O Port bit.

Figure 7-2. Input floating/pull up/pull down configurations



7.3.5. Output configuration

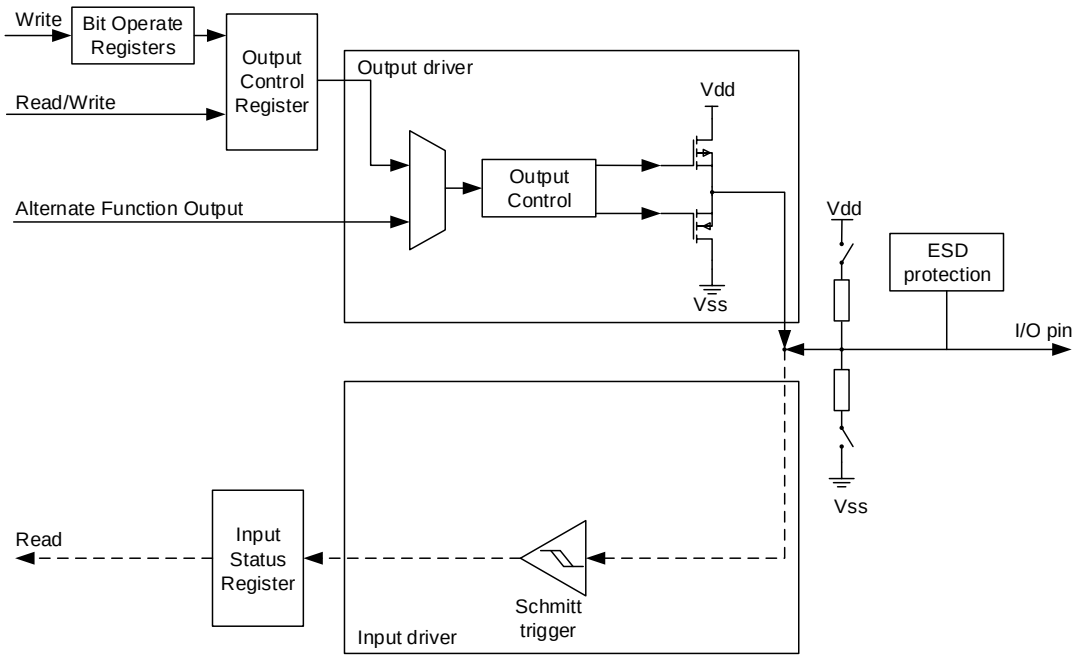
When GPIO pin is configured as output:

- The schmitt trigger input is activated.
- The weak pull-up and pull-down resistors could be chosen.
- The output buffer is enabled:
  - Open-Drain mode: The pad outputs “0” when a “0” in the output control register; while the pad leaves Hi-Z when a “1” in the output control register.
  - Push-Pull mode: The pad outputs “0” when a “0” in the output control register; while the pad outputs “1” when a “1” in the output control register.

- A read access to the port output control register gets the last written value in Push-Pull mode
- A read access to the port input status register gets the I/O state in Open-Drain mode

The ***Figure 7-3. Output configuration*** shows the output configuration of the I/O port bit.

Figure 7-3. Output configuration



7.3.6. Analog configuration

When GPIO pin is used as analog configuration:

- The weak pull-up and pull-down resistors are disabled.
- The output buffer is disabled.
- The schmitt trigger input is de-activated.
- Read access to the port input status register gets the value “0”.

The ***Figure 7-4. High impedance-analog configuration*** shows the high impedance-analog configuration.

Figure 7-4. High impedance-analog configuration

7.3.7. Alternate function (AF) configuration

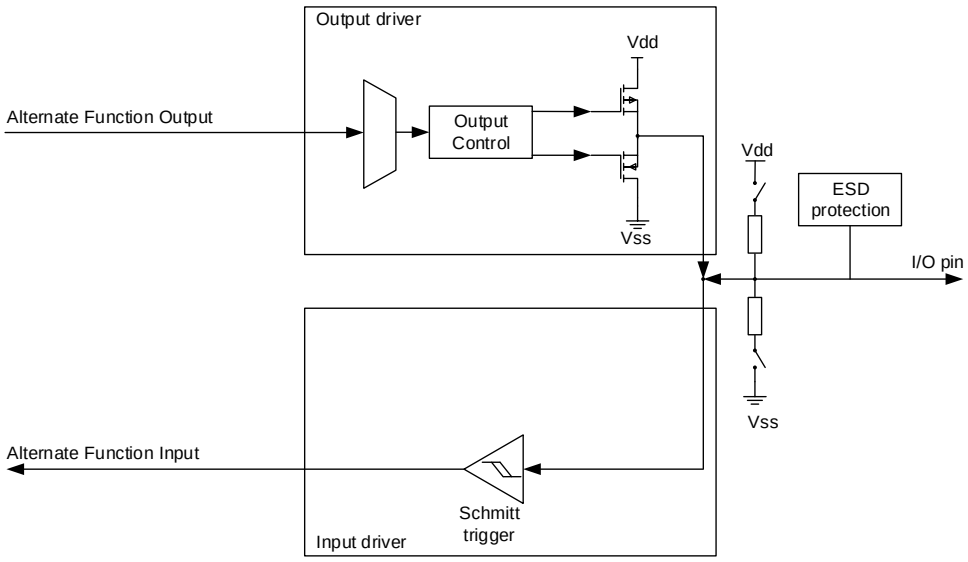
To suit for different device packages, the GPIO supports some alternate functions to some other pins by software.

When be configured as Alternate Function:

- The output buffer is turned on in Open-Drain or Push-Pull configuration.
- The output buffer is driven by the peripheral.
- The schmitt trigger input is activated.
- The weak pull-up and pull-down resistors could be chosen.
- The data present on the I/O pin is sampled into the port input status register every AHB clock cycle.
- A read access to the port input status register gets the I/O state in Open-Drain mode.
- A read access to the port output control register gets the last written value in Push-Pull mode.

Figure 7-5. Alternate function configuration shows the alternate function configuration of the I/O Port bit.

Figure 7-5. Alternate function configuration



7.3.8. GPIO locking function

The locking mechanism allows the IO configuration to be protected.

The protected registers are GPIOx_CTL, GPIOx_OMODE, GPIOx_OSPDy(y=0,1), GPIOx_PUD, GPIOx_AFSELy(y=0,1). It allows the I/O configuration to be frozen by the

32-bit locking register (GPIOx_LOCK). When the LOCK sequence has been applied on a port bit, it is no longer able to modify the value of the port bit until the next reset. It should be recommended to be used in the configuration of driving a power module.

7.3.9. GPIO single cycle toggle function

GPIO could toggle the I/O output level in single AHB cycle by writing 1 to the corresponding bit of GPIOx_TG register. The output signal frequency could up to the half of the AHB clock.

7.3.10. GPIO very high speed drive capability

GPIO could drive a very high speed signal over 50 MHz, in output mode or alternate function mode when it works in output direction. To enable this capability, corresponding OSPDy bits of GPIOx_OSPD0 should be configured as 0b11, and corresponding SPDy bit of GPIOx_OSPD1 should be set. And when enable this capability, compensation function could be enable to reduce the I/O noise (Refer to ***I/O compensation cell*** for details).

7.4. Register definition

7.4.1. Port control register (GPIOx_CTL, x=A..D,F)

Address offset: 0x00

Reset value: 0x2800 0000 for port A; 0x0000 0000 for others.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31 30	29 28	27 26	25 24	23 22	21 20	19 18	17 16
CTL15[1:0]	CTL14[1:0]	CTL13[1:0]	CTL12[1:0]	CTL11[1:0]	CTL10[1:0]	CTL9[1:0]	CTL8[1:0]
rw	rw	rw	rw	rw	rw	rw	rw
15 14	**13 12**	**11 10**	**9 8**	**7 6**	**5 4**	**3 2**	**1 0**
CTL7[1:0]	CTL6[1:0]	CTL5[1:0]	CTL4[1:0]	CTL3[1:0]	CTL2[1:0]	CTL1[1:0]	CTL0[1:0]
rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:30	CTL15[1:0]	Pin 15 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
29:28	CTL14[1:0]	Pin 14 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
27:26	CTL13[1:0]	Pin 13 configuration bits These bits are set and cleared by software.

		Refer to CTL0[1:0] description
25:24	CTL12[1:0]	Pin 12 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
23:22	CTL11[1:0]	Pin 11 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
21:20	CTL10[1:0]	Pin 10 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
19:18	CTL9[1:0]	Pin 9 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
17:16	CTL8[1:0]	Pin 8 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
15:14	CTL7[1:0]	Pin 7 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
13:12	CTL6[1:0]	Pin 6 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
11:10	CTL5[1:0]	Pin 5 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
9:8	CTL4[1:0]	Pin 4 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
7:6	CTL3[1:0]	Pin 3 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
5:4	CTL2[1:0]	Pin 2 configuration bits These bits are set and cleared by software. Refer to CTL0[1:0] description
3:2	CTL1[1:0]	Pin 1 configuration bits These bits are set and cleared by software.

		Refer to CTL0[1:0] description
1:0	CTL0[1:0]	Pin 0 configuration bits These bits are set and cleared by software. 00: Input mode (reset value) 01: GPIO output mode 10: Alternate function mode 11: Analog mode

7.4.2. Port output mode register (GPIOx_OMODE, x=A..D,F)

Address offset: 0x04
Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OM15	OM14	OM13	OM12	OM11	OM10	OM9	OM8	OM7	OM6	OM5	OM4	OM3	OM2	OM1	OM0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15	OM15	Pin 15 output mode bit These bits are set and cleared by software. Refer to OM0 description
14	OM14	Pin 14 output mode bit These bits are set and cleared by software. Refer to OM0 description
13	OM13	Pin 13 output mode bit These bits are set and cleared by software. Refer to OM0 description
12	OM12	Pin 12 output mode bit These bits are set and cleared by software. Refer to OM0 description
11	OM11	Pin 11 output mode bit These bits are set and cleared by software. Refer to OM0 description
10	OM10	Pin 10 output mode bit

		These bits are set and cleared by software. Refer to OM0 description
9	OM9	Pin 9 output mode bit These bits are set and cleared by software. Refer to OM0 description
8	OM8	Pin 8 output mode bit These bits are set and cleared by software. Refer to OM0 description
7	OM7	Pin 7 output mode bit These bits are set and cleared by software. Refer to OM0 description
6	OM6	Pin 6 output mode bit These bits are set and cleared by software. Refer to OM0 description
5	OM5	Pin 5 output mode bit These bits are set and cleared by software. Refer to OM0 description
4	OM4	Pin 4 output mode bit These bits are set and cleared by software. Refer to OM0 description
3	OM3	Pin 3 output mode bit These bits are set and cleared by software. Refer to OM0 description
2	OM2	Pin 2 output mode bit These bits are set and cleared by software. Refer to OM0 description
1	OM1	Pin 1 output mode bit These bits are set and cleared by software. Refer to OM0 description
0	OM0	Pin 0 output mode bit These bits are set and cleared by software. 0: Output push-pull mode (reset value) 1: Output open-drain mode

7.4.3. Port output speed register 0 (GPIOx_OSPD0, x=A..D,F)

Address offset: 0x08

Reset value: 0x0C00 0000 for port A; 0x0000 0000 for others.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31 30	29 28	27 26	25 24	23 22	21 20	19 18	17 16
OSPD15[1:0]	OSPD14[1:0]	OSPD13[1:0]	OSPD12[1:0]	OSPD11[1:0]	OSPD10[1:0]	OSPD9[1:0]	OSPD8[1:0]
rw	rw	rw	rw	rw	rw	rw	rw

15 14	13 12	11 10	9 8	7 6	5 4	3 2	1 0
OSPD7[1:0]	OSPD6[1:0]	OSPD5[1:0]	OSPD4[1:0]	OSPD3[1:0]	OSPD2[1:0]	OSPD1[1:0]	OSPD0[1:0]
rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:30	OSPD15[1:0]	Pin 15 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
29:28	OSPD14[1:0]	Pin 14 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
27:26	OSPD13[1:0]	Pin 13 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
25:24	OSPD12[1:0]	Pin 12 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
23:22	OSPD11[1:0]	Pin 11 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
21:20	OSPD10[1:0]	Pin 10 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
19:18	OSPD9[1:0]	Pin 9 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
17:16	OSPD8[1:0]	Pin 8 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
15:14	OSPD7[1:0]	Pin 7 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
13:12	OSPD6[1:0]	Pin 6 output max speed bits These bits are set and cleared by software.

		Refer to OSPD0[1:0] description
11:10	OSPD5[1:0]	Pin 5 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
9:8	OSPD4[1:0]	Pin 4 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
7:6	OSPD3[1:0]	Pin 3 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
5:4	OSPD2[1:0]	Pin 2 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
3:2	OSPD1[1:0]	Pin 1 output max speed bits These bits are set and cleared by software. Refer to OSPD0[1:0] description
1:0	OSPD0[1:0]	Pin 0 output max speed bits These bits are set and cleared by software. x0: Output max speed 2M (reset value) 01: Output max speed 10M 11: Output max speed 50M

7.4.4. Port pull-up/down register (GPIOx_PUD, x=A..D,F)

Address offset: 0x0C

Reset value: 0x2400 0000 for port A; 0x0000 0000 for others.

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31 30	29 28	27 26	25 24	23 22	21 20	19 18	17 16
PUD15[1:0]	PUD14[1:0]	PUD13[1:0]	PUD12[1:0]	PUD11[1:0]	PUD10[1:0]	PUD9[1:0]	PUD8[1:0]
rw	rw	rw	rw	rw	rw	rw	rw
15 14	**13 12**	**11 10**	**9 8**	**7 6**	**5 4**	**3 2**	**1 0**
PUD7[1:0]	PUD6[1:0]	PUD5[1:0]	PUD4[1:0]	PUD3[1:0]	PUD2[1:0]	PUD1[1:0]	PUD0[1:0]
rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:30	PUD15[1:0]	Pin 15 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description

29:28	PUD14[1:0]	Pin 14 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
27:26	PUD13[1:0]	Pin 13 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
25:24	PUD12[1:0]	Pin 12 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
23:22	PUD11[1:0]	Pin 11 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
21:20	PUD10[1:0]	Pin 10 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
19:18	PUD9[1:0]	Pin 9 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
17:16	PUD8[1:0]	Pin 8 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
15:14	PUD7[1:0]	Pin 7 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
13:12	PUD6[1:0]	Pin 6 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
11:10	PUD5[1:0]	Pin 5 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
9:8	PUD4[1:0]	Pin 4 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
7:6	PUD3[1:0]	Pin 3 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description

5:4	PUD2[1:0]	Pin 2 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
3:2	PUD1[1:0]	Pin 1 pull-up or pull-down bits These bits are set and cleared by software. Refer to PUD0[1:0] description
1:0	PUD0[1:0]	Pin 0 pull-up or pull-down bits These bits are set and cleared by software. 00: Floating mode, no pull-up and pull-down (reset value) 01: With pull-up mode 10: With pull-down mode 11: Reserved

7.4.5. Port input status register (GPIOx_ISTAT, x=A..D,F)

Address offset: 0x10
Reset value: 0x0000 XXXX

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ISTAT15	ISTAT14	ISTAT13	ISTAT12	ISTAT11	ISTAT10	ISTAT 9	ISTAT 8	ISTAT 7	ISTAT 6	ISTAT 5	ISTAT 4	ISTAT 3	ISTAT 2	ISTAT 1	ISTAT 0
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	ISTATy[15:0]	Port input status (y=0..15) These bits are set and cleared by hardware. 0: Input signal low 1: Input signal high

7.4.6. Port output control register (GPIOx_OCTL, x=A..D,F)

Address offset: 0x14
Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OCTL15	OCTL14	OCTL13	OCTL12	OCTL11	OCTL10	OCTL9	OCTL8	OCTL7	OCTL6	OCTL5	OCTL4	OCTL3	OCTL2	OCTL1	OCTL0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	OCTLy[15:0]	Port output control (y=0..15) These bits are set and cleared by software. 0: Pin output low 1: Pin output high

7.4.7. Port bit operate register (GPIOx_BOP, x=A..D,F)

Address offset: 0x18
Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CR15	CR14	CR13	CR12	CR11	CR10	CR9	CR8	CR7	CR6	CR5	CR4	CR3	CR2	CR1	CR0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BOP15	BOP14	BOP13	BOP12	BOP11	BOP10	BOP9	BOP8	BOP7	BOP6	BOP5	BOP4	BOP3	BOP2	BOP1	BOP0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits	Fields	Descriptions
31:16	Cry	Port Clear bit y(y=0..15) These bits are set and cleared by software. 0: No action on the corresponding OCTLy bit 1: Clear the corresponding OCTLy bit
15:0	BOPy[15:0]	Port Set bit y(y=0..15) These bits are set and cleared by software. 0: No action on the corresponding OCTLy bit 1: Set the corresponding OCTLy bit

7.4.8. Port configuration lock register (GPIOx_LOCK, x=A,B)

Address offset: 0x1C
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															LKK
															rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
LK15	LK14	LK13	LK12	LK11	LK10	LK9	LK8	LK7	LK6	LK5	LK4	LK3	LK2	LK1	LK0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:17	Reserved	Must be kept at reset value
16	LKK	Lock key It can only be set using the Lock Key Writing Sequence. And can always be read. 0: GPIOx_LOCK register is not locked and the port configuration is not locked 1: GPIOx_LOCK register is locked until an MCU reset LOCK key writing sequence: Write 1→Write 0→Write 1→ Read 0→ Read 1 **Note:** The value of LKy(y=0..15) must hold during the LOCK Key Writing sequence.
15:0	LKy	Port Lock bit y(y=0..15) These bits are set and cleared by software. 0: Port configuration not locked 1: Port configuration locked

7.4.9. Alternate function selected register 0 (GPIOx_AFSEL0, x=A,B,C)

Address offset: 0x20

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
SEL7[3:0]				SEL6[3:0]				SEL5[3:0]				SEL4[3:0]			
rw				rw				rw				rw			

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SEL3[3:0]				SEL2[3:0]				SEL1[3:0]				SEL0[3:0]			
rw				rw				rw				rw			

Bits	Fields	Descriptions
31:28	SEL7[3:0]	Pin 7 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
27:24	SEL6[3:0]	Pin 6 alternate function selected

		These bits are set and cleared by software. Refer to SEL0[3:0] description
23:20	SEL5[3:0]	Pin 5 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
19:16	SEL4[3:0]	Pin 4 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
15:12	SEL3[3:0]	Pin 3 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
11:8	SEL2[3:0]	Pin 2 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
7:4	SEL1[3:0]	Pin 1 alternate function selected These bits are set and cleared by software. Refer to SEL0[3:0] description
3:0	SEL0[3:0]	Pin 0 alternate function selected These bits are set and cleared by software. 0000: AF0 selected (reset value) 0001: AF1 selected 0010: AF2 selected 0011: AF3 selected 0100: AF4 selected (Port A,B only) 0101: AF5 selected (Port A,B only) 0110: AF6 selected (Port A,B only) 0111: AF7 selected (Port A,B only) 1000 ~ 1111: Reserved

7.4.10. Alternate function selected register 1 (GPIOx_AFSEL1, x=A,B,C)

Address offset: 0x24

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
SEL15[3:0]				SEL14[3:0]				SEL13[3:0]				SEL12[3:0]			
rw				rw				rw				rw			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

SEL11[3:0]	SEL10[3:0]	SEL9[3:0]	SEL8[3:0]
rw	rw	rw	rw

Bits	Fields	Descriptions
31:28	SEL15[3:0]	Pin 15 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
27:24	SEL14[3:0]	Pin 14 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
23:20	SEL13[3:0]	Pin 13 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
19:16	SEL12[3:0]	Pin 12 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
15:12	SEL11[3:0]	Pin 1 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
11:8	SEL10[3:0]	Pin 10 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
7:4	SEL9[3:0]	Pin 9 alternate function selected These bits are set and cleared by software. Refer to SEL8[3:0] description
3:0	SEL8[3:0]	Pin 8 alternate function selected These bits are set and cleared by software. 0000: AF0 selected (reset value) 0001: AF1 selected 0010: AF2 selected 0011: AF3 selected 0100: AF4 selected (Port A,B only) 0101: AF5 selected (Port A,B only) 0110: AF6 selected (Port A,B only) 0111: AF7 selected (Port A,B only) 1000 ~ 1111: Reserved

7.4.11. Bit clear register (GPIOx_BC, x=A..D,F)

Address offset: 0x28

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CR15	CR14	CR13	CR12	CR11	CR10	CR9	CR8	CR7	CR6	CR5	CR4	CR3	CR2	CR1	CR0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	CRy	Port Clear bit y(y=0..15) These bits are set and cleared by software. 0: No action on the corresponding OCTLy bit 1: Clear the corresponding OCTLy bit

7.4.12. Port bit toggle register (GPIOx_TG, x=A..D,F)

Address offset: 0x2C

Reset value: 0x0000 0000

This register can be accessed by byte(8-bit), half-word(16-bit) and word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TG15	TG14	TG13	TG12	TG11	TG10	TG9	TG8	TG7	TG6	TG5	TG4	TG3	TG2	TG1	TG0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	TGy	Port Toggle bit y(y=0..15) These bits are set and cleared by software. 0: No action on the corresponding OCTLy bit 1: Toggle the corresponding OCTLy bit

7.4.13. Port output speed register 1 (GPIOx_OSPD1, x=A..D,F)

Address offset: 0x3C

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SPD15	SPD14	SPD13	SPD12	SPD11	SPD10	SPD9	SPD8	SPD7	SPD6	SPD5	SPD4	SPD3	SPD2	SPD1	SPD0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	SPDy	Set Very High output speed when OSPDy(y=0..15) is 0b11 If the output speed is more than 50MHz, set this bit to 1 and set OSPDy to 0b11. These bits are set and cleared by software. 0: No effect 1: Max speed more than 50MHz. Must set OSPDy to 0b11

8. CRC calculation unit (CRC)

8.1. Overview

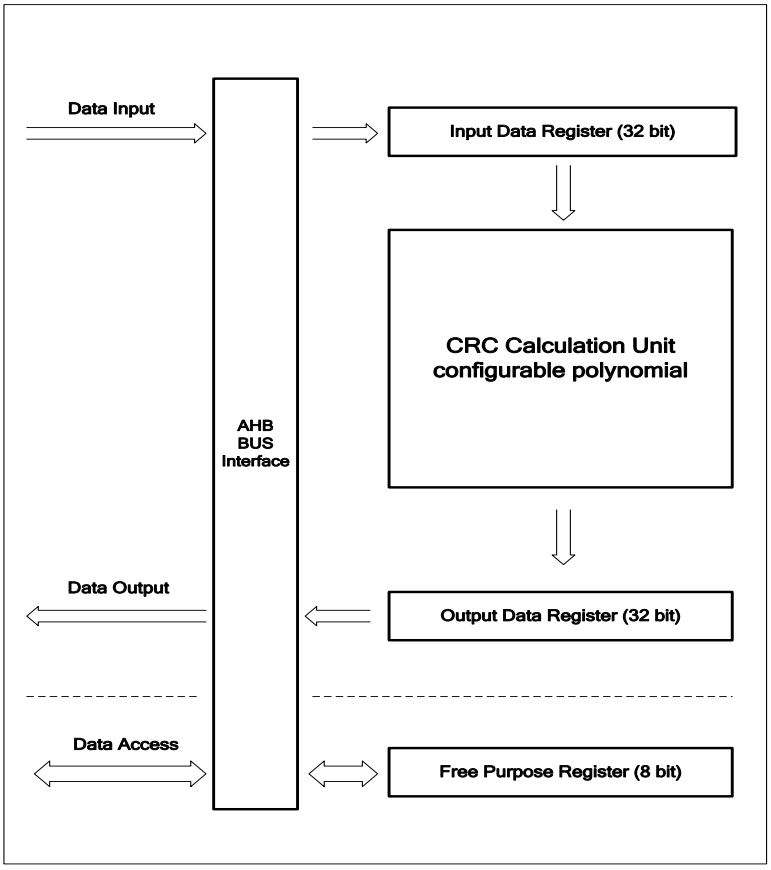
A cyclic redundancy check (CRC) is an error-detecting code commonly used in digital networks and storage devices to detect accidental changes to raw data.

This CRC calculation unit can be used to calculate 7/8/16/32 bit CRC code within user configurable polynomial.

8.2. Characteristics

- Input data supports 7/8/16/32 size bit.
- Different input size for different calculation time.1/2/4 cycle for 7(8)/16/32 bits.
- Input and output data can be reversed.
- User configurable polynomial size.
- User configurable initial value after CRC reset.
- Free 8 bit register is unrelated for calculation and can be used for any other goals by any other peripheral devices.

Figure 8-1. Block diagram of CRC calculation unit



8.3. Function overview

- CRC calculation unit is used to calculate the 32-bit raw data, and CRC_DATA register will receive the raw data and store the calculation result.

  If do not clear the CRC_DATA register by software setting CRC_CTL register, the new input raw data will calculate based on the result of previous value of CRC_DATA.

  CRC calculation will spend 4/2/1 AHB clock cycles for 32/16/8(7) bit data size, during this period AHB will not be hanged because of the existence of the 32bit input buffer.

- This module supplies an 8-bit free register CRC_FDATA.

  CRC_FDATA is unrelated to the CRC calculation, any value you write in will be read out at anytime.

- Reversible function can reverse the input data and output data.

  For input data, 3 reverse types can be selected.

  Original data is 0x1A2B3C4D:

  1) byte reverse:

32-bit data is divided into 4 groups and reverse implement in group inside. Reversed data:0x58D43CB2

2)half-word reverse:

32-bit data is divided into 2 groups and reverse implement in group inside. Reversed data: 0xD458B23C

3)word reverse:

32-bit data is divided into 1 groups and reverse implement in group inside. Reversed data: 0xB23CD458

For output data, reverse type is word reverse.

For example: when REV_O=1, calculation result 0x22CC4488 will be converted to 0x11223344.

- User configurable initial calculation data is available.

  When RST bit is set or write operation to CRC_IDATA register, the CRC_DATA register will be automatically initialized to the value in CRC_IDATA.

- User configurable polynomial.

  Depends on PS[1:0] bits, the valid polynomial and output bit width can be selected by user. If the polynomial is less than 32 bit, the high bits of the input data and output data is unavailable. It is strongly recommend resetting the CRC calculation unit after change the PS[1:0] bits or polynomial.

8.4. Register definition

8.4.1. Data register (CRC_DATA)

Address offset: 0x00
Reset value: 0xFFFF FFFF

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
DATA[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DATA[15:0]															
rw															

Bits	Fields	Descriptions
31:0	DATA[31:0]	CRC calculation result bits

Software write and read.

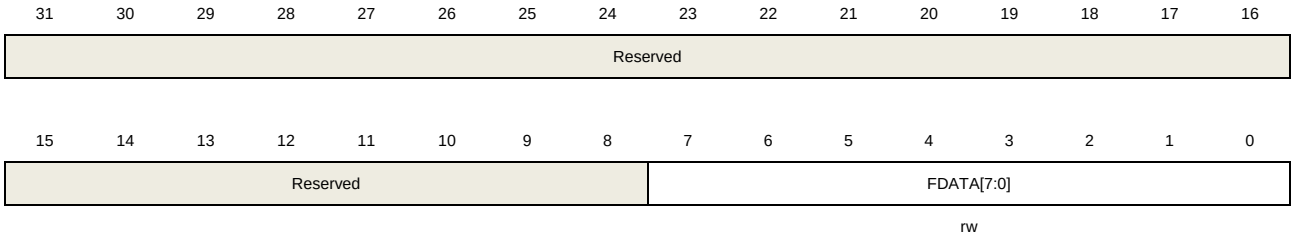
This register is used to calculate new data, and the register can be written the new data directly. Write value cannot be read because the read value is the previous CRC calculation result.

8.4.2. Free data register (CRC_FDATA)

Address offset: 0x04

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



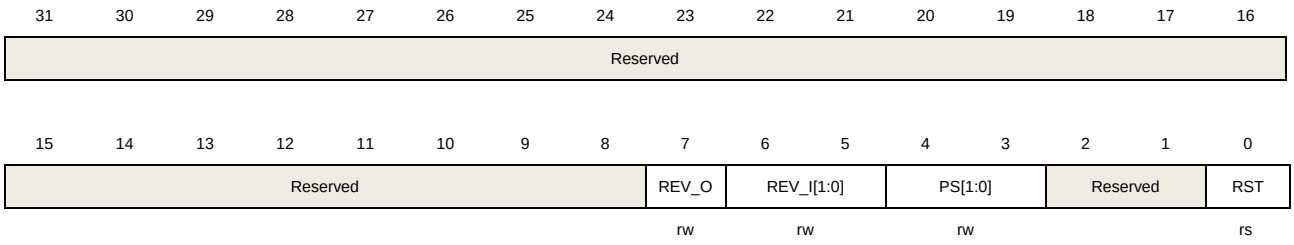
Bits	Fields	Descriptions
31:8	Reserved	keep at reset value
7:0	FDATA[7:0]	Free Data Register bits Software write and read. These bits are unrelated with CRC calculation. This byte can be used for any goals by any other peripheral. The CRC_CTL register will generate no effect to the byte.

8.4.3. Control register (CRC_CTL)

Address offset: 0x08

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions

31:8	Reserved	Keep at reset value
7	REV_O	Reverse output data value in bit order 0:Not bit reversed for output data 1:Bit reversed for output data
6:5	REV_I[1:0]	Reverse type for input data 0: Dot not use reverse for input data 1: Reverse input data with every 8-bit length 2: Reverse input data with every 16-bit length 3: Reverse input data with whole 32-bit length
4:3	PS[1:0]	Size of polynomial 0: 32 bit 1: 16 bit (POLY[15:0] is used for calculation) 2: 8 bit(POLY[7:0] is used for calculation) 3: 7 bit(POLY[6:0] is used for calculation)
2:1	Reserved	Keep at reset value
0	RST	This bit can reset the CRC_DATA register to the value in CRC_IDATA then automatically cleared itself to 0 by hardware. This bit will generate no effect to CRC_FDATA. Software write and read.

8.4.4. Initialization data register (CRC_IDATA)

Address offset: 0x10
Reset value: 0xFFFF FFFF

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
IDATA[31:16]															
rw															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
IDATA[15:0]															
rw															

Bits	Fields	Descriptions
31:0	IDATA[31:0]	Configurable initial CRC data value When RST bit in CRC_CTL asserted, CRC_DATA will be programmed to this value.

8.4.5. Polynomial register (CRC_POLY)

Address offset: 0x14

Reset value: 0x04C1 1DB7

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
POLY[31:16]															
rw															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
POLY[15:0]															
rw															

Bits	Fields	Descriptions
31:0	POLY[31:0]	User configurable polynomial value This value is used together with PS[1:0] bits.

9. Direct memory access controller (DMA)

9.1. Overview

The direct memory access (DMA) controller provides a hardware method of transferring data between peripherals and/or memory without intervention from the CPU, thereby freeing up bandwidth for other system functions. Data can be quickly moved by DMA between peripherals and memory as well as memory and memory without any CPU actions. There are 7 channels in the DMA controller. Each channel is dedicated to manage memory access requests from one or more peripherals. An arbiter is implemented inside to handle the priority among DMA requests.

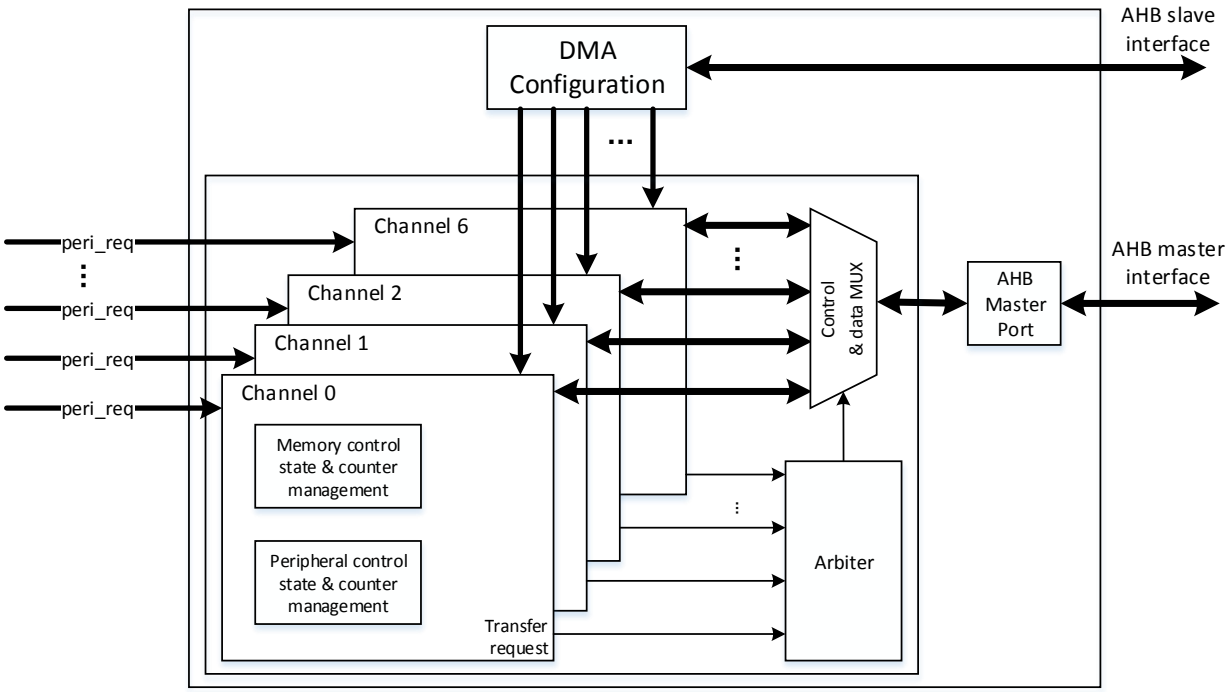
The system bus is shared by the DMA controller and the Cortex™-M4 core. When the DMA and the CPU are targeting the same destination, the DMA access may stop the CPU access to the system bus for some bus cycles. Round-robin scheduling is implemented in the bus matrix to ensure at least half of the system bus bandwidth for the CPU.

9.2. Characteristics

- Programmable length of data to be transferred, max to 65536
- 7 channels and each channel are configurable
- AHB and APB peripherals, FLASH, SRAM can be accessed as source and destination
- Each channel is connected to fixed hardware DMA request
- Software DMA channel priority (low, medium, high, ultra high) and hardware DMA channel priority (DMA channel 0 has the highest priority and DMA channel 6 has the lowest priority)
- Support independent 8, 16, 32-bit memory and peripheral transfer
- Support independent fixed and increasing address generation algorithm of memory and peripheral
- Support circular transfer mode
- Support peripheral to memory, memory to peripheral, and memory to memory transfers
- One separate interrupt per channel with three types of event flags
- Support interrupt enable and clear

9.3. Block diagram

Figure 9-1. Block diagram of DMA



As shown in ***Figure 9-1. Block diagram of DMA***, a DMA controller consists of four main parts:

- DMA configuration through AHB slave interface
- Data transmission through two AHB master interfaces for memory access and peripheral access
- An arbiter inside to manage multiple peripheral requests coming at the same time
- Channel management to control address/data selection and data counting

9.4. Function overview

9.4.1. DMA operation

Each DMA transfer consists of two operations, including the loading of data from the source and the storage of the loaded data to the destination. The source and destination addresses are computed by the DMA controller based on the programmed values in the DMA_CHxPADDR, DMA_CHxMADDR, and DMA_CHxCTL registers. The DMA_CHxCNT register controls how many transfers to be transmitted on the channel. The PWIDTH and

MWIDTH bits in the DMA_CHxCTL register determine how many bytes to be transmitted in a transfer.

Suppose DMA_CHxCNT is 4, and both PNAGA and MNAGA are set. The DMA transfer operations for each combination of PWIDTH and MWIDTH are shown in the following ***Table 9-1. DMA transfer operation***.

Table 9-1. DMA transfer operation

Transfer size		Transfer operations	
Source	Destination	Source	Destination
32 bits	32 bits	1: Read B3B2B1B0[31:0] @0x0 2: Read B7B6B5B4[31:0] @0x4 3: Read BBBAB9B8[31:0] @0x8 4: Read BFBEBDBC[31:0] @0xC	1: Write B3B2B1B0[31:0] @0x0 2: Write B7B6B5B4[31:0] @0x4 3: Write BBBAB9B8[31:0] @0x8 4: Write BFBEBDBC[31:0] @0xC
32 bits	16 bits	1: Read B3B2B1B0[31:0] @0x0 2: Read B7B6B5B4[31:0] @0x4 3: Read BBBAB9B8[31:0] @0x8 4: Read BFBEBDBC[31:0] @0xC	1: Write B1B0[7:0] @0x0 2: Write B5B4[7:0] @0x2 3: Write B9B8[7:0] @0x4 4: Write BDBC[7:0] @0x6
32 bits	8 bits	1: Read B3B2B1B0[31:0] @0x0 2: Read B7B6B5B4[31:0] @0x4 3: Read BBBAB9B8[31:0] @0x8 4: Read BFBEBDBC[31:0] @0xC	1: Write B0[7:0] @0x0 2: Write B4[7:0] @0x1 3: Write B8[7:0] @0x2 4: Write BC[7:0] @0x3
16 bits	32 bits	1: Read B1B0[15:0] @0x0 2: Read B3B2[15:0] @0x2 3: Read B5B4[15:0] @0x4 4: Read B7B6[15:0] @0x6	1: Write 0000B1B0[31:0] @0x0 2: Write 0000B3B2[31:0] @0x4 3: Write 0000B5B4[31:0] @0x8 4: Write 0000B7B6[31:0] @0xC
16 bits	16 bits	1: Read B1B0[15:0] @0x0 2: Read B3B2[15:0] @0x2 3: Read B5B4[15:0] @0x4 4: Read B7B6[15:0] @0x6	1: Write B1B0[15:0] @0x0 2: Write B3B2[15:0] @0x2 3: Write B5B4[15:0] @0x4 4: Write B7B6[15:0] @0x6
16 bits	8 bits	1: Read B1B0[15:0] @0x0 2: Read B3B2[15:0] @0x2 3: Read B5B4[15:0] @0x4 4: Read B7B6[15:0] @0x6	1: Write B0[7:0] @0x0 2: Write B2[7:0] @0x1 3: Write B4[7:0] @0x2 4: Write B6[7:0] @0x3
8 bits	32 bits	1: Read B0[7:0] @0x0 2: Read B1[7:0] @0x1 3: Read B2[7:0] @0x2 4: Read B3[7:0] @0x3	1: Write 000000B0[31:0] @0x0 2: Write 000000B1[31:0] @0x4 3: Write 000000B2[31:0] @0x8 4: Write 000000B3[31:0] @0xC
8 bits	16 bits	1: Read B0[7:0] @0x0 2: Read B1[7:0] @0x1 3: Read B2[7:0] @0x2 4: Read B3[7:0] @0x3	1, Write 00B0[15:0] @0x0 2, Write 00B1[15:0] @0x2 3, Write 00B2[15:0] @0x4 4, Write 00B3[15:0] @0x6

8 bits	8 bits	1: Read B0[7:0] @0x0 2: Read B1[7:0] @0x1 3: Read B2[7:0] @0x2 4: Read B3[7:0] @0x3	1, Write B0[7:0] @0x0 2, Write B1[7:0] @0x1 3, Write B2[7:0] @0x2 4, Write B3[7:0] @0x3

The CNT bits in the DMA_CHxCNT register control how many data to be transmitted on the channel and must be configured before enable the CHEN bit in the register. During the transmission, the CNT bits indicate the remaining number of data items to be transferred.

The DMA transmission is disabled by clearing the CHEN bit in the DMA_CHxCTL register.

- If the DMA transmission is not completed when the CHEN bit is cleared, two situations may be occurred when restart this DMA channel:
  - If no register configuration operations of the channel occurs before restart the DMA channel, the DMA will continue to complete the rest of the transmission.
  - If any register configuration operations occur, the DMA will restart a new transmission.
- If the DMA transmission has been finished when clearing the CHEN bit, enable the DMA channel without any register configuration operation will not launch any DMA transfer.

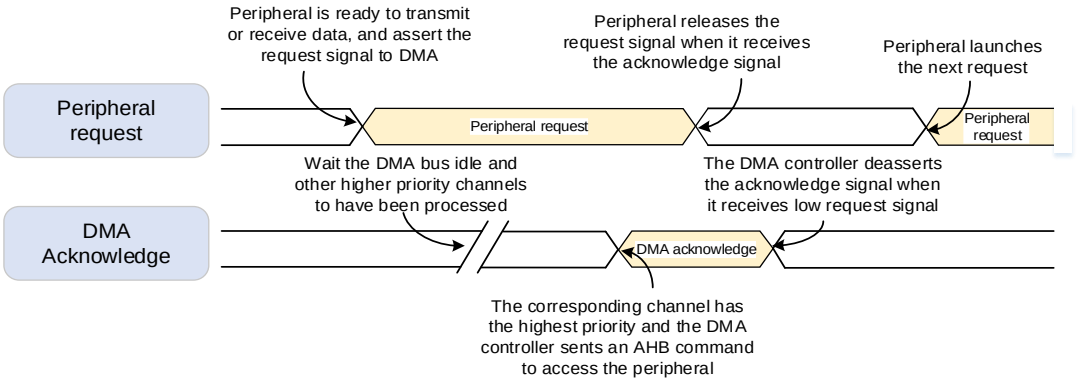
9.4.2. Peripheral handshake

To ensure a well-organized and efficient data transfer, a handshake mechanism is introduced between the DMA and peripherals, including a request signal and a acknowledge signal:

- Request signal asserted by peripheral to DMA controller, indicating that the peripheral is ready to transmit or receive data
- Acknowledge signal responded by DMA to peripheral, indicating that the DMA controller has initiated an AHB command to access the peripheral

Figure 9-2. Handshake mechanism shows how the handshake mechanism works between the DMA controller and peripherals.

Figure 9-2. Handshake mechanism



9.4.3. Arbitration

When two or more requests are received at the same time, the arbiter determines which request is served based on the priorities of channels. There are two-stage priorities, including the software priority and the hardware priority. The arbiter determines which channel is selected to respond according to the following priority rules:

- Software priority: Four levels, including low, medium, high and ultra-high by configuring the PRIO bits in the DMA_CHxCTL register.
- For channels with equal software priority level, priority is given to the channel with lower channel number.

9.4.4. Address generation

Two kinds of address generation algorithm are implemented independently for memory and peripheral, including the fixed mode and the increased mode. The PNAGA and MNAGA bit in the DMA_CHxCTL register are used to configure the next address generation algorithm of peripheral and memory.

In the fixed mode, the next address is always equal to the base address configured in the base address registers (DMA_CHxPADDR, DMA_CHxMADDR).

In the increasing mode, the next address is equal to the current address plus 1 or 2 or 4, depending on the transfer data width.

9.4.5. Circular mode

Circular mode is implemented to handle continue peripheral requests (for example, ADC scan mode). The circular mode is enabled by setting the CMEN bit in the DMA_CHxCTL register.

In circular mode, the CNT bits are automatically reloaded with the pre-programmed value and the full transfer finish flag is asserted at the end of every DMA transfer. DMA can always

responds the peripheral request until the CHEN bit in the DMA_CHxCTL register is cleared.

9.4.6. Memory to memory mode

The memory to memory mode is enabled by setting the M2M bit in the DMA_CHxCTL register. In this mode, the DMA channel can also work without being triggered by a request from a peripheral. The DMA channel starts transferring as soon as it is enabled by setting the CHEN bit in the DMA_CHxCTL register, and completed when the DMA_CHxCNT register reaches zero.

9.4.7. Channel configuration

When starting a new DMA transfer, it is recommended to respect the following steps:

1. Read the CHEN bit and judge whether the channel is enabled or not. If the channel is enabled, clear the CHEN bit by software. When the CHEN bit is read as '0', configuring and starting a new DMA transfer is allowed.
2. Configure the M2M bit and DIR bit in the DMA_CHxCTL register to set the transfer mode.
3. Configure the CMEN bit in the DMA_CHxCTL register to enable/disable the circular mode.
4. Configure the PRIO bits in the DMA_CHxCTL register to set the channel software priority.
5. Configure the memory and peripheral transfer width, memory and peripheral address generation algorithm in the DMA_CHxCTL register.
6. Configure the enable bit for full transfer finish interrupt, half transfer finish interrupt, transfer error interrupt in the DMA_CHxCTL register.
7. Configure the DMA_CHxPADDR register for setting the peripheral base address.
8. Configure the DMA_CHxMADDR register for setting the memory base address.
9. Configure the DMA_CHxCNT register to set the total transfer data number.
10. Configure the CHEN bit with '1' in the DMA_CHxCTL register to enable the channel.

9.4.8. Interrupt

Each DMA channel has a dedicated interrupt. There are three types of interrupt event, including full transfer finish, half transfer finish, and transfer error.

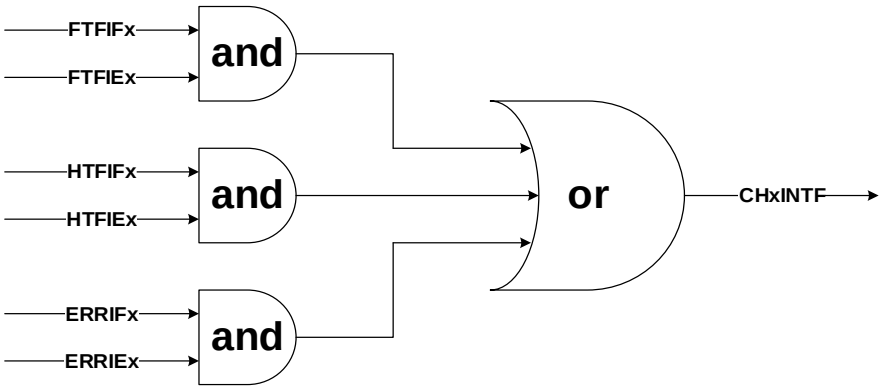
Each interrupt event has a dedicated flag bit in the DMA_INTF register, a dedicated clear bit in the DMA_INTC register, and a dedicated enable bit in the DMA_CHxCTL register. The relationship is described in the following ***Table 9-2. interrupt events***.

Table 9-2. interrupt events

Interrupt event	Flag bit	Clear bit	Enable bit
	DMA_INTF	DMA_INTC	DMA_CHxCTL
Full transfer finish	FTFIF	FTFIFC	FTFIE
Half transfer finish	HTFIF	HTFIFC	HTFIE
Transfer error	ERRIF	ERRIFC	ERRIE

The DMA interrupt logic is shown in the ***Figure 9-3. DMA interrupt logic***, an interrupt can be produced when any type of interrupt event occurs and enabled on the channel.

Figure 9-3. DMA interrupt logic



NOTE: "x" indicates channel number (x=0…6).

9.4.9. DMA request mapping

Several requests from peripherals may be mapped to one DMA channel. They are logically ORed before entering the DMA. For details, see the following ***Figure 9-4. DMA request mapping***. The request of each peripheral can be independently enabled or disabled by programming the registers of the corresponding peripheral. The user has to ensure that only one request is enabled at a time on one channel. ***Table 9-3. DMA requests for each channel*** lists the support request from peripheral for each channel of DMA.

Figure 9-4. DMA request mapping

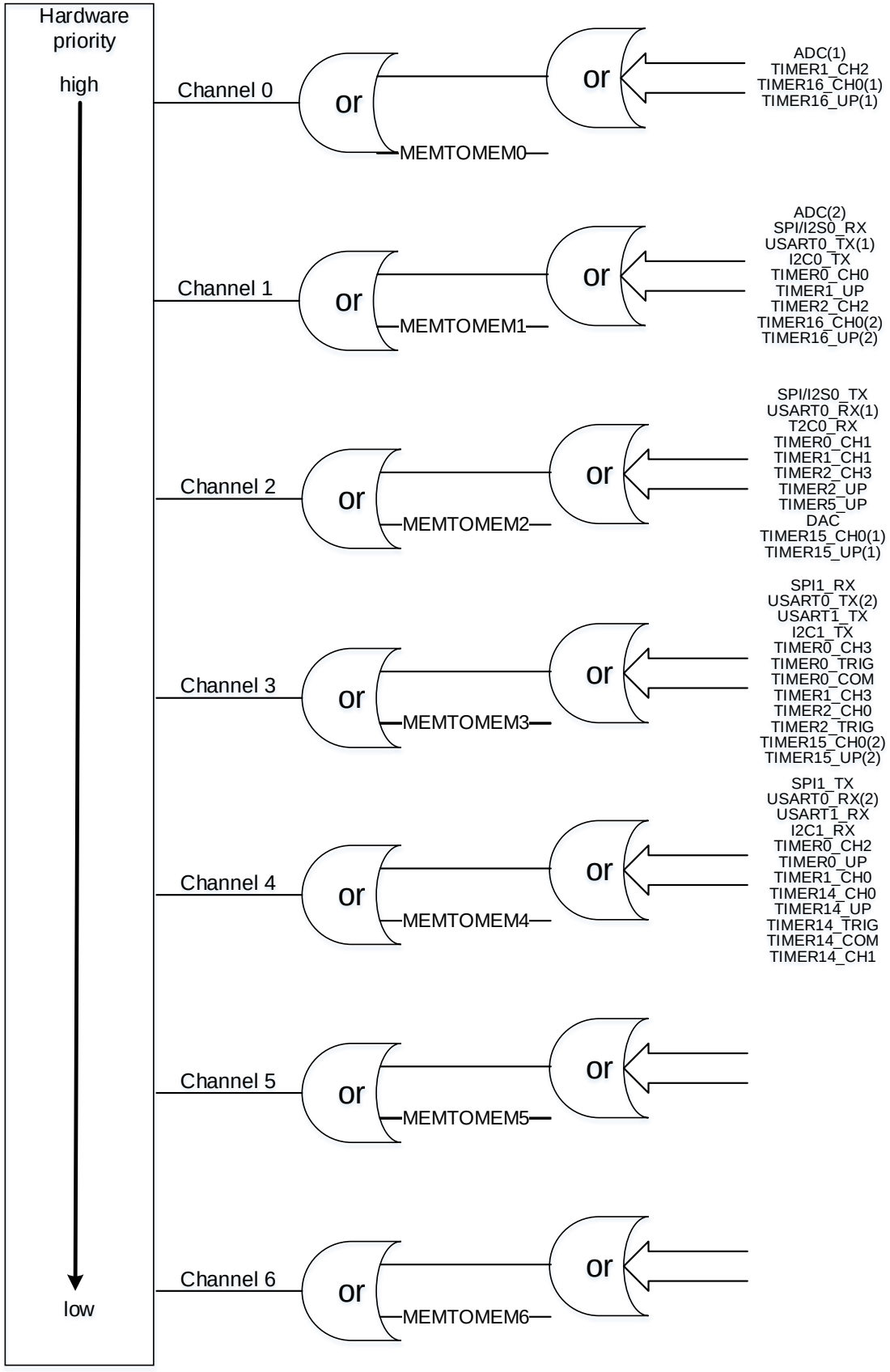


Table 9-3. DMA requests for each channel

Peripheral	Channel 0	Channel 1	Channel 2	Channel 3	Channel 4	Channel 5	Channel 6
ADC	ADC(1)	ADC(2)	•	•	•	•	•
SPI/I2S	•	SPI/I2S0_RX	SPI/I2S0_TX	SPI1_RX	SPI1_TX	•	•
USART	•	USART0_TX(1)	USART0_RX(1)	USART0_TX(2) USART1_TX	USART0_RX(2) USART1_RX	•	•
I²C	•	I2C0_TX	I2C0_RX	I2C1_TX	I2C1_RX	•	•
TINER0	•	TIMER0_CH0	TIMER0_CH1	TIMER0_CH3 TIMER0_TRIG TIMER0_COM	TIMER0_CH2 TIMER0_UP	•	•
TIMER1	TIMER1_CH2	TIMER1_UP	TIMER1_CH1	TIMER1_CH3	TIMER1_CH0	•	•
TIMER2	•	TIMER2_CH2	TIMER2_CH3 TIMER2_UP	TIMER2_CH0 TIMER2_TRIG	•	•	•
TIMER5/ DAC	•	•	TIMER5_UP DAC	•	•	•	•
TIMER14	•	•	•	•	TIMER14_CH0 TIMER14_UP TIMER14_TRIG TIMER14_COM TIMER14_CH1	•	•
TIMER15	•	•	TIMER15_CH0(1) TIMER15_UP(1)	TIMER15_CH0(2) TIMER15_UP(2)	•	•	•
TIMER16	TIMER16_CH0(1) TIMER16_UP(1)	TIMER16_CH0(2) TIMER16_UP(2)	•	•	•	•	•

1. When the corresponding remapping bit in the SYSCFG_CFGR0 register is cleared, the request is mapped on the channel.
2. When the corresponding remapping bit in the SYSCFG_CFGR0 register is set, the request is mapped on the channel.

9.5. Register definition

9.5.1. Interrupt flag register (DMA_INTF)

Address offset: 0x00

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				ERRIF6	HTFIF6	FTFIF6	GIF6	ERRIF5	HTFIF5	FTFIF5	GIF5	ERRIF4	HTFIF4	FTFIF4	GIF4
				r	r	r	r	r	r	r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ERRIF3	HTFIF3	FTFIF3	GIF3	ERRIF2	HTFIF2	FTFIF2	GIF2	ERRIF1	HTFIF1	FTFIF1	GIF1	ERRIF0	HTFIF0	FTFIF0	GIF0
r	r	r	r	r	r	r	r	r	r	r	r	r	r	r	r

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27/23/19/ 15/11/7/3	ERRIFx	Error flag of channel x (x=0…6) Hardware set and software cleared by configuring DMA_INTC register. 0: Transfer error has not occurred on channel x 1: Transfer error has occurred on channel x
26/22/18/ 14/10/6/2	HTFIFx	Half transfer finish flag of channel x (x=0…6) Hardware set and software cleared by configuring DMA_INTC register. 0: Half number of transfer has not finished on channel x 1: Half number of transfer has finished on channel x
25/21/17/ 13/9/5/1	FTFIFx	Full Transfer finish flag of channel x (x=0…6) Hardware set and software cleared by configuring DMA_INTC register. 0: Transfer has not finished on channel x 1: Transfer has finished on channel x
24/20/16/ 12/8/4/0	GIFx	Global interrupt flag of channel x (x=0…6) Hardware set and software cleared by configuring DMA_INTC register. 0: None of ERRIF, HTFIF or FTFIF occurs on channel x 1: At least one of ERRIF, HTFIF or FTFIF occurs on channel x

9.5.2. Interrupt flag clear register (DMA_INTC)

Address offset: 0x04

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				ERRIFC6	HTFIFC6	FTFIFC6	GIFC6	ERRIFC5	HTFIFC5	FTFIFC5	GIFC5	ERRIFC4	HTFIFC4	FTFIFC4	GIFC4
				w	w	w	w	w	w	w	w	w	w	w	w

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ERRIFC3	HTFIFC3	FTFIFC3	GIFC3	ERRIFC2	HTFIC2	FTFIFC2	GIFC2	ERRIFC1	HTFIFC1	FTFIFC1	GIFC1	ERRIFC0	HTFIFC0	FTFIFC0	GIFC0
w	w	w	w	w	w	w	w	w	w	w	w	w	w	w	w

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27/23/19/ 15/11/7/3	ERRIFCx	Clear bit for error flag of channel x (x=0…6) 0: No effect 1: Clear error flag
26/22/18/ 14/10/6/2	HTFIFCx	Clear bit for half transfer finish flag of channel x (x=0…6) 0: No effect 1: Clear half transfer finish flag
25/21/17/ 13/9/5/1	FTFIFCx	Clear bit for full transfer finish flag of channel x (x=0…6) 0: No effect 1: Clear full transfer finish flag
24/20/16/ 12/8/4/0	GIFCx	Clear global interrupt flag of channel x (x=0…6) 0: No effect 1: Clear GIFx, ERRIFx, HTFIFx and FTFIFx bits in the DMA_INTF register

9.5.3. Channel x control register (DMA_CHxCTL)

x = 0...6, where x is a channel number

Address offset: 0x08 + 0x14 × x

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	M2M	PRIO[1:0]		MWIDTH[1:0]		PWIDTH[1:0]		MNAGA	PNAGA	CMEN	DIR	ERRIE	HTFIE	FTFIE	CHEN
	rw	rw		rw		rw		rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:15	Reserved	Must be kept at reset value
14	M2M	Memory to Memory Mode

		Software set and cleared 0: Disable Memory to Memory Mode 1: Enable Memory to Memory mode This bit can not be written when CHEN is ‘1’.
13:12	PRIO[1:0]	Priority level Software set and cleared 00: Low 01: Medium 10: High 11: Ultra high These bits can not be written when CHEN is ‘1’.
11:10	MWIDTH[1:0]	Transfer data size of memory Software set and cleared 00: 8-bit 01: 16-bit 10: 32-bit 11: Reserved These bits can not be written when CHEN is ‘1’.
9:8	PWIDTH[1:0]	Transfer data size of peripheral Software set and cleared 00: 8-bit 01: 16-bit 10: 32-bit 11: Reserved These bits can not be written when CHEN is ‘1’.
7	MNAGA	Next address generation algorithm of memory Software set and cleared 0: Fixed address mode 1: Increasing address mode This bit can not be written when CHEN is ‘1’.
6	PNAGA	Next address generation algorithm of peripheral Software set and cleared 0: Fixed address mode 1: Increasing address mode This bit can not be written when CHEN is ‘1’.
5	CMEN	Circular mode enable Software set and cleared 0: Disable circular mode 1: Enable circular mode

		This bit can not be written when CHEN is ‘1’.
4	DIR	Transfer direction Software set and cleared 0: Read from peripheral and write to memory 1: Read from memory and write to peripheral This bit can not be written when CHEN is ‘1’.
3	ERRIE	Enable bit for channel error interrupt Software set and cleared 0: Disable the channel error interrupt 1: Enable the channel error interrupt
2	HTFIE	Enable bit for channel half transfer finish interrupt Software set and cleared 0:Disable channel half transfer finish interrupt 1:Enable channel half transfer finish interrupt
1	FTFIE	Enable bit for channel full transfer finish interrupt Software set and cleared 0:Disable channel full transfer finish interrupt 1:Enable channel full transfer finish interrupt
0	CHEN	Channel enable Software set and cleared 0:Disable channel 1:Enable channel

9.5.4. Channel x counter register (DMA_CHxCNT)

x = 0...6, where x is a channel number

Address offset: 0x0C + 0x14 × x

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value

15:0	CNT[15:0]	Transfer counter These bits can not be written when CHEN in the DMA_CHxCTL register is '1'. This register indicates how many transfers remain. Once the channel is enabled, it is read-only, and decreases after each DMA transfer. If the register is zero, no transaction can be issued whether the channel is enabled or not. Once the transmission of the channel is complete, the register can be reloaded automatically by the previously programmed value if the channel is configured in circular mode.

9.5.5. Channel x peripheral base address register (DMA_CHxPADDR)

x = 0...6, where x is a channel number

Address offset: 0x10 + 0x14 × x

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
PADDR[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PADDR[15:0]															
rw															

Bits	Fields	Descriptions
31:0	PADDR[31:0]	Peripheral base address These bits can not be written when CHEN in the DMA_CHxCTL register is '1'. When PWIDTH is 01 (16-bit), the LSB of these bits is ignored. Access is automatically aligned to a half word address. When PWIDTH is 10 (32-bit), the two LSBs of these bits are ignored. Access is automatically aligned to a word address.

9.5.6. Channel x memory base address register (DMA_CHxMADDR)

x = 0...6, where x is a channel number

Address offset: 0x14 + 0x14 × x

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
MADDR[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MADDR[15:0]															

rw

Bits	Fields	Descriptions
31:0	MADDR[31:0]	Memory base address These bits can not be written when CHEN in the DMA_CHxCTL register is '1'. When MWIDTH in the DMA_CHxCTL register is 01 (16-bit), the LSB of these bits is ignored. Access is automatically aligned to a half word address. When MWIDTH in the DMA_CHxCTL register is 10 (32-bit), the two LSBs of these bits are ignored. Access is automatically aligned to a word address.

10. Debug (DBG)

10.1. Introduction

The GD32F3x0 series provide a large variety of debug, trace and test features. They are implemented with a standard configuration of the ARM CoreSight™ module together with a daisy chained standard TAP controller. Debug and trace functions are integrated into the ARM Cortex-M4. The debug system supports serial wire debug (SWD) and trace functions. The debug and trace functions refer to the following documents:

- Cortex-M4 Technical Reference Manual
- ARM Debug Interface v5 Architecture Specification

The DBG hold unit helps debugger to debug power saving mode, TIMER, I2C, RTC, WWDGT, and FWDGT. When corresponding bit is set, provide clock when in power saving mode or hold the state for TIMER, I2C, RTC, WWDGT, and FWDGT.

10.2. Serial Wire Debug port introduction

Debug capabilities can be accessed by a debug tool via Serial Wire (SW - Debug Port).

10.2.1. Pin assignment

The synchronous serial wire debug (SWD) provide 2-pin SW interface, known as SW data input/output (SWDIO) and SW clock (SWCLK).

The pin assignment are:

PA14 : SWCLK

PA13 : SWDIO

If SWD not used, all 2-pin can be released to other GPIO functions. Please refer to ***GPIO chapter for pin configuration.***

10.2.2. JEDEC-106 ID code

The Cortex-M4 integrates JEDEC-106 ID code, which is located in ROM table and mapped on the address of 0xE00FF000_0xE00FFFFF.

10.3. Debug hold function description

10.3.1. Debug support for power saving mode

When STB_HOLD bit in DBG control register 0 (DBG_CTL0) is set and entering the standby mode, the clock of AHB bus and system clock are provided by CK_IRC8M, and the debugger can debug in standby mode. When exit the standby mode, a system reset generated.

When DSLP_HOLD bit in DBG control register 0 (DBG_CTL0) is set and entering the Deep-sleep mode, the clock of AHB bus and system clock are provided by CK_IRC8M, and the debugger can debug in Deep-sleep mode.

When SLP_HOLD bit in DBG control register 0 (DBG_CTL0) is set and entering the sleep mode, the clock of AHB bus for CPU is not closed, and the debugger can debug in sleep mode.

10.3.2. Debug support for TIMER, I2C, RTC, WWDGT and FWDGT

When the core halted and the corresponding bit in DBG control register 0 or 1 (DBG_CTL0 or DBG_CTL1) is set, the following behaved.

For TIMER, the timer counters stopped and hold for debug.

For I2C, SMBUS timeout hold for debug.

For RTC, the counter stopped for debug.

For WWDGT or FWDGT, the counter clock stopped for debug.

10.4. DBG registers

10.4.1. ID code register (DBG_ID)

Address: 0xE004 2000

Read only

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ID_CODE[31:16]															
r															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ID_CODE[15:0]															
r															

Bits	Fields	Descriptions
31:0	ID_CODE[31:0]	DBG ID code register These bits read by software, These bits are unchanged constant

10.4.2. Control register 0 (DBG_CTL0)

Address offset: 0x04

Reset value: 0x0000 0000; power reset only

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved.				TIMER13_HOLD	Reserved							TIMER5_HOLD	Reserved		I2C1_HOLD
				rw								rw			rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
I2C0_HOLD	Reserved		TIMER2_HOLD	TIMER1_HOLD	TIMER0_HOLD	WWDGT_HOLD	FWDGT_HOLD	Reserved					STB_HOLD	DSLP_HOLD	SLP_HOLD
rw			rw	rw	rw	rw	rw						rw	rw	rw

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27	TIMER13_HOLD	TIMER 13 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 13 counter for debug when core halted
26:20	Reserved	Must be kept at reset value
19	TIMER5_HOLD	TIMER 5 hold bit This bit is set and reset by software

		0: no effect 1: hold the TIMER 5 counter for debug when core halted
18:17	Reserved	Must be kept at reset value
16	I2C1_HOLD	I2C1 hold bit This bit is set and reset by software 0: no effect 1: hold the I2C1 SMBUS timeout for debug when core halted
15	I2C0_HOLD	I2C0 hold bit This bit is set and reset by software 0: no effect 1: hold the I2C0 SMBUS timeout for debug when core halted
14:13	Reserved	Must be kept at reset value
12	TIMER2_HOLD	TIMER 2 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 2 counter for debug when core halted
11	TIMER1_HOLD	TIMER 1 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 1 counter for debug when core halted
10	TIMER0_HOLD	TIMER 0 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 0 counter for debug when core halted
9	WWDGT_HOLD	WWDGT hold bit This bit is set and reset by software 0: no effect 1: hold the WWDGT counter clock for debug when core halted
8	FWDGT_HOLD	FWDGT hold bit This bit is set and reset by software 0: no effect 1: hold the FWDGT counter clock for debug when core halted
7:3	Reserved	Must be kept at reset value
2	STB_HOLD	Standby mode hold bit This bit is set and reset by software 0: no effect 1: At the standby mode, the clock of AHB bus and system clock are provided by

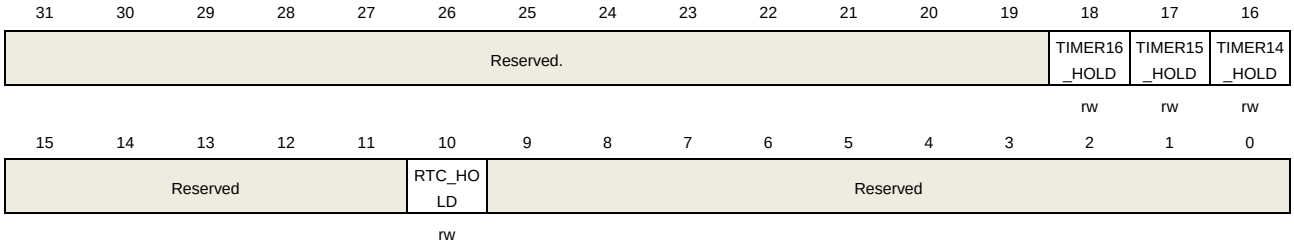
		CK_IRC8M, a system reset generated when exit standby mode
1	DSLP_HOLD	Deep-sleep mode hold bit This bit is set and reset by software 0: no effect 1: At the Deep-sleep mode, the clock of AHB bus and system clock are provided by CK_IRC8M
0	SLP_HOLD	Sleep mode hold bit This bit is set and reset by software 0: no effect 1: At the sleep mode, the clock of AHB is on.

10.4.3. Control register 1 (DBG_CTL1)

Address offset: 0x08

Reset value: 0x0000 0000; power reset only

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:19	Reserved	Must be kept at reset value
18	TIMER16_HOLD	TIMER 16 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 16 counter for debug when core halted
17	TIMER15_HOLD	TIMER 15 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 15 counter for debug when core halted
16	TIMER14_HOLD	TIMER 14 hold bit This bit is set and reset by software 0: no effect 1: hold the TIMER 14 counter for debug when core halted
15:11	Reserved	Must be kept at reset value
10	RTC_HOLD	RTC hold bit

		This bit is set and reset by software 0: no effect 1: hold the RTC counter for debug when core halted
9:0	Reserved	Must be kept at reset value

11. Analog to digital converter(ADC)

11.1. Overview

The 12-bit ADC is an analog-to-digital converter using successive approximation approach. It has 19 multiplexed channels which are used to measure the signals from 16 external channels, 2 internal channels and the battery voltage (V_{BAT}) channel. Analog watchdog allows the application to detect whether the input voltage exceeds the user's set of high and low threshold. The A/D conversion of each channel can be performed in single, continuous, scan, or discontinuous mode. A left-aligned or right-aligned 16-bit data register holds the output of the ADC. An on-chip hardware oversample scheme improves performances while off-loading the related computational burden from the MCU.

11.2. Characteristics

- High performance
  - 12-bit, 10-bit,8-bit, or 6-bit configurable resolution
  - Self-calibration
  - Programmable sampling time
  - Configurable data alignment in data registers
  - DMA request for regular channels data transfer
- Dual clock domain architecture (APB clock and ADC clock)
- Analog input channels
  - 16 external analog inputs
  - 1 channel for internal temperature sensor (V_{SENSE})
  - 1 channel for internal reference voltage (V_{REFINT})
  - 1 channel for monitoring external V_{BAT} power supply pin
- Start of the conversion can be initiated:
  - By software
  - By hardware triggers with configurable polarity (internal timer events from TIMER0, TIMER1, TIMER2 and TIMER14)
  - External trigger on regular and inserted channels
- Conversion modes:

- Can convert a single channel or can scan a sequence of channels.
- Single mode converts selected inputs once per trigger
- Continuous mode converts selected inputs continuously
- Discontinuous mode

- Interrupt generation at the end of regular and inserted group conversions, and in case of analog watchdog events
- Analog watchdog
- ADC supply requirements: 2.6V to 3.6V, and typical power supply voltage is 3.3V.
- Oversampling
  - 16-bit data register
  - Oversampling ratio adjustable from 2 to 256x
  - Programmable data shift up to 8-bits
- ADC input range: $V_{SSA} \leq V_{IN} \leq V_{DDA}$

11.3. Pins and internal signals

Figure 11-1. ADC module block diagram shows the ADC block diagram. *Table 11-1. ADC internal signals* and *Table 11-2. ADC pins definition* give the ADC internal signals and pins description.

Table 11-1. ADC internal signals

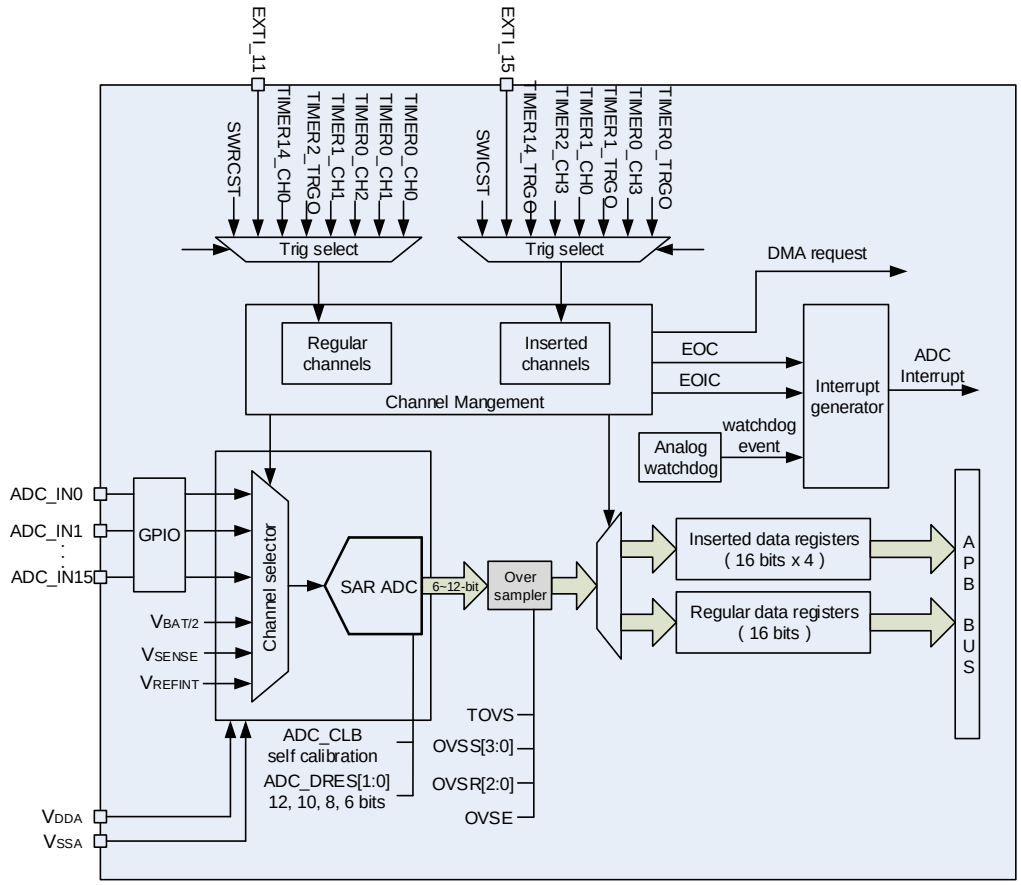
Internal signal name	Signal type	Description
V_{SENSE}	Input	Internal temperature sensor output voltage
V_{REFINT}	Input	Internal voltage reference output voltage
$V_{BAT}/2$	Input	V_{BAT} pin input voltage divided by 2

Table 11-2. ADC pins definition

Name	Signal type	Remarks
V_{DDA} (1)	Input, analog supply	Analog power supply equal to V_{DD} and 2.6 V $\leq V_{DDA} \leq$ 3.6 V
V_{SSA} (1)	Input, analog supply ground	Ground for analog power supply equal to V_{SS}
Name	**Signal type**	**Remarks**
ADCx_IN [15:0]	Input, Analog signals	Up to 16 analog channels

11.4. Function overview

Figure 11-1. ADC module block diagram



11.4.1. Calibration (ADC_CLB)

The ADC has a foreground calibration feature. During the procedure, the ADC calculates a calibration factor which is internally applied to the ADC until the next ADC power-off. The application must not use the ADC during calibration and must wait until it is completed. Calibration should be performed before starting A/D conversion. The calibration is initiated by software by setting bit CLB=1. CLB bit stays at 1 during all the calibration sequence. It is then cleared by hardware as soon as the calibration is completed.

When the ADC operating conditions change (such as supply power voltage V_{DDA}, temperature and so on), it is recommended to re-run a calibration cycle.

The internal analog calibration can be reset by setting the RSTCLB bit in ADC_CTL1 register.

Calibration software procedure:

1. Ensure that ADCON=1
2. Delay 14 ADCCLK to wait for ADC stability
3. Set RSTCLB (optional)
4. Set CLB=1
5. Wait until CLB =0

11.4.2. Dual clock domain architecture

The ADC sub-module, with exception of the APB interface block, is feed by an ADC clock, which can be asynchronous and independent from the APB clock.

Application can reduce PLCK frequency for low power operation while still keeping optimum ADC performance.

Refer to RCU Section ***4.2.1*** for more information on generating this clock source.

11.4.3. ADCON switch

The ADCON bit in the ADC_CTL1 register is the enable switch of the ADC module. The ADC module will keep in reset state if this bit is 0. For power saving, when this bit is reset, the analog submodule will be put into power down mode

11.4.4. Regular and inserted channel groups

The ADC supports 19 multiplexed channels and organizes the conversion results into two groups: a regular channel group and an inserted channel group.

In the regular group, a sequence of up to 16 conversions can be organized in a specific sequence. The ADC_RSQ0~ADC_RSQ2 registers specify the selected channels of the regular group. The RL[3:0] bits in the ADC_RSQ0 register specify the total conversion sequence length.

In the inserted group, a sequence of up to 4 conversions can be organized in a specific sequence. The ADC_ISQ register specifies the selected channels of the inserted group. The IL[1:0] bits in the ADC_ISQ register specify the total conversion sequence length.

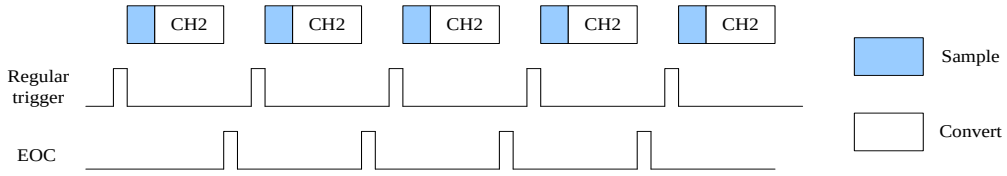
11.4.5. Conversion modes

Single conversion mode

This mode can be running on both regular and inserted channel group. In the single conversion mode, the ADC performs conversion on the channel specified in the RSQ0[4:0] bits of ADC_RSQ2 at a regular trigger or the channel specified in the ISQ3[4:0] bits of

ADC_ISQ. When the ADCON has been set high, the ADC samples and converts a single channel, once the corresponding software trigger or external trigger is active.

Figure 11-2. Single conversion mode



After conversion of a single regular channel, the conversion data will be stored in the ADC_RDATA register, the EOC will be set. An interrupt will be generated if the EOCIE bit is set.

After conversion of a single injected channel, the conversion data will be stored in the ADC_IDATA0 register, the EOC and EOIC will be set. An interrupt will be generated if the EOCIE or EOICIE bit is set.

Software procedure for a single conversion of a regular channel:

1. Make sure the DISRC, SM in the ADC_CTL0 register and CTN bit in the ADC_CTL1 register are reset
2. Configure RSQ0 with the analog channel number
3. Configure ADC_SAMPTx register
4. Configure ETERC and ETSRC bits in the ADC_CTL1 register if in need
5. Set the SWRCST bit, or generate an external trigger for the regular group
6. Wait the EOC flag to be set
7. Read the converted result in the ADC_RDATA register
8. Clear the EOC flag by writing 0 to it

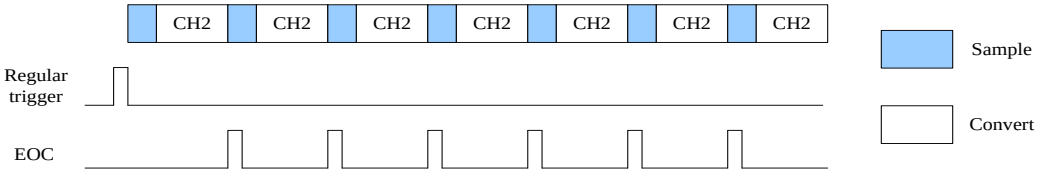
Software procedure for a single conversion of an inserted channel:

1. Make sure the DISIC, SM in the ADC_CTL0 register are reset
2. Configure ISQ3 with the analog channel number
3. Configure ADC_SAMPTx register
4. Configure ETEIC and ETSIC bits in the ADC_CTL1 register if in need
5. Set the SWICST bit, or generate an external trigger for the inserted group
6. Wait the EOC/EOIC flags to be set
7. Read the converted result in the ADC_IDATA0 register
8. Clear the EOC/EOIC flags by writing 0 to them

Continuous conversion mode

This mode can be run on the regular channel group. The continuous conversion mode will be enabled when CTN bit in the ADC_CTL1 register is set. In this mode, the ADC performs conversion on the channel specified in the RSQ0[4:0]. When the ADCON has been set high, the ADC samples and converts specified channel, once the corresponding software trigger or external trigger is active. The conversion data will be stored in the ADC_RDATA register.

Figure 11-3. Continuous conversion mode



Software procedure for continuous conversion on a regular channel:

1. Set the CTN bit in the ADC_CTL1 register
2. Configure RSQ0 with the analog channel number
3. Configure ADC_SAMPTx register
4. Configure ETERC and ETSRC bits in the ADC_CTL1 register if in need
5. Set the SWRCST bit, or generate an external trigger for the regular group
6. Wait the EOC flag to be set
7. Read the converted result in the ADC_RDATA register
8. Clear the EOC flag by writing 0 to it
9. Repeat steps 6~8 as soon as the conversion is in need

As while as loop up the EOC flag in loop, DMA can be used to transfer the converted data:

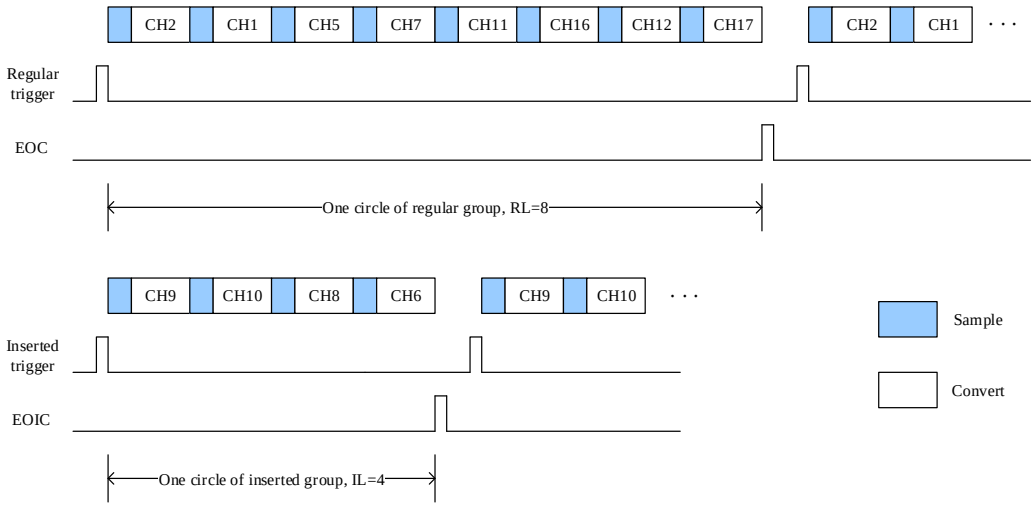
1. Set the CTN and DMA bit in the ADC_CTL1 register
2. Configure RSQ0 with the analog channel number
3. Configure ADC_SAMPTx register
4. Configure ETERC and ETSRC bits in the ADC_CTL1 register in if need
5. Prepare the DMA module to transfer data from the ADC_RDATA (refer to the spec of the DMA module).
6. Set the SWRCST bit, or generate an external trigger for the regular group

Scan conversion mode

The scan conversion mode will be enabled when SM bit in the ADC_CTL0 register is set. In this mode, the ADC performs conversion on the channels with a specific sequence specified in the ADC_RSQ0~ADC_RSQ2 registers or ADC_ISQ register. When the ADCON has been set high, the ADC samples and converts specified channels one by one in the regular or inserted group till the end of the regular or inserted group, once the corresponding software trigger or external trigger is active. The conversion data will be stored in the ADC_RDATA or ADC_IDATAx register. After conversion of the regular or inserted channel group, the EOC or EOIC will be set. An interrupt will be generated if the EOCIE or EOICIE bit is set. The DMA bit in ADC_CTL1 register must be set when the regular channel group works in scan mode.

After conversion of a regular channel group, the conversion can be restarted automatically if the CTN bit in the ADC_CTL1 register is set.

Figure 11-4. Scan conversion mode, continuous disable



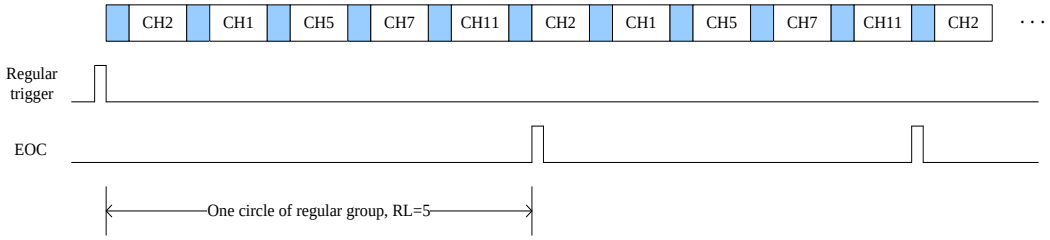
Software procedure for scan conversion on a regular channel group:

1. Set the SM bit in the ADC_CTL0 register and the DMA bit in the ADC_CTL1 register
2. Configure ADC_RSQx and ADC_SAMPTx registers
3. Configure ETERC and ETSRC bits in the ADC_CTL1 register if in need
4. Prepare the DMA module to transfer data from the ADC_RDATA (refer to the spec of the DMA module).
5. Set the SWRCST bit, or generate an external trigger for the regular group
6. Wait the EOC flag to be set
7. Clear the EOC flag by writing 0 to it

Software procedure for scan conversion on an inserted channel group:

1. Set the SM bit in the ADC_CTL0 register
2. Configure ADC_ISQ and ADC_SAMPTx registers
3. Configure ETEIC and ETSIC bits in the ADC_CTL1 register if in need
4. Set the SWICST bit, or generate an external trigger for the inserted group
5. Wait the EOC/EOIC flags to be set
6. Read the converted result in the ADC_IDATAx register
7. Clear the EOC/EOIC flag by writing 0 to them

Figure 11-5. Scan conversion mode, continuous enable



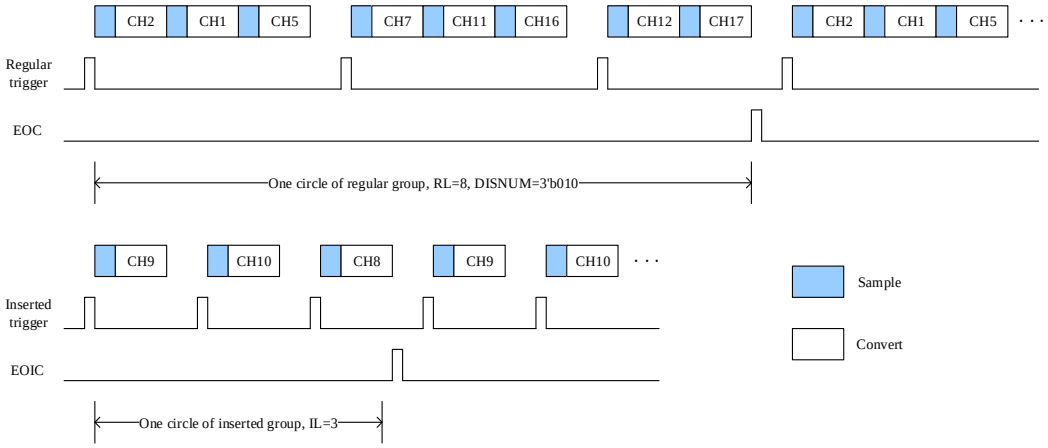
Discontinuous mode

For regular channel group, the discontinuous conversion mode will be enabled when DISRC bit in the ADC_CTL0 register is set. In this mode, the ADC performs a short sequence of n conversions (n<=8) which is a part of the sequence of conversions selected in the ADC_RSQ0~ADC_RSQ2 registers. The value of n is defined by the DISNUM[2:0] bits in the ADC_CTL0 register. When the corresponding software trigger or external trigger is active, the ADC samples and coverts the next n channels selected in the ADC_RSQ0~ADC_RSQ2 registers until all the channels in the regular sequence are done. The EOC will be set after every circle of the regular channel group. An interrupt will be generated if the EOCIE bit is set.

For inserted channel group, the discontinuous conversion mode will be enabled when DISIC bit in the ADC_CTL0 register is set. In this mode, the ADC performs one conversion which is a part of the sequence of conversions selected in the ADC_ISQ register. When the corresponding software trigger or external trigger is active, the ADC samples and coverts the next channel selected in the ADC_ISQ register until all the channels in the inserted sequence are done. The EOIC will be set after every circle of the inserted channel group. An interrupt will be generated if the EOICIE bit is set.

The regular and inserted groups cannot both work in discontinuous conversion mode. Only one group conversion can be set in discontinuous conversion mode at a time.

Figure 11-6. Discontinuous conversion mode



Software procedure for discontinuous conversion on a regular channel group:

1. Set the DISRC bit in the ADC_CTL0 register and the DMA bit in the ADC_CTL1 register
2. Configure DISNUM [2:0] bits in the ADC_CTL0 register
3. Configure ADC_RSQx and ADC_SAMPTx registers
4. Configure ETERC and ETSRC bits in the ADC_CTL1 register if in need
5. Prepare the DMA module to transfer data from the ADC_RDATA (refer to the spec of the DMA module).
6. Set the SWRCST bit, or generate an external trigger for the regular group
7. Repeat step6 if in need.

8. Wait the EOC flag to be set
9. Clear the EOC flag by writing 0 to it

Software procedure for discontinuous conversion on an inserted channel group:

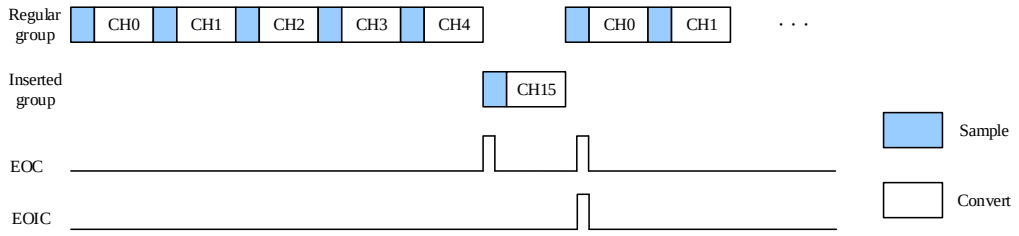
1. Set the DISIC bit in the ADC_CTL0 register
2. Configure ADC_ISQ and ADC_SAMPTx registers
3. Configure ETEIC and ETSIC bits in the ADC_CTL1 register if in need
4. Set the SWICST bit, or generate an external trigger for the inserted group
5. Repeat step4 if in need
6. Wait the EOC/EOIC flags to be set
7. Read the converted result in the ADC_IDATAx register
8. Clear the EOC/EOIC flag by writing 0 to them

11.4.6. Inserted channel management

Auto-insertion

The inserted group channels are automatically converted after the regular group channels when the ICA bit in ADC_CTL0 register is set. In this mode, external trigger on inserted channels cannot be enabled. A sequence of up to 20 conversions programmed in the ADC_RSQ0~ADC_RSQ2 and ADC_ISQ registers can be used to convert in this mode. In addition to the ICA bit, if the CTN bit is also set, regular channels followed by inserted channels are continuously converted.

Figure 11-7. Auto-insertion, CTN = 1

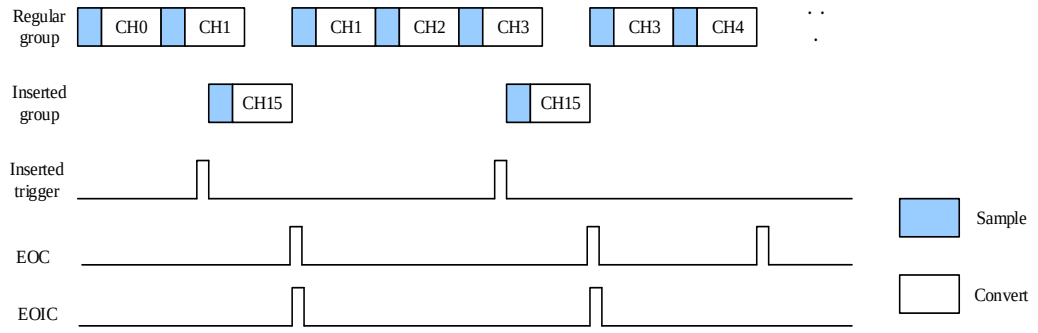


The auto insertion mode can not be enabled when the discontinuous conversion mode is set.

Triggered insertion

If the ICA bit is cleared, the triggered insertion occurs if a software or external trigger occurs during the regular group channel conversion. In this situation, the ADC aborts from the current conversion and starts the conversion of inserted channel sequence in scan mode. After the inserted channel group is done, the regular group channel conversion is resumed from the last aborted conversion.

Figure 11-8. Triggered insertion



11.4.7. Analog watchdog

The analog watchdog is enabled when the RWDEN and IWDEN bits in the ADC_CTL0 register are set for regular and inserted channel groups respectively. When the analog voltage converted by the ADC is below a low threshold or above a high threshold, the WDE bit in ADC_STAT register will be set. An interrupt will be generated if the WDEIE bit is set. The ADC_WDHT and ADC_WDLT registers are used to specify the high and low threshold. The comparison is done before the alignment, so the threshold value is independent of the alignment, which is specified by the DAL bit in the ADC_CTL1 register. One or more channels to be monitored by the analog watchdog are selected by the RWDEN, IWDEN, WDSC and WDCHSEL [4:0] bits in ADC_CTL0 register.

11.4.8. Data alignment

The alignment of data stored after conversion can be specified by DAL bit in the ADC_CTL1 register.

After decreased by the user-defined offset written in the ADC_IOFFx registers, the inserted group data value may be a negative value. The sign value is extended.

When left-aligned, the 12/10/8-bit data are aligned on a half-word, while the 6-bit data are aligned on a byte basis as shown blew ***Figure 11-9. Data alignment of 12-bit resolution***, ***Figure 11-10. Data alignment of 10-bit resolution***, ***Figure 11-11. Data alignment of 8-bit resolution*** and ***Figure 11-12. Data alignment of 6-bit resolution***.

Figure 11-9. Data alignment of 12-bit resolution

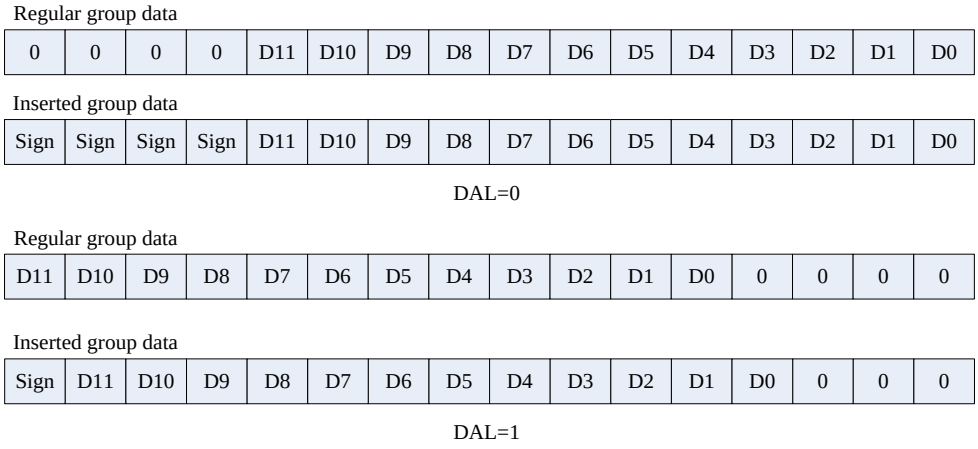


Figure 11-10. Data alignment of 10-bit resolution

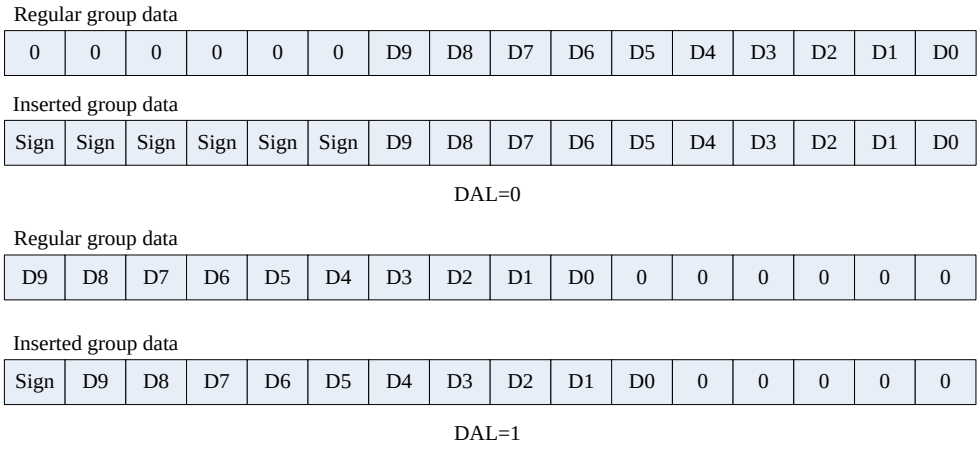


Figure 11-11. Data alignment of 8-bit resolution

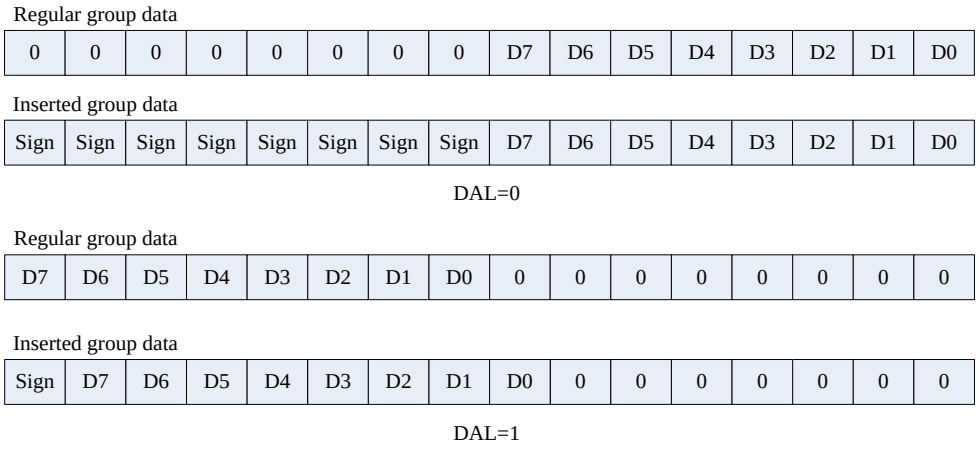
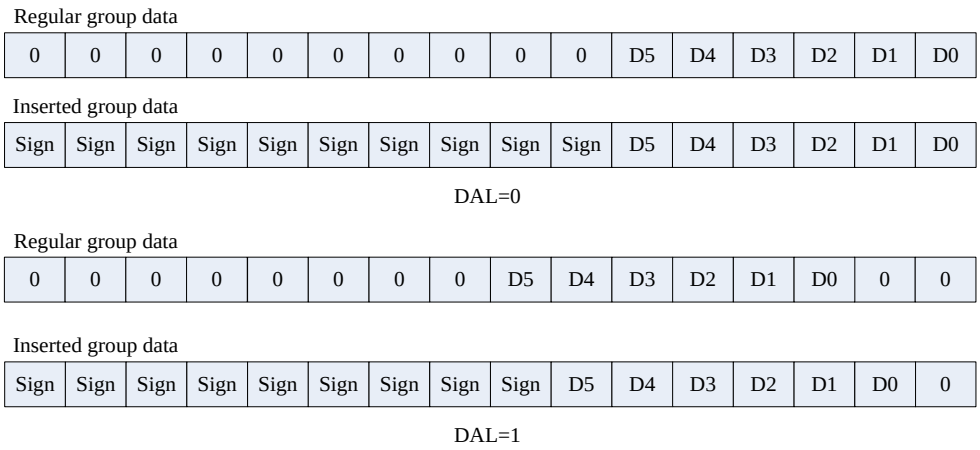


Figure 11-12. Data alignment of 6-bit resolution



11.4.9. Programmable sample time

The number of ADC_CLK cycles which is used to sample the input voltage can be specified by the SPTn [2:0] bits in the ADC_SAMPT0 and ADC_SAMPT1registers. A different sample time can be specified for each channel. Take the 12-bit resolution as an example, its total conversion time is “sampling time + 12.5” ADC_CLK cycles.

Example:

ADCCLK = 28MHz and sample time is 1.5 cycles, the total conversion time is “1.5+12.5” ADCCLK cycles, that means 0.500us.

11.4.10. External trigger

The conversion of regular or inserted group can be triggered by rising edge of external trigger inputs. The external trigger source of regular channel group is controlled by the ETSRC [2:0] bits in the ADC_CTL1 register, while the external trigger source of inserted channel group is controlled by the ETSIC [2:0] bits in the ADC_CTL1 register

The ETSRC [2:0] and ETSIC [2:0] control bits are used to specify which out of 8 possible events can trigger conversion for the regular and inserted groups.

Table 11-3. External trigger for regular channels of ADC

ETSRC [2:0]	Trigger Source	Trigger Type
000	TIMER0_CH0	Internal on-chip signal
001	TIMER0_CH1	
010	TIMER0_CH2	
011	TIMER1_CH1	
100	TIMER2_TRGO	
101	TIMER14_CH0	
110	EXTI_11	External signal

ETSRC [2:0]	Trigger Source	Trigger Type
111	SWRCST	Software trigger

Table 11-4. External trigger for inserted channels of ADC

ETSIC [2:0]	Trigger Source	Trigger Type
000	TIMER0_TRGO	Internal on-chip signal
001	TIMER0_CH3	
010	TIMER1_TRGO	
011	TIMER1_CH0	
100	TIMER2_CH3	
101	TIMER14_TRGO	
110	EXTI_15	External signal
111	SWICST	Software trigger

11.4.11. DMA request

The DMA request is used to transfer data of regular group for conversion of more than one channel. The DMA request, which is enabled by the DMA bit of ADC_CTL1 register The ADC generates a DMA request at the end of conversion of a regular channel. When this request is received, the DMA will transfer the converted data from the ADC_RDATA register to the destination location which is specified by the user.

11.4.12. Temperature sensor and internal reference voltage V_{REFINT}

When the TSVREN bit in ADC_CTL1 register is set, the temperature sensor channel (ADC_IN16) and V_{REFINT} channel (ADC_IN17) is enabled. The temperature sensor can be used to measure the ambient temperature of the device. The sensor output voltage can be converted into a digital value by ADC. The sampling time for the temperature sensor is recommended to be set to 17. 1μs.When this sensor is not in use, it can be put in power down mode by resetting the TSVREN bit.

The output voltage of the temperature sensor changes linearly with temperature. Because there is an offset, which is up to 45°C and varies from chip to chip due to process variation, the internal temperature sensor is more suited for applications that detect temperature variations instead of absolute temperatures. When it is used to detect accurate temperature, an external temperature sensor part should be used.

The internal voltage reference (V_{REFINT}) provides a stable (bandgap) voltage output for the ADC and Comparators. V_{REFINT} is internally connected to the ADC_IN17 input channel.

To use the temperature sensor:

1. Configure the conversion sequence(ADC_IN16) and the sampling time(17.1μs) for the channel.

2. Enable the temperature sensor by setting the TSVREN bit in the ADC control register 1 (ADC_CTL1).
3. Start the ADC conversion by setting the ADCON bit (or by external trigger).
4. Read the resulting temperature data($V_{temperature}$) in the ADC data register, and get the temperature using the following formula:

   Temperature (°C) = {(V_{25} – $V_{temperature}$(digit)) / Avg_Slope} + 25.

   V_{25}: $V_{temperature}$ value at 25°C, the typical value is 1.43 V.

   Avg_Slope: Average Slope for curve between Temperature vs. $V_{temperature}$, the typical value is 4.3 mV/°C.

11.4.13. Battery voltage monitoring

The V_{BAT} channel can be used to measure the backup battery voltage on the V_{BAT} pin. When the VBATEN bit in ADC_CTL1 register is set, V_{BAT} channel (ADC_IN18) is enabled and a bridge divider by 2 integrated on the V_{BAT} pin is also enabled automatically with it. As V_{BAT} may be higher than V_{DDA}, this bridge is used to ensure the ADC correct operation. And it connects V_{BAT}/2 to the ADC_IN18 input channel. So, the converted digital value is V_{BAT}/2. In order to prevent unnecessary battery energy consumption, it is recommended that the bridge will be enabled only when it is required.

11.4.14. ADC interrupts

The interrupt can be produced on one of the events:

- End of conversion for regular and inserted groups
- The analog watchdog event (the analog watchdog status bit is set)

Separate interrupt enable bits are available for flexibility.

11.4.15. Programmable resolution (DRES) - fast conversion mode

It is possible to obtain faster conversion time (t_{ADC}) by reducing the ADC resolution.

The resolution can be configured to be either 12, 10, 8, or 6 bits by programming the DRES[1:0] bits in the ADC_CTL0 register. Lower resolution allows faster conversion time for applications where high data precision is not required.

The DRES [1:0] bits must only be changed when the ADCON bit is reset.

Lower resolution reduces the conversion time needed for the successive approximation steps as shown in ***Table 11-5. tCONV timings depending on resolution***.

Table 11-5. t_{CONV} timings depending on resolution

DRES [1:0] bits	t_{CONV} (ADC clock cycles)	t_{CONV} (ns) at f_{ADC}=28MHz	t_{SMPL} (ADC clock cycles)	t_{ADC} (ADC clock cycles)	t_{ADC}(ns) at f_{ADC}=28MHz
12	12.5	446ns	1.5	14	500ns
10	10.5	375ns	1.5	12	429ns
8	8.5	304ns	1.5	10	357ns
6	6.5	232ns	1.5	8	286ns

11.4.16. On-chip hardware oversampling

The on-chip hardware oversampling unit, which is enabled by OVSEN bit in the ADC_OVSAMPCTL register, provides higher data resolution at the cost of lower output data rate.

The on-chip hardware oversampling unit performs data preprocessing to offload the CPU. It can handle multiple conversions and average them into a single data with increased data width, up to 16-bit.

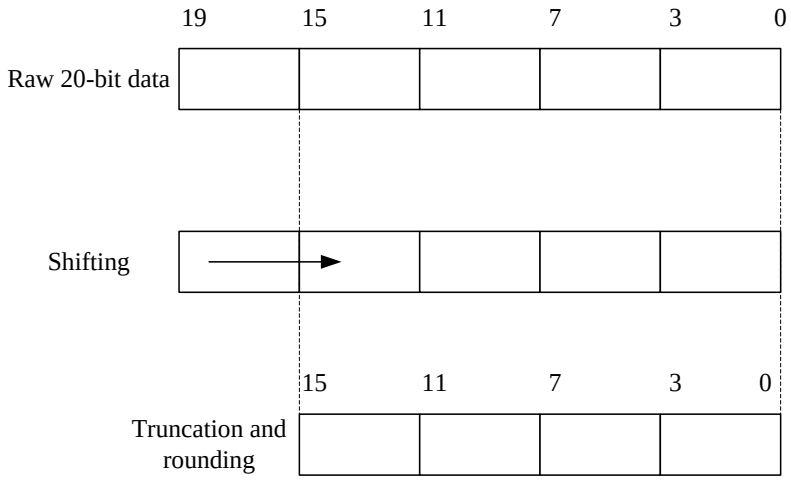
It provides a result with the following form, where N and M can be adjusted, and $D_{out}(n)$ is the n-th output digital signal of the ADC:

$$\text{Result} = \frac{1}{\text{M}} * \sum_{\text{n=0}}^{\text{n=N-1}} D_{OUT}(n) \quad (11\text{-}1)$$

The on-chip hardware oversampling circuit performs the following functions: summing and bit right shifting. The oversampling ratio N is defined using the OVSR [2:0] bits in the ADC_OVSAMPCTL register. It can range from 2x to 256x. The division coefficient M consists of a right bit shift up to 8 bits. It is configured through the OVSS [3:0] bits in the ADC_OVSAMPCTL register.

The summation unit can yield a result up to 20 bits (256 x 12-bit), which is first shifted right. The upper bits of the result are then truncated, keeping only the 16 least significant bits rounded to the nearest value using the least significant bits left apart by the shifting, before being finally transferred into the data register.

Figure 11-13. 20-bit to 16-bit result truncation



Note: If the intermediate result after the shifting exceeds 16 bits, the upper bits of the result are simply truncated.

Figure 11-14. Numerical example with 5-bits shift and rounding shows a numerical example of the processing, from a raw 20-bit accumulated data to the final 16-bit result.

Figure 11-14. Numerical example with 5-bits shift and rounding

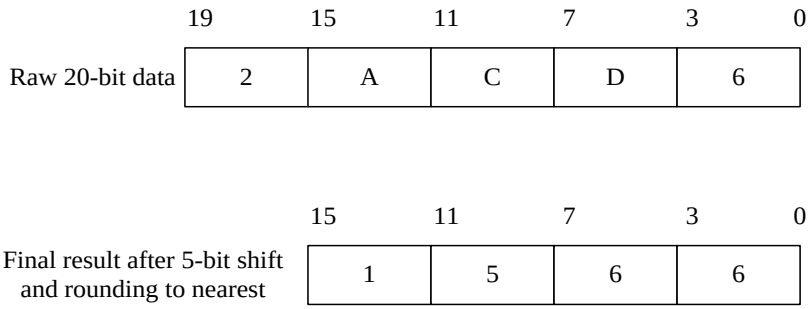


Table 11-6. Maximum output results vs N and M (Grayed values indicates truncation) gives the data format for the various N and M combination, for a raw conversion data equal to 0xFFF.

Table 11-6. Maximum output results vs N and M (Grayed values indicates truncation)

Oversampling ratio	Max Raw data	No-shift OVSS=0000	1-bit shift OVSS=0001	2-bit shift OVSS=0010	3-bit shift OVSS=0011	4-bit shift OVSS=0100	5-bit shift OVSS=0101	6-bit shift OVSS=0110	7-bit shift OVSS=0111	8-bit shift OVSS=1000
2x	0x1FFE	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080	0x0040	0x0020
4x	0x3FFC	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080	0x0040
8x	0x7FF8	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100	0x0080

Oversampling ratio	Max Raw data	No-shift OVSS=0000	1-bit shift OVSS=0001	2-bit shift OVSS=0010	3-bit shift OVSS=0011	4-bit shift OVSS=0100	5-bit shift OVSS=0101	6-bit shift OVSS=0110	7-bit shift OVSS=0111	8-bit shift OVSS=1000
16x	0xFFF0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200	0x0100
32x	0x1FFE0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400	0x0200
64x	0x3FFC0	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800	0x0400
128x	0x7FF80	0xFF80	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF	0x0800
256x	0xFFF00	0xFF00	0xFF80	0xFFC0	0xFFE0	0xFFF0	0x7FF8	0x3FFC	0x1FFE	0x0FFF

The conversion time in oversampling mode do not change compared to standard conversion mode: the sampling time is maintained equal during the whole oversampling sequence. New data are provided every N conversion, with an equivalent delay equal to N x t_{ADC} = N x (t_{SMPL} + t_{CONV}).

Oversampling work with ADC modes

Most of the ADC work modes are available when oversampling is enabled.

- Regular or inserted channels
- ADC started by software or external triggers
- Single or scan, continuous or discontinuous conversion modes
- Programmable sample time
- Analog watchdog

The oversampling configuration can only be changed when ADCON is reset. Make sure configuring the oversampling before setting ADCON to 1.

11.5. Register definition

11.5.1. Status register (ADC_STAT)

Address offset: 0x00
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved											STRC	STIC	EOIC	EOC	WDE

rc_w0 rc_w0 rc_w0 rc_w0 rc_w0

Bits	Fields	Descriptions
31:5	Reserved	Must be kept at reset value
4	STRC	Start flag of regular channel group 0: No regular channel group started 1: Regular channel group started Set by hardware when regular channel conversion starts. Cleared by software writing 0 to it.
3	STIC	Start flag of inserted channel group 0: No inserted channel group started 1: Inserted channel group started Set by hardware when inserted channel group conversion starts. Cleared by software writing 0 to it.
2	EOIC	End of inserted group conversion flag 0: No end of inserted group conversion 1: End of inserted group conversion Set by hardware at the end of all inserted group channel conversion. Cleared by software writing 0 to it.
1	EOC	End of group conversion flag 0: No end of group conversion 1: End of group conversion Set by hardware at the end of a regular or inserted group channel conversion. Cleared by software writing 0 to it or by reading the ADC_RDATA register.
0	WDE	Analog watchdog event flag 0: No analog watchdog event 1: Analog watchdog event Set by hardware when the converted voltage crosses the values programmed in the ADC_WDLT and ADC_WDHT registers. Cleared by software writing 0 to it.

11.5.2. Control register 0 (ADC_CTL0)

Address offset: 0x04
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved						DRES [1:0]		RWDEN	IWDEN	Reserved					

							rw		rw	rw						
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
DISNUM [2:0]			DISIC	DISRC	ICA	WDSC	SM	EOICIE	WDEIE	EOCIE	WDCHSEL [4:0]					
rw			rw	rw	rw	rw	rw	rw	rw	rw	rw					

Bits	Fields	Descriptions
31:26	Reserved	Must be kept at reset value
25:24	DRES [1:0]	ADC resolution 00: 12bit 01: 10bit 10: 8bit 11: 6bit
23	RWDEN	Regular channel analog watchdog enable 0: Analog watchdog regular channel disable 1: Analog watchdog regular channel enable
22	IWDEN	Inserted channel analog watchdog enable 0: Analog watchdog inserted channel disable 1: Analog watchdog inserted channel enable
21:16	Reserved	Must be kept at reset value
15:13	DISNUM [2:0]	Number of conversions in discontinuous mode The number of channels to be converted after a trigger will be DISNUM [2:0] +1
12	DISIC	Discontinuous mode on inserted channels 0: Discontinuous mode on inserted channels disable 1: Discontinuous mode on inserted channels enable
11	DISRC	Discontinuous mode on regular channels 0: Discontinuous mode on regular channels disable 1: Discontinuous mode on regular channels enable
10	ICA	Inserted channel group convert automatically 0: Inserted channel group convert automatically disable 1: Inserted channel group convert automatically enable
9	WDSC	When in scan mode, analog watchdog is effective on a single channel 0: Analog watchdog is effective on all channels 1: Analog watchdog is effective on a single channel
8	SM	Scan mode 0: Scan mode disable 1: Scan mode enable
7	EOICIE	Interrupt enable for EOIC

		0: EOIC interrupt disable 1: EOIC interrupt enable
6	WDEIE	Interrupt enable for WDE 0: WDE interrupt disable 1: WDE interrupt enable
5	EOCIE	Interrupt enable for EOC 0: EOC interrupt disable 1: EOC interrupt enable
4:0	WDCHSEL [4:0]	Analog watchdog channel select 00000: ADC channel0 00001: ADC channel1 00010: ADC channel2 …… 01111: ADC channel15 10000: ADC channel16 10001: ADC channel17 10010: ADC channel18 Other values are reserved. **Note:** ADC analog inputs Channel16, Channel17 and Channel 18 are internally connected to the temperature sensor, to V_{REFINT} and to V_{BAT} analog inputs.

11.5.3. Control register 1 (ADC_CTL1)

Address offset: 0x08
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved							VBATEN	TSVREN	SWRCST	SWICST	ETERC	ETSRC [2:0]			Reserved
							rw	rw	rw	rw	rw	rw			

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ETEIC	ETSIC [2:0]			DAL	Reserved		DMA	Reserved				RSTCLB	CLB	CTN	ADCON
rw	rw			rw			rw					rw	rw	rw	rw

Bits	Fields	Descriptions
31:25	Reserved	Must be kept at reset value
24	VBATEN	This bit is set and cleared by software to enable/disable the V_{BAT} channel. 0: V_{BAT} channel disabled 1: V_{BAT} channel enabled
23	TSVREN	Channel 16 and 17 enable of ADC.

		0: Channel 16 and 17 of ADC disable 1: Channel 16 and 17 of ADC enable
22	SWRCST	Start on regular channel. Set 1 on this bit starts a conversion of a group of regular channels if ETSRC is 111. It is set by software and cleared by software or by hardware after the conversion starts.
21	SWICST	Start on inserted channel. Set 1 on this bit starts a conversion of a group of inserted channels if ETSIC is 111. It is set by software and cleared by software or by hardware after the conversion starts.
20	ETERC	External trigger enable for regular channel 0: External trigger for regular channel disable 1: External trigger for regular channel enable
19:17	ETSRC [2:0]	External trigger select for regular channel 000: TIMER0 CC0 001: TIMER0 CC1 010: TIMER0 CC2 011: TIMER1 CC1 100: TIMER2 TRGO 101: TIMER14 CC1 110: EXTI line 11 111: SWRCST
16	Reserved	Must be kept at reset value
15	ETEIC	External trigger enable for inserted channel 0: External trigger for inserted channel disable 1: External trigger for inserted channel enable
14:12	ETSIC [2:0]	External trigger select for inserted channel 000: TIMER0 TRGO 001: TIMER0 CC3 010: TIMER1 TRGO 011: TIMER1 CC0 100: TIMER2 CC3 101: TIMER14 TRGO 110: EXTI line15 111: SWICST
11	DAL	Data alignment 0: LSB alignment 1: MSB alignment
10:9	Reserved	Must be kept at reset value
8	DMA	DMA request enable.

		0: DMA request disable 1: DMA request enable
7:4	Reserved	Must be kept at reset value
3	RSTCLB	Reset calibration This bit is set by software and cleared by hardware after the calibration registers are initialized. 0: Calibration register initialize done. 1: Initialize calibration register start
2	CLB	ADC calibration 0: Calibration done 1: Calibration start
1	CTN	Continuous mode 0: Continuous mode disable 1: Continuous mode enable
0	ADCON	ADC ON. The ADC will be wake up when this bit is changed from low to high. When this bit is high and “1” is written to it with other bits of this register unchanged, the conversion will start. 0: ADC disable and power down 1: ADC enable

11.5.4. Sampling time register 0 (ADC_SAMPT0)

Address offset: 0x0C
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved					SPT18[2:0]			SPT17[2:0]			SPT16[2:0]			SPT15[2:1]	
					rw			rw			rw			rw	

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SPT15[0]		SPT14[2:0]			SPT13[2:0]			SPT12[2:0]			SPT11[2:0]			SPT10[2:0]	
rw		rw			rw			rw			rw			rw	

Bits	Fields	Descriptions
31:27	Reserved	Must be kept at reset value
26:24	SPT18[2:0]	refer to SPT10[2:0] description
23:21	SPT17[2:0]	refer to SPT10[2:0] description
20:18	SPT16[2:0]	refer to SPT10[2:0] description

17:15	SPT15[2:0]	refer to SPT10[2:0] description
14:12	SPT14[2:0]	refer to SPT10[2:0] description
11:9	SPT13[2:0]	refer to SPT10[2:0] description
8:6	SPT12[2:0]	refer to SPT10[2:0] description
5:3	SPT11[2:0]	refer to SPT10[2:0] description
2:0	SPT10[2:0]	Channel sampling time 000: 1.5 cycles 001: 7.5 cycles 010: 13.5 cycles 011: 28.5 cycles 100: 41.5 cycles 101: 55.5 cycles 110: 71.5 cycles 111: 239.5 cycles

11.5.5. Sampling time register 1 (ADC_SAMPT1)

Address offset: 0x10
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved		SPT9[2:0]			SPT8[2:0]			SPT7[2:0]			SPT6[2:0]			SPT5[2:1]	
		rw			rw			rw			rw			rw	

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SPT5[0]		SPT4[2:0]			SPT3[2:0]			SPT2[2:0]			SPT1[2:0]			SPT0[2:0]	
rw		rw			rw			rw			rw			rw	

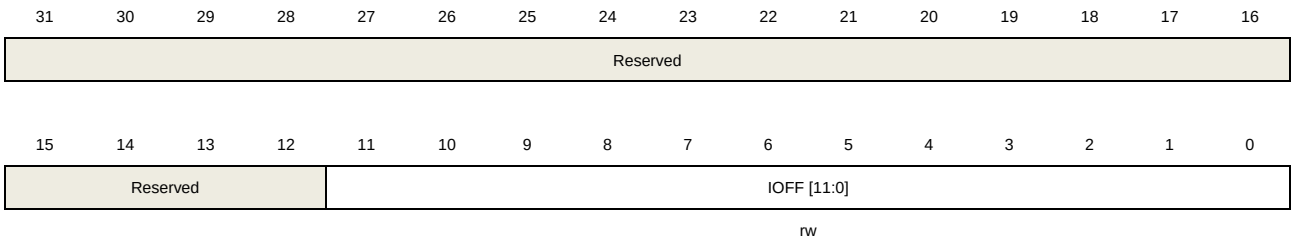
Bits	Fields	Descriptions
31:30	Reserved	Must be kept at reset value
29:27	SPT9[2:0]	refer to SPT0[2:0] description
26:24	SPT8[2:0]	refer to SPT0[2:0] description
23:21	SPT7[2:0]	refer to SPT0[2:0] description
20:18	SPT6[2:0]	refer to SPT0[2:0] description
17:15	SPT5[2:0]	refer to SPT0[2:0] description
14:12	SPT4[2:0]	refer to SPT0[2:0] description

11:9	SPT3[2:0]	refer to SPT0[2:0] description
8:6	SPT2[2:0]	refer to SPT0[2:0] description
5:3	SPT1[2:0]	refer to SPT0[2:0] description
2:0	SPT0[2:0]	Channel sampling time 000: 1.5 cycles 001: 7.5 cycles 010: 13.5 cycles 011: 28.5 cycles 100: 41.5 cycles 101: 55.5 cycles 110: 71.5 cycles 111: 239.5 cycles

11.5.6. Inserted channel data offset registers (ADC_IOFFx) (x=0..3)

Address offset: 0x14-0x20
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

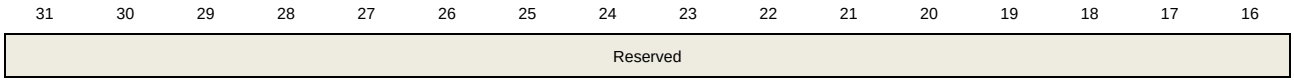


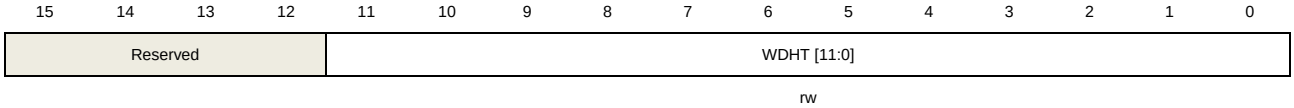
Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	IOFF [11:0]	Data offset for inserted channel x These bits will be subtracted from the raw converted data when converting inserted channels. The conversion result can be read from the ADC_IDATAx registers.

11.5.7. Watchdog high threshold register (ADC_WDHT)

Address offset: 0x24
Reset value: 0x0000 0FFF

This register has to be accessed by word(32-bit).



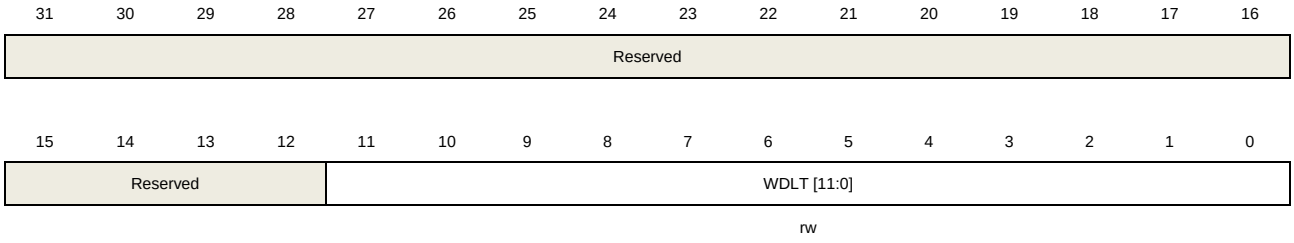


Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	WDHT [11:0]	Analog watchdog high threshold These bits define the high threshold for the analog watchdog.

11.5.8. Watchdog low threshold register (ADC_WDLT)

Address offset: 0x28
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

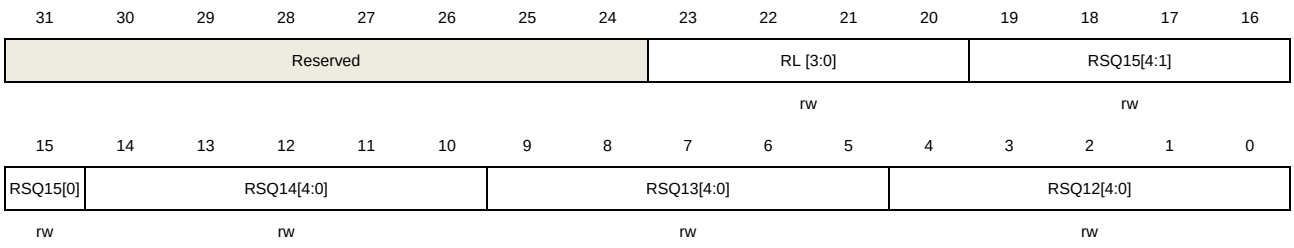


Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	WDLT [11:0]	Analog watchdog low threshold These bits define the low threshold for the analog watchdog.

11.5.9. Regular sequence register 0 (ADC_RSQ0)

Address offset: 0x2C
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).



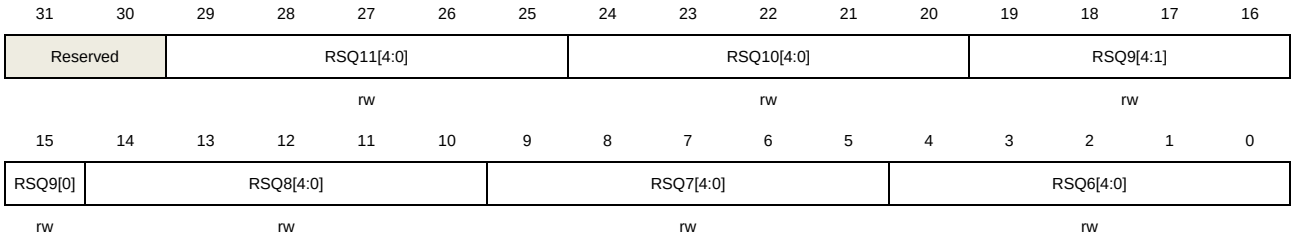
Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23:20	RL [3:0]	Regular channel group length The total number of conversion in regular group equals to RL [3:0] +1.
19:15	RSQ15[4:0]	refer to RSQ0[4:0] description
14:10	RSQ14[4:0]	refer to RSQ0[4:0] description
9:5	RSQ13[4:0]	refer to RSQ0[4:0] description
4:0	RSQ12[4:0]	refer to RSQ0[4:0] description

11.5.10. Regular sequence register 1 (ADC_RSQ1)

Address offset: 0x30

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).



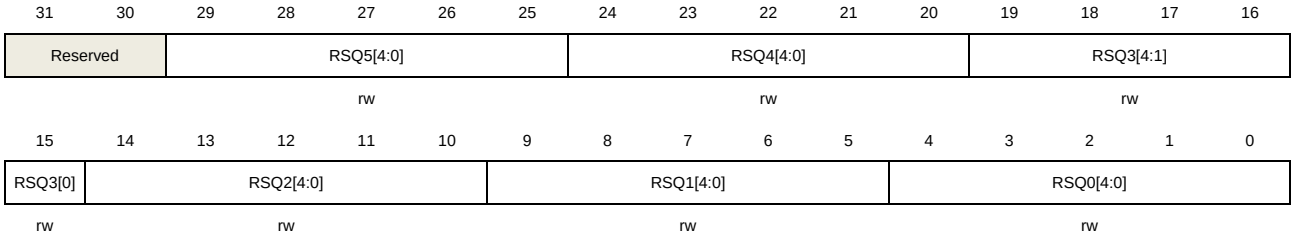
Bits	Fields	Descriptions
31:30	Reserved	Must be kept at reset value
29:25	RSQ11[4:0]	refer to RSQ0[4:0] description
24:20	RSQ10[4:0]	refer to RSQ0[4:0] description
19:15	RSQ9[4:0]	refer to RSQ0[4:0] description
14:10	RSQ8[4:0]	refer to RSQ0[4:0] description
9:5	RSQ7[4:0]	refer to RSQ0[4:0] description
4:0	RSQ6[4:0]	refer to RSQ0[4:0] description

11.5.11. Regular sequence register 2 (ADC_RSQ2)

Address offset: 0x34

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

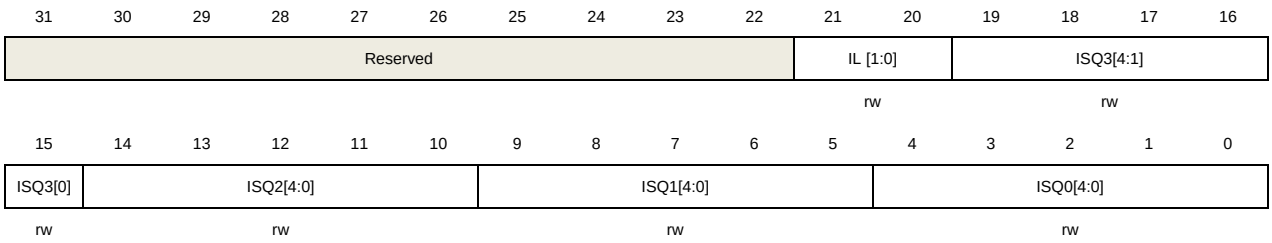


Bits	Fields	Descriptions
31:30	Reserved	Must be kept at reset value
29:25	RSQ5[4:0]	refer to RSQ0[4:0] description
24:20	RSQ4[4:0]	refer to RSQ0[4:0] description
19:15	RSQ3[4:0]	refer to RSQ0[4:0] description
14:10	RSQ2[4:0]	refer to RSQ0[4:0] description
9:5	RSQ1[4:0]	refer to RSQ0[4:0] description
4:0	RSQ0[4:0]	The channel number (0..18) are written to these bits to select a channel at the nth conversion in the regular channel group.

11.5.12. Inserted sequence register (ADC_ISQ)

Address offset: 0x38
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).



Bits	Fields	Descriptions
31:22	Reserved	Must be kept at reset value
21:20	IL [1:0]	Inserted channel group length. The total number of conversion in regular group equals to IL [1:0] +1.
19:15	ISQ3[4:0]	refer to ISQ0[4:0] description
14:10	ISQ2[4:0]	refer to ISQ0[4:0] description

9:5	ISQ1[4:0]	refer to ISQ0[4:0] description
4:0	ISQ0[4:0]	The channel number (0..18) are written to these bits to select a channel at the nth conversion in the inserted channel group. Unlike the regular conversion sequence, the inserted channels are converted starting from (4-IL [1:0]), if IL [1:0] length is less than 4. IL: Insert channel order 11: ISQ0>>ISQ1>>ISQ2>>ISQ3 10: ISQ1>>ISQ2>>ISQ3 01: ISQ2>>ISQ3 00: ISQ3

11.5.13. Inserted data registers (ADC_IDATAx) (x= 0..3)

Address offset: 0x3C - 0x48
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
IDATAn [15:0]															
r															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	IDATAn [15:0]	Inserted channel n conversion data These bits contain the number n conversion result, which is read only.

11.5.14. Regular data register (ADC_RDATA)

Address offset: 0x4C
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RDATA [15:0]															
r															

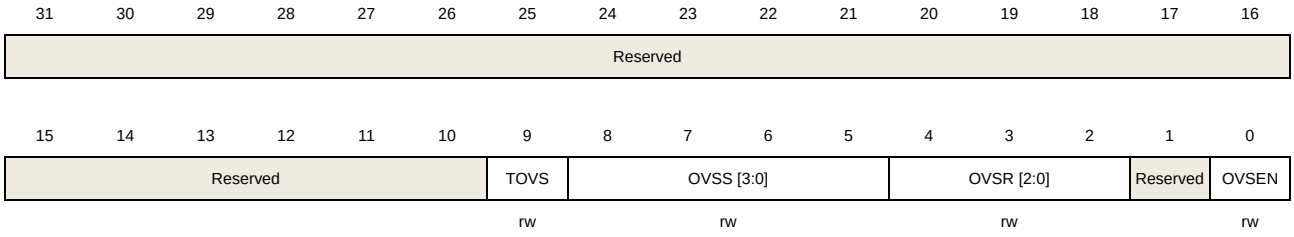
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	RDATA [15:0]	Regular channel data These bits contain the conversion result from regular channel, which is read only.

11.5.15. Oversampling control register (ADC_OVSAMPCTL)

Address offset: 0x80

Reset value: 0x0000_0000

This register has to be accessed by word(32-bit).



Bits	Fields	Descriptions
31:10	Reserved	Must be kept at reset value
9	TOVS	Triggered Oversampling This bit is set and cleared by software. 0: All oversampled conversions for a channel are done consecutively after a trigger 1: Each oversampled conversion for a channel needs a trigger **Note:** Software is allowed to write this bit only when ADCON=0 (which ensures that no conversion is ongoing).
8:5	OVSS [3:0]	Oversampling shift This bit is set and cleared by software. 0000: No shift 0001: Shift 1-bit 0010: Shift 2-bits 0011: Shift 3-bits 0100: Shift 4-bits 0101: Shift 5-bits 0110: Shift 6-bits 0111: Shift 7-bits 1000: Shift 8-bits Other codes reserved **Note:** Software is allowed to write this bit only when ADCON =0 (which ensures that no

		conversion is ongoing).
4:2	OVSR [2:0]	Oversampling ratio This bit filed defines the number of oversampling ratio. 000: 2x 001: 4x 010: 8x 011: 16x 100: 32x 101: 64x 110: 128x 111: 256x **Note:** Software is allowed to write this bit only when ADCON =0 (which ensures that no conversion is ongoing).
1	Reserved	Must be kept at reset value
0	OVSEN	Oversampling Enable This bit is set and cleared by software. 0: Oversampling disabled 1: Oversampling enabled **Note:** Software is allowed to write this bit only when ADCON =0 (which ensures that no conversion is ongoing).

12. Digital-to-analog converter (DAC)

12.1. Overview

The Digital-to-analog converter converts 12-bit digital data to a voltage on the external pins. The digital data can be configured in 8-bit or 12-bit mode, left-aligned or right-aligned mode. DMA can be used to update the digital data on external triggers. The output voltage can be optionally buffered for higher drive capability.

12.2. Characteristic

DAC's main features are as follows:

- 12-bit resolution. Left or right data alignment
- DMA capability for each channel
- Conversion update synchronously
- Conversion trigged by external triggers
- Configurable internal buffer
- Input voltage reference, V_{DDA}
- Noise wave generation (LFSR noise mode and Triangle noise mode)

Figure 12-1. DAC block diagram shows the block diagram of DAC and *Table 12-1. DAC pins* gives the pin description.

Figure 12-1. DAC block diagram

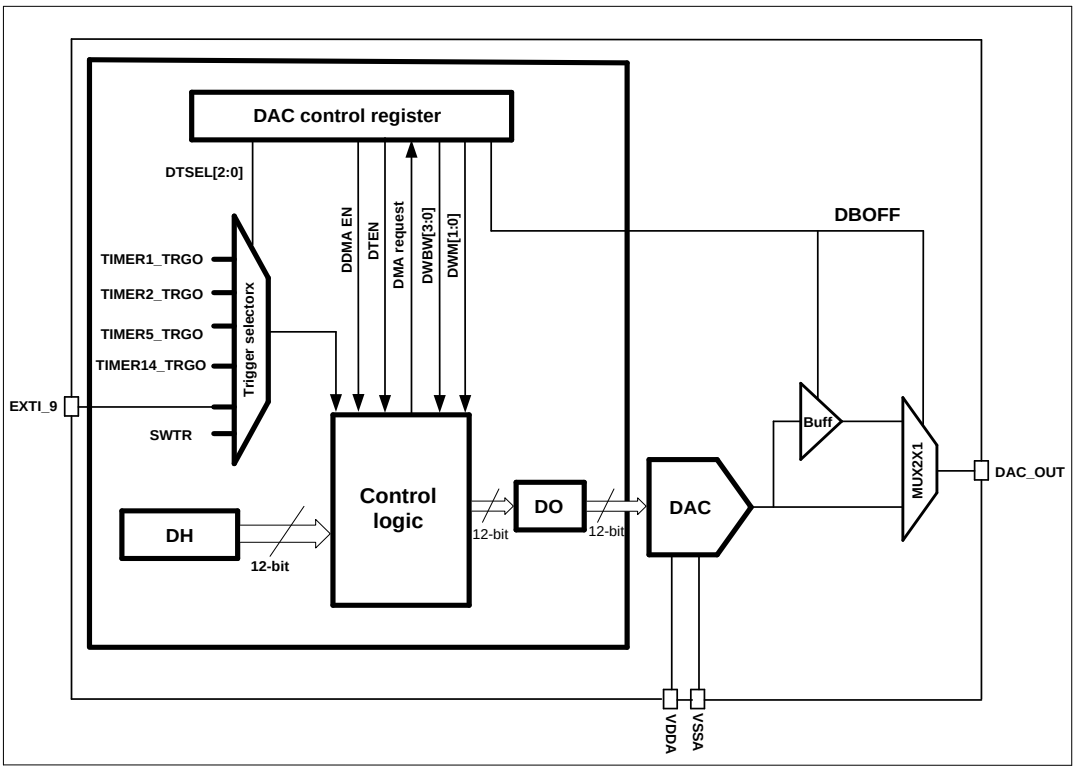


Table 12-1. DAC pins

Name	Description	Signal type
V_{DDA}	Analog power supply	Input, analog supply
V_{SSA}	Ground for analog power supply	Input, analog supply ground
DAC_OUT	DAC analog output	Analog output signal

The GPIO pin (PA4) should be configured to analog mode before enable the DAC module.

12.3. Function overview

12.3.1. DAC enable

The DAC can be powered on by setting the DEN bit in the DAC_CTL register. A t_{WAKEUP} time is needed to startup the analog DAC submodule.

12.3.2. DAC output buffer

For the concern of reducing output impedance, and driving external loads without an external operational amplifier, an output buffer is integrated inside each DAC module.

The output buffer, which is turned on by default, can be turned off by setting the DBOFF bit in the DAC_CTL register.

12.3.3. DAC data configuration

The 12-bit DAC holding data (DAC_DH) can be configured by writing any one of the DAC_R12DH, DAC_L12DH and DAC_R8DH registers. When the data is loaded by DAC_R8DH register, only the MSB 8 bits are configurable, the LSB 4 bits are fored to 4'b0000.

12.3.4. DAC trigger

The DAC external trigger is enabled by setting the DTEN bits in the DAC_CTL register. The DAC external triggers are selected by the DTSEL bit in the DAC_CTL register.

Table 12-2. External triggers of DAC

DTSELx[2:0]	Trigger Source	Trigger Type
000	TIMER5_TRGO	Internal on-chip signal
001	TIMER2_TRGO	
010	Reserved	
011	TIMER14_TRGO	
100	TIMER1_TRGO	
101	Reserved	
110	EXTI_9	External signal
111	SWTR	Software trigger

The TIMERx_TRGO signals are generated from the timers, while the software trigger can be generated by setting the SWTR bit in the DAC_SWT register.

12.3.5. DAC conversion

If the external trigger enabled by setting the DTEN bit in DAC_CTL register, the DAC holding data is transferred to the DAC output data (DAC_DO) register at the selected trigger events. Otherwise, when the external trigger is disabled, the transfer is performed automatically.

When the DAC holding data (DAC_DH) is loaded into the DAC_DO register, after the time $t_{SETTLING}$, the analog output is valid, and the value of $t_{SETTLING}$ is related to the power supply voltage and the analog output load.

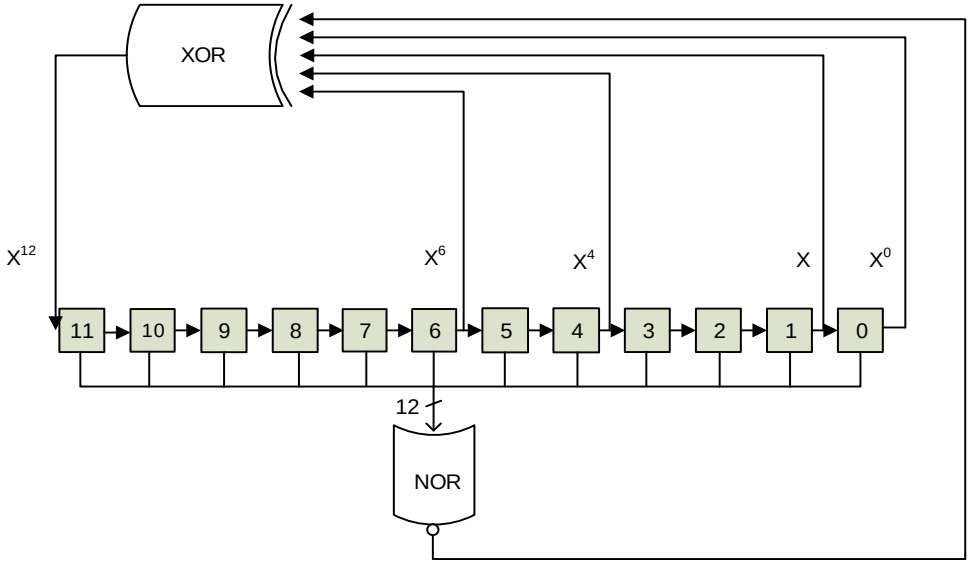
12.3.6. DAC noise wave

There are two methods of adding noise wave to the DAC output data: LFSR noise wave and triangle wave. The noise wave mode can be selected by the DWM bits in the DAC_CTL register. The amplitude of the noise can be configured by the DAC noise wave bit width

(DWBW) bits in the DAC_CTL register.

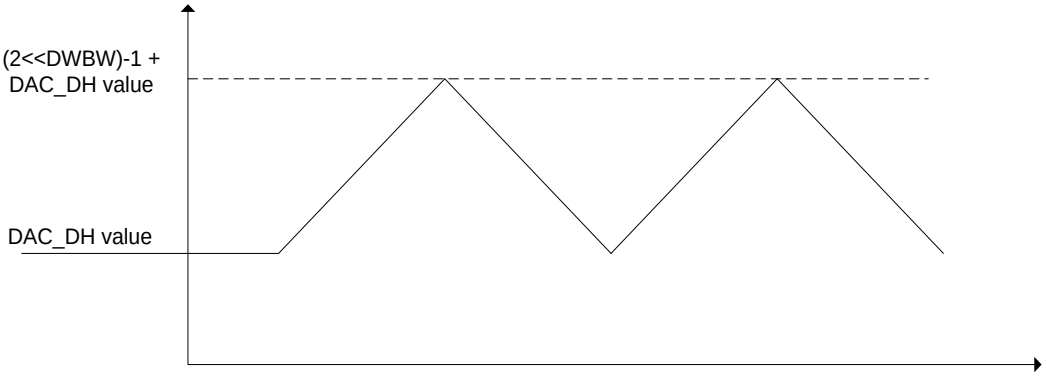
There is a Linear Feedback Shift Register (LFSR) in the DAC control logic. In the LFSR noise mode, the LFSR noise signal is added to the DAC_DH value. When the configured DAC noise wave bit width is less than 12, the noise signal equals to the LSB DWBW bits of the LFSR register.

Figure 12-2. DAC LFSR algorithm



In the triangle noise mode, a triangle signal is added to the DAC_DH value. The minimum value of the triangle signal is 0, while the maximum value of the triangle signal is (2 << DWBW) - 1.

Figure 12-3. DAC triangle noise wave



12.3.7. DAC output voltage

The analog output voltages on the DAC pin are determined by the following equation:

$$\mathrm{DAC_{output}} = \mathrm{V_{DDA}} * \mathrm{DAC\_DO}/4096$$

The digital input is linearly converted to an analog output voltage, its range is 0 to V_{DDA}.

12.3.8. DMA request

When the external trigger is enabled, the DMA request is enabled by setting the DDMAEN bit of the DAC_CTL register. A DAC DMA request will be generated when an external hardware trigger (not a software trigger) occurs.

If a second external trigger arrives before the acknowledgement of the previous request, the new request will not be serviced, and an underrun error event occurs. The DDUDR bit in the DAC_STAT register is set, an interrupt will be generated if the DDUDRIE bit in the DAC_CTL register is set. The DMA request will be stalled until the DDUDR bit is cleared.

12.4. Registers definition

12.4.1. Control register (DAC_CTL)

Address offset: 0x00
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		DDUDRIE	DDMAEN	DWBW[3:0]				DWM[1:0]		DTSEL[2:0]			DTEN	DBOFF	DEN
		rw	rw	rw				rw		rw			rw	rw	rw

Bits	Fields	Descriptions
31:14	Reserved	Must be kept at reset value
13	DDUDRIE	DAC DMA Underrun Interrupt enable 0: DAC DMA Underrun Interrupt disabled 1: DAC DMA Underrun Interrupt enabled
12	DDMAEN	DAC DMA enable 0: DAC DMA mode disabled 1: DAC DMA mode enabled
11:8	DWBW[3:0]	DAC noise wave bit width These bits specify bit width of the noise wave signal of DAC. These bits indicate that unmask LFSR bit [n-1, 0] in LFSR noise mode or the amplitude of the triangle is ((2<< (n-1))-1) in triangle noise mode, where n is the bit width of wave. 0000:The bit width of the wave signal is 1 0001: The bit width of the wave signal is 2 0010: The bit width of the wave signal is 3

		0011: The bit width of the wave signal is 4 0100: The bit width of the wave signal is 5 0101: The bit width of the wave signal is 6 0110: The bit width of the wave signal is 7 0111: The bit width of the wave signal is 8 1000: The bit width of the wave signal is 9 1001: The bit width of the wave signal is 10 1010: The bit width of the wave signal is 11 ≥1011: The bit width of the wave signal is 12
7:6	DWM[1:0]	DAC noise wave mode These bits specify the mode selection of the noise wave signal of DAC when external trigger of DAC is enabled (DTEN=1). 00:Wave disabled 01:LFSR noise mode 1x:Triangle noise mode
5:3	DTSEL[2:0]	DAC trigger selection These bits are only used if bit DTEN = 1 and select the external event used to trigger DAC. 000: TIMER5 TRGO event 001: TIMER2 TRGO event 010: Reserved 011: TIMER14 TRGO event 100: TIMER1 TRGO event 101: Reserved 110: External line9 111: Software trigger
2	DTEN	DAC trigger enable 0: DAC trigger disabled 1: DAC trigger enabled
1	DBOFF	DAC output buffer turn off 0: DAC output buffer turn on 1: DAC output buffer turn off
0	DEN	DAC enable 0: DAC disabled 1: DAC enabled

12.4.2. Software trigger register (DAC_SWT)

Address offset: 0x04

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved															SWTR
															w

Bits	Fields	Descriptions
31:1	Reserved	Must be kept at reset value
0	SWTR	DAC software trigger, cleared by hardware 0: Software trigger disabled 1: Software trigger enabled

12.4.3. DAC 12-bit right-aligned data holding register(DAC_R12DH)

Address offset: 0x08

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved				DAC_DH[11:0]											
				rw											

Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	DAC_DH[11:0]	DAC 12-bit right-aligned data These bits specify the data that is to be converted by DAC.

12.4.4. DAC 12-bit left-aligned data holding register(DAC_L12DH)

Address offset: 0x0C

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

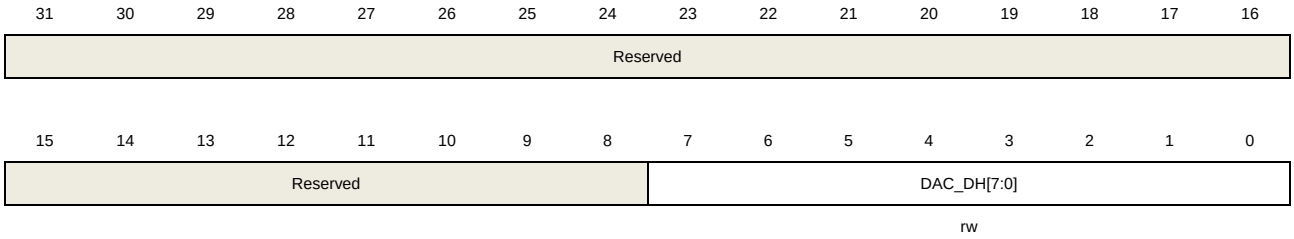
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:4	DAC_DH[11:0]	DAC 12-bit left-aligned data These bits specify the data that is to be converted by DAC.
3:0	Reserved	Must be kept at reset value

12.4.5. DAC 8-bit right-aligned data holding register(DAC_R8DH)

Address offset: 0x10

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



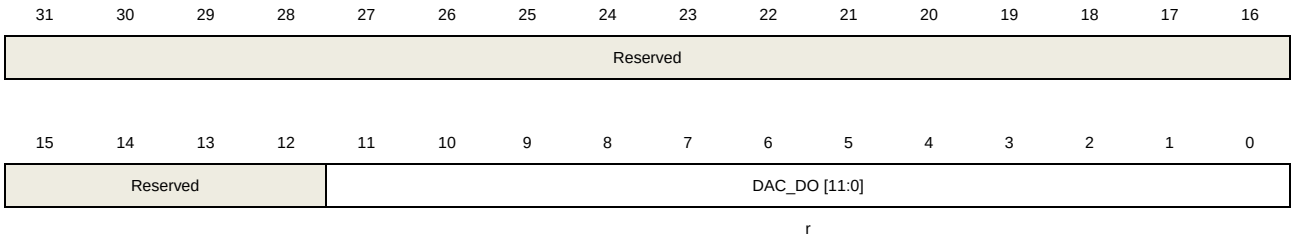
Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	DAC_DH[7:0]	DAC 8-bit right-aligned data These bits specify the MSB 8 bits of the data that is to be converted by DAC.

12.4.6. DAC data output register (DAC_DO)

Address offset: 0x2C

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



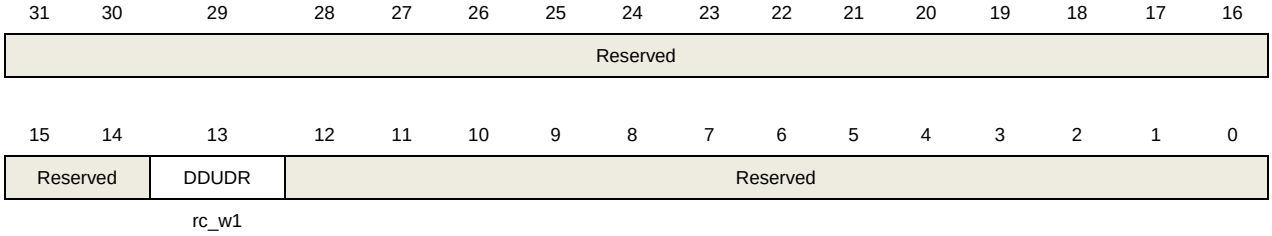
Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	DAC_DO [11:0]	DAC data output These bits, which are read only, reflect the data that is being converted by DAC.

12.4.7. DAC Status register (DAC_STAT)

Address offset: 0x34

Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:14	Reserved	Must be kept at reset value
13	DDUDR	DAC DMA underrun flag This bit is set by hardware and cleared by software (by writing it to 1). 0: No DMA underrun error condition occurred 1: DMA underrun error condition occurred (the frequency of the current selected trigger that is driving DAC conversion is higher than the DMA service capability rate)
12:0	Reserved	Must be kept at reset value

13. Comparator (CMP)

13.1. Introduction

The general purpose comparators, CMP0 and CMP1, can work either standalone (all terminal are available on I/Os) or together with the timers.

It could be used to wake up the MCU from low-power mode by an analog signal, provide a trigger source when an analog signal is in a certain condition, achieves some current control by working together with a PWM output of a timer and the DAC.

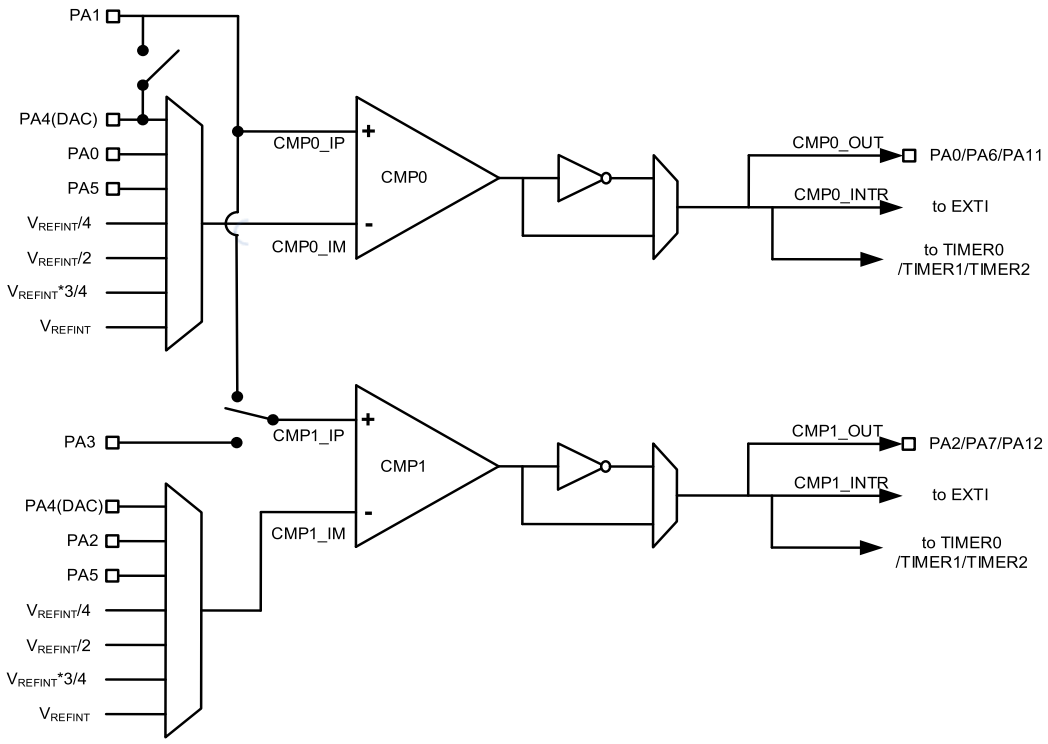
13.2. Main features

- Rail-to-rail comparators
- Configurable hysteresis
- Configurable speed and consumption
- Each comparator has configurable analog input source
  - DAC
  - 3 I/O pins
  - The whole or sub-multiple values of internal reference voltage
- Window comparator
- Outputs to I/O
- Outputs to timers for triggering
- Outputs to EXTI

13.3. Function description

The block diagrams of CMP are shown below.

Figure 13-1. CMP block diagram of GD32F3x0 series



Note: V_{REFINT} is 1.2V.

13.3.1. CMP clock and reset

The CMP clock provided by the clock controller is synchronous with the PCLK. The CMP share common reset and clock enable bits with SYSCFG.

13.3.2. CMP inputs and outputs

These I/Os must be configured in analog mode in the GPIOs registers before they are selected as CMPs inputs.

Considering pin definitions in Datasheet, the CMP output must be connected to corresponding alternate I/Os.

A variety of timer inputs can be internally connected to the CMP output to realize the following functions:

- Input capture for timing measures
- Emergency shut-down of PWM signals, using break function
- Cycle-by-cycle current control, using OCPRE_CLR inputs

In order to work even in Deep-sleep mode, the polarity selection logic and the output redirection to the port work independently from PCLK.

The CMP output can be redirected internally and externally simultaneously.

The CMP outputs are internally connected to the extended interrupts and events controller. Each CMP has its own EXTI line and can generate either interrupts or events. The same mechanism is used to exit from power saving modes.

13.3.3. CMP power mode

For a given application, there is a trade-off between the CMP power consumption versus propagation delay, which is adjusted by configuring bits CMPxM [1:0] in CMP_CS register. The CMP works fastest with highest power consumption when CMPxM = 2'b00, while works slowest with lowest power consumption when CMPxM = 2'b11.

13.3.4. CMP hysteresis

In order to avoid spurious output transitions that caused by the noise signal, a programmable hysteresis is designed to force the hysteresis value using external components. This function can be shut down when you don't need it.

13.3.5. CMP register write protection

The CMP control and status register (CMP_CS) can be protected from writing by setting CMPxLK bit to 1. The CMP_CS register, including the CMPxLK bit will be read-only, and can only be reset by the MCU reset.

This write protection function is useful in some applications, such as thermal protection and over-current protection.

13.4. CMP registers

13.4.1. Control/status register (CMP_CS)

Address offset: 0x00
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CMP1LK	CMP1O	CMP1HST[1:0]		CMP1PL	CMP1OSEL[2:0]			WNDEN	CMP1MSEL[2:0]			CMP1M		Reserved	CMP1EN
rwo	r	rw/r		rw/r	rw/r			rw/r	rw/r			rw/r			rw/r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CMP0LK	CMP0O	CMP0HST[1:0]		CMP0PL	CMP0OSEL[2:0]			Reserved	CMP0MSEL[2:0]			CMP0M[1:0]		CMP0SW	CMP0EN
rwo	r	rw/r		rw/r	rw/r				rw/r			rw/r		rw/r	rw/r

Bits	Fields	Descriptions
31	CMP1LK	CMP1 lock This bit allows to have all control bits of CMP1 as read-only. This bit is write-once. It can only be cleared by a system reset once It is set by software. 0: CMP_CS[31:16] bits are read-write 1: CMP_CS[31:16] bits are read-only
30	CMP1O	CMP1 output This is a copy of CMP1 output state, which is read only. 0: Non-inverting input below inverting input and the output is low 1: Non-inverting input above inverting input and the output is high
29:28	CMP1HST[1:0]	CMP1 hysteresis These bits are used to control the hysteresis level. 00: No hysteresis 01: Low hysteresis 10: Medium hysteresis 11: High hysteresis
27	CMP1PL	Polarity of CMP1 output This bit is used to select the CMP1 output. 0: Output is not inverted 1: Output is inverted
26:24	CMP1OSEL[2:0]	CMP1 output selection These bits are used to select the destination of the CMP1 output. 000: No selection 001: TIMER0 break input 010: TIMER0 channel0 input capture 011: TIMER0 OCPRE_CLR input 100: TIMER1 channel3 input capture 101: TIMER1 OCPRE_CLR input 110: TIMER2 channel0 input capture 111: TIMER2 OCPRE_CLR input
23	WNDEN	Window mode enable This bit is used to disconnect the CMP1_IP input of CMP1 from PA3 and connect it to CMP0's CMP0_IP input. 0: CMP1_IP is connected to PA3 1: CMP1_IP is connected to CMP0_IP
22:20	CMP1MSEL[2:0]	CMP1_IM input selection These bits are used to select the source connected to the CMP1_IM input of the CMP1. 000: $V_{REFINT}/4$ 001: $V_{REFINT}/2$

		010: V_{REFINT}*3/4 011: V_{REFINT} 100: PA4 (DAC) 101: PA5 110: PA2 111: Reserved
19:18	CMP1M[1:0]	CMP1 mode These bits are used to control the operating mode of the CMP1 adjust the speed/consumption. 00: High speed / full power 01: Medium speed / medium power 10: Low speed / low power 11: Very-low speed / ultra-low power
17	Reserved	Must be kept at reset value
16	CMP1EN	CMP1 enable 0: CMP1 disabled 1: CMP1 enabled
15	CMP0LK	CMP0 lock This bit allows to have all control bits of CMP0 as read-only. This bit is write-once. It can only be cleared by a system reset once It is set by software. 0: CMP_CS[15:0] bits are read-write 1: CMP_CS[15:0] bits are read-only
14	CMP0O	CMP0 output This is a copy of CMP0 output state, which is read only. 0: Non-inverting input below inverting input and the output is low 1: Non-inverting input above inverting input and the output is high
13:12	CMP0HST[1:0]	CMP0 hysteresis These bits are used to control the hysteresis level. 00: No hysteresis 01: Low hysteresis 10: Medium hysteresis 11: High hysteresis
11	CMP0PL	Polarity of CMP0 output This bit is used to select the CMP0 output. 0 : Output is not inverted 1 : Output is inverted
10:8	CMP0OSEL[2:0]	Comparator 0 output selection These bits are used to select the destination of the CMP0 output. 000: no selection

		001: TIMER0 break input 010: TIMER0 channel0 input capture 011: TIMER0 OCPRE_CLR input 100: TIMER1 channel3 input capture 101: TIMER1 OCPRE_CLR input 110: TIMER2 channel0 input capture 111: TIMER2 OCPRE_CLR input
7	Reserved	Must be kept at reset value
6:4	CMP0MSEL[2:0]	CMP0_IM input selection These bits are used to select the source connected to the CMP0_IM input of the CMP0. 000: V_{REFINT}/4 001: V_{REFINT}/2 010: V_{REFINT}*3/4 011: V_{REFINT} 100: PA4 (DAC) 101: PA5 110: PA0 111: Reserved
3:2	CMP0M[1:0]	CMP0 mode These bits are used to control the operating mode of the CMP0 adjust the speed / consumption. 00: High speed / full power 01: Medium speed / medium power 10: Low speed / low power 11: Very-low speed / ultra-low power
1	CMP0SW	CMP0 switch This bit is used to closes a switch between CMP0 non-inverting input on PA1 and PA4 (DAC) I/O. 0: Switch open 1: Switch closed
0	CMP0EN	CMP0 enable 0: CMP0 disabled 1: CMP0 enabled

14. Watchdog timer (WDGT)

The watchdog timer (WDGT) is a hardware timing circuitry that can be used to detect system failures due to software malfunctions. There are two watchdog timer peripherals in the chip: free watchdog timer (FWDGT) and window watchdog timer (WWDGT). They offer a combination of a high safety level, flexibility of use and timing accuracy. Both watchdog timers are offered to resolve malfunctions of software.

The watchdog timer will generate a reset (or an interrupt in window watchdog timer) when the internal counter reaches a given value. The watchdog timer counter can be stopped while the processor is in the debug mode.

14.1. Free watchdog timer (FWDGT)

14.1.1. Overview

The Free watchdog timer (FWDGT) has free clock source (IRC40K). Thereupon the FWDGT can operate even if the main clock fails. It's suitable for the situation that requires an independent environment and lower timing accuracy.

The free watchdog timer causes a reset when the internal down counter reaches 0. The register write protection function in free watchdog can be enabled to prevent it from changing the configuration unexpectedly.

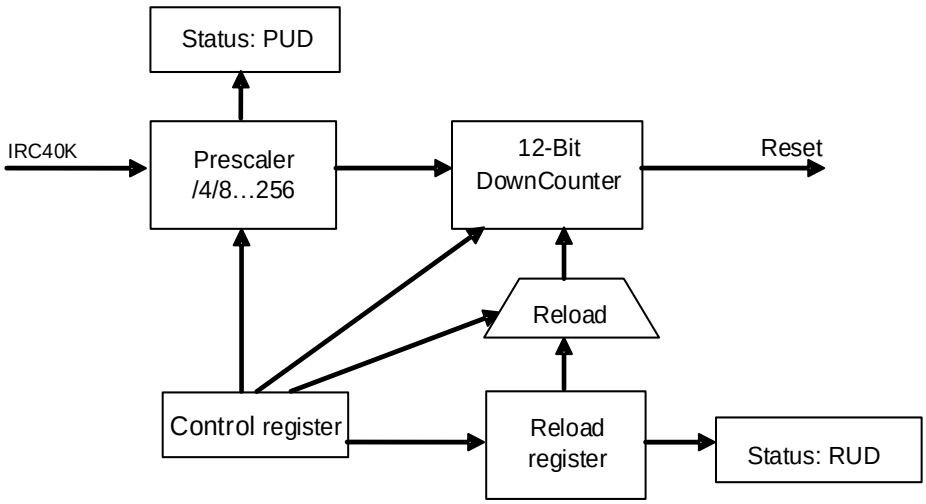
14.1.2. Characteristics

- Free-running 12-bit downcounter.
- Reset when the downcounter reaches 0, if the watchdog is enabled.
- Free clock source，FWDGT can operate even if the main clock fails such as in standby and Deep-sleep modes.
- Hardware free watchdog bit, automatically start the FWDGT at power on.
- FWDGT debug mode, the FWDGT can stop or continue to work in debug mode.

14.1.3. Function overview

The free watchdog consists of an 8-stage prescaler and a 12-bit down-counter. Refer to the ***Figure 14-1*** for the functional block of the free watchdog module.

Figure 14-1. Free watchdog timer block diagram



The free watchdog is enabled by writing the value 0xCCCC in the control register (FWDGT_CTL), and the counter starts counting down. When the counter reaches the value 0x000, a reset is generated.

The counter can be reloaded by writing the value 0xAAAA to the FWDGT_CTL register at any time. The reload value comes from the FWDGT_RLD register. The software can prevent the watchdog reset by reloading the counter before the counter reaches the value 0x000.

The free watchdog can automatically start at power on when the hardware free watchdog bit in the device option bits is set. To avoid reset, the software should reload the counter before the counter reaches 0x000.

The FWDGT_PSC register and the FWDGT_RLD register are written protected. Before writing these registers, the software should write the value 0x5555 to the FWDGT_CTL register. These registers will be protected again by writing any other value to the FWDGT_CTL register. When an update operation of the prescaler register (FWDGT_PSC) or the reload value register (FWDGT_RLD) is on going, the status bits in the FWDGT_STAT register are set.

If the FWDGT_HOLD bit in DBG module is cleared, the FWDGT continues to work even the Cortex™-M4 core halted (Debug mode). While the FWDGT stops in Debug mode if the FWDGT_HOLD bit is set.

Table 14-1. Min/max FWDGT timeout period at 40 kHz (IRC40K)

Prescaler divider	PSC[2:0] bits	Min timeout (ms) RL[11:0]= 0x000	Max timeout (ms) RL[11:0]= 0xFFF
1/4	000	0.1	409.6
1/8	001	0.2	819.2
1/16	010	0.4	1638.4
1/32	011	0.8	3276.8

Prescaler divider	PSC[2:0] bits	Min timeout (ms) RL[11:0]= 0x000	Max timeout (ms) RL[11:0]= 0xFFF
1/64	100	1.6	6553.6
1/128	101	3.2	13107.2
1/256	110 or 111	6.4	26214.4

The FWDGT timeout can be more accurately by calibrating the IRC40K.

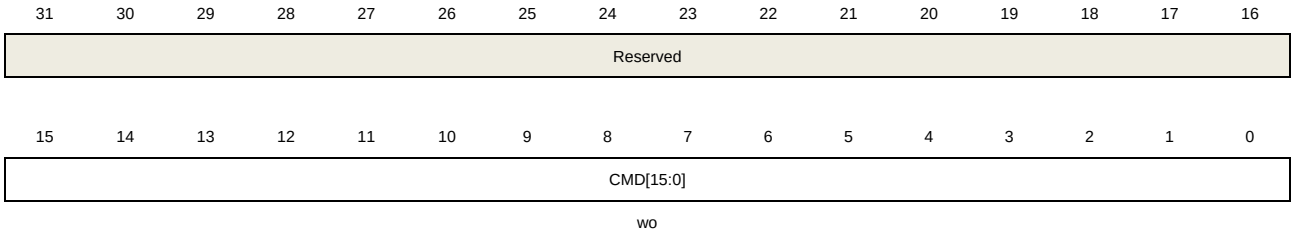
14.1.4. Register definition

Control register (FWDGT_CTL)

Address offset: 0x00

Reset value: 0x0000 0000

This register can be accessed by half-word(16-bit) or word(32-bit) access



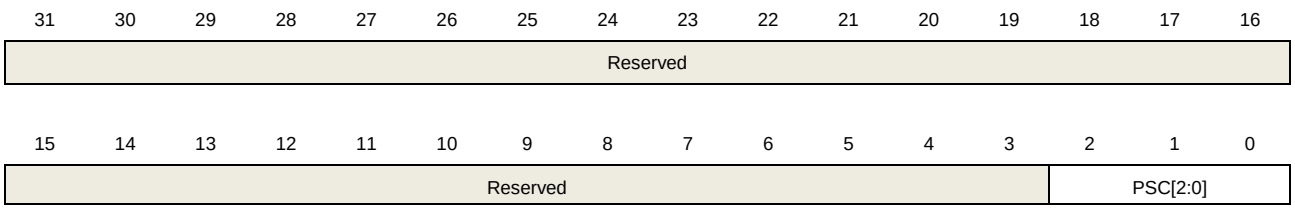
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	CMD[15:0]	Write only. These bits have different fuctions when writing different values 0x5555: Disable the FWDGT_PSC, FWDGT_RLD and FWDGT_WND write protection 0xCCCC: Start the free watchdog timer counter. When the counter reduces to 0, the free watchdog timer generates a reset 0xAAAA: Reload the counter

Prescaler register (FWDGT_PSC)

Address offset: 0x04

Reset value: 0x0000 0000

This register can be accessed by half-word(16-bit) or word(32-bit) access



rw

Bits	Fields	Descriptions
31:3	Reserved	Must be kept at reset value
2:0	PSC[2:0]	Free watchdog timer prescaler selection. Write 0x5555 in the FWDGT_CTL register before writing these bits. When a write operation to this register ongoing, the PUD bit in the FWDGT_STAT register is set and the value read from this register is invalid. 000: 1/4 001: 1/8 010: 1/16 011: 1/32 100: 1/64 101: 1/128 110: 1/256 111: 1/256 If several prescaler values are used by the application, it is mandatory to wait until PUD bit is reset before changing the prescaler value. However, after updating the prescaler value it is not necessary to wait until PUD is reset before continuing code execution.

Reload register (FWDGT_RLD)

Address offset: 0x08
Reset value: 0x0000 0FFF

This register can be accessed by half-word(16-bit) or word(32-bit) access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved				RLD [11:0]											

rw

Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	RLD[11:0]	Free watchdog timer counter reload value. Write 0xAAAA in the FWDGT_CTL register will reload the FWDGT conter. These bits are write-protected. Write 0X5555 in the FWDGT_CTL register before writing these bits. When a write operation to this register ongoing, the RUD bit in the FWDGT_STAT register is set and the value read from this register is invalid. If several reload values are used by the application, it is mandatory to wait until RUD bit is reset before changing the reload value. However, after updating the reload value it is not necessary to wait until RUD is reset before continuing code execution..

Status register (FWDGT_STAT)

Address offset: 0x0C

Reset value: 0x0000 0000

This register can be accessed by half-word(16-bit) or word(32-bit) access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved													WUD	RUD	PUD
													ro	ro	ro

Bits	Fields	Descriptions
31:3	Reserved	Must be kept at reset value
2	WUD	Watchdog counter window value update When a write operation to FWDGT_WND register ongoing, this bit is set and the value read from FWDGT_WND register is invalid.
1	RUD	Free watchdog timer counter reload value update When a write operation to FWDGT_RLD register ongoing, this bit is set and the value read from FWDGT_RLD register is invalid.
0	PUD	Free watchdog timer prescaler value update When a write operation to FWDGT_PSC register ongoing, this bit is set and the value read from FWDGT_PSC register is invalid.

Window register (FWDGT_WND)

Address offset: 0x10

Reset value: 0x0000 0000

This register can be accessed by half-word(16-bit) or word(32-bit) access

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved				WND[11:0]											
				rw											

Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	WND[11:0]	Watchdog counter window value. These bits are used to contain the high limit of the window value to be compared to the downcounter. A reset will occur if the reload operation is performed while the counter is greater than the value stored in this register.

The WUD bit in the FWDGT_STAT register must be reset in order to be able to change the reload value.

These bits are write protected. Write 5555h in the FWDGT_CTL register before writing these bits.

If several window values are used by the application, it is mandatory to wait until WUD bit is reset before changing the window value. However, after updating the window value it is not necessary to wait until WUD is reset before continuing code execution except in case of low-power mode entry.

14.2. Window watchdog timer (WWDGT)

14.2.1. Overview

The window watchdog timer (WWDGT) is used to detect system failures due to software malfunctions. After the window watchdog timer starts, the value of downcounter reduces progressively. The watchdog timer causes a reset when the counter reached 0x3F (the CNT[6] bit becomes cleared). The watchdog timer also causes a reset if the counter is refreshed before the counter reached the window register value. So the software should refresh the counter in a limited window. The window watchdog timer generates an early wakeup status flag when the counter reaches 0x40 or refreshes before the counter reaches the window value. Interrupt occurs if it is enabled.

The window watchdog timer clock is prescaled from the APB1 clock. The window watchdog timer is suitable for the situation that requires an accurate timing.

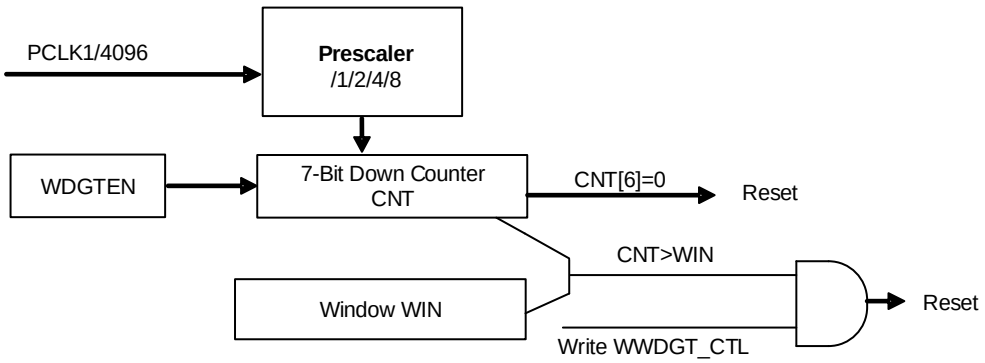
14.2.2. Characteristics

- Programmable free-running 7-bit downcounter.
- Generate reset in two conditions when WWDGT is enabled:
  - Reset when the counter reached 0x3F.
  - The counter is refreshed when the value of the counter is greater than the window register value.
- Early wakeup interrupt (EWI): if the watchdog is started and the interrupt is enabled, the interrupt occurs when the counter reaches 0x40 or refreshes before it reaches the window value.
- WWDGT debug mode, the WWDGT can stop or continue to work in debug mode.

14.2.3. Function overview

If the window watchdog timer is enabled (set the WDGTEN bit in the WWDGT_CTL), the watchdog timer cause a reset when the counter reaches 0x3F (the CNT[6] bit becomes cleared), or when the counter is refreshed before the counter reaches the window register value.

Figure 14-2. Window watchdog timer block diagram



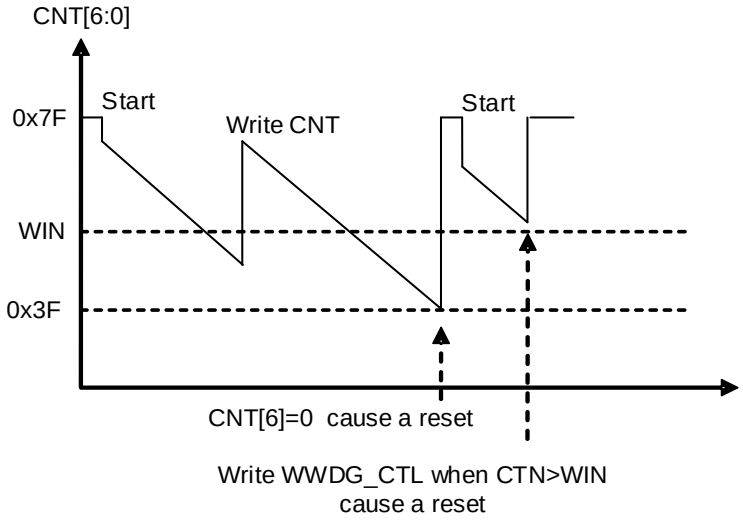
The watchdog is always disabled after power on reset. The software starts the watchdog by setting the WDGTEN bit in the WWDGT_CTL register. Whenever window watchdog timer is enabled, the counter counts down all the time, the configured value of the counter should be greater than 0x3F, it implies that the CNT[6] bit should be set. The CNT[5:0] determine the maximum time interval of two reloading. The countdown speed depends on the APB1 clock and the prescaler (PSC[1:0] bits in the WWDGT_CFG register).

The WIN[6:0] bits in the configuration register (WWDGT_CFG) specifies the window value. The software can prevent the reset event by reloading the downcounter when counter value is less than the window value and greater than 0x3F, otherwise the watchdog causes a reset.

The early wakeup interrupt (EWI) is enabled by setting the EWIE bit in the WWDGT_CFG register, and the interrupt is generated when the counter reaches 0x40 or the counter is refreshed before it reaches the window value. The software can do something such as communication or data logging in the interrupt service routine (ISR) in order to analyse the reason of software malfunctions or save the important data before resetting the device. Moreover the software can reload the counter in ISR to manage a software system check and so on. In this case, the WWDGT will never generate a WWDGT reset but can be used for other things.

The EWI interrupt is cleared by writing '0' to the EWIF bit in the WWDGT_STAT register.

Figure 14-3. Window watchdog timer timing diagram



Calculate the WWDGT timeout by using the formula below.

$$t_{WWDGT} = t_{PCLK1} \times 4096 \times 2^{PSC} \times (CNT[5:0] + 1) \quad (ms) \qquad (14\text{-}1)$$

where:

t_{WWDGT}: WWDGT timeout

t_{PCLK1}: APB1 clock period measured in ms

Refer to the ***Table 14-2*** for the minimum and maximum values of the t_{WWDG}.

Table 14-2. Min-max timeout value at 54 MHz (fPCLK1)

Prescaler divider	PSC[1:0]	Min timeout value CNT[6:0] =0x40	Max timeout value CNT[6:0]=0x7F
1/1	00	75 μs	4.85 ms
1/2	01	151 μs	9.71 ms
1/4	10	303 μs	19.41 ms
1/8	11	606 μs	38.84 ms

If the WWDGT_HOLD bit in DBG module is cleared, the WWDGT continues to work even the Cortex™-M4 core halted (Debug mode). While the WWDGT_HOLD bit is set, the WWDGT stops in Debug mode.

14.2.4. Register definition

Control register (WWDGT_CTL)

Address offset: 0x00

Reset value: 0x0000 007F

This register can be accessed by half-word(16-bit) or word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								WDGTEN	CNT[6:0]						
								rs	rw						

Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value.
7	WDGTEN	Start the Window watchdog timer. Cleared by a hardware reset. Writing 0 has no effect. 0: Window watchdog timer disabled 1: Window watchdog timer enabled
6:0	CNT[6:0]	The value of the watchdog timer counter. A reset will occur when the value of this counter decreases from 0x40 to 0x3F. Writing this counter when the value of this counter is greater than the window value also cause a reset.

Configuration register (WWDGT_CFG)

Address offset: 0x04

Reset value: 0x0000 007F

This register can be accessed by half-word(16-bit) or word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						EWIE	PSC[1:0]		WIN[6:0]						
						rs	rw		rw						

Bits	Fields	Descriptions
31:10	Reserved	Must be kept at reset value.
9	EWIE	Early wakeup interrupt enable. An interrupt will occur when the counter reaches 0x40 if the bit is set. It's could be cleared by a hardware reset or software clock reset (refer to 4.3.5. APB1 reset register) . A write of 0 has no effect.
8:7	PSC[1:0]	Prescaler. The time base of the watchdog counter 00: PCLK1 / 4096 / 1 01: PCLK1 / 4096 / 2 10: PCLK1 / 4096 / 4 11: PCLK1 / 4096 / 8

6:0	WIN[6:0]	The Window value. A reset will occur if the watchdog counter (CNT bits in WWDGT_CTL) is written when the value of the watchdog counter is greater than the Window value.

Status register (WWDGT_STAT)

Address offset: 0x08

Reset value: 0x0000 0000

This register can be accessed by half-word(16-bit) or word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

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

Bits	Fields	Descriptions
31:1	Reserved	Must be kept at reset value.
0	EWIF	Early wakeup interrupt flag. When the counter reaches 0x40 or refreshes before it reaches the window value, this bit is set by hardware even the interrupt is not enabled (EWIE in WWDGT_CFG is cleared). This bit is cleared by writing 0 to it. There is no effect when writing 1 to it.

15. Real-time clock(RTC)

15.1. Overview

The RTC provides a time which includes hour/minute/second/sub-second and a calendar including year/month/day/week day. The time and calendar are expressed in BCD code except sub-second. Sub-second is expressed in binary code. Hour adjustment for daylight saving time. Working in power saving mode and smart wakeup is software configurable. Support improving the calendar accuracy using extern accurate low frequency clock.

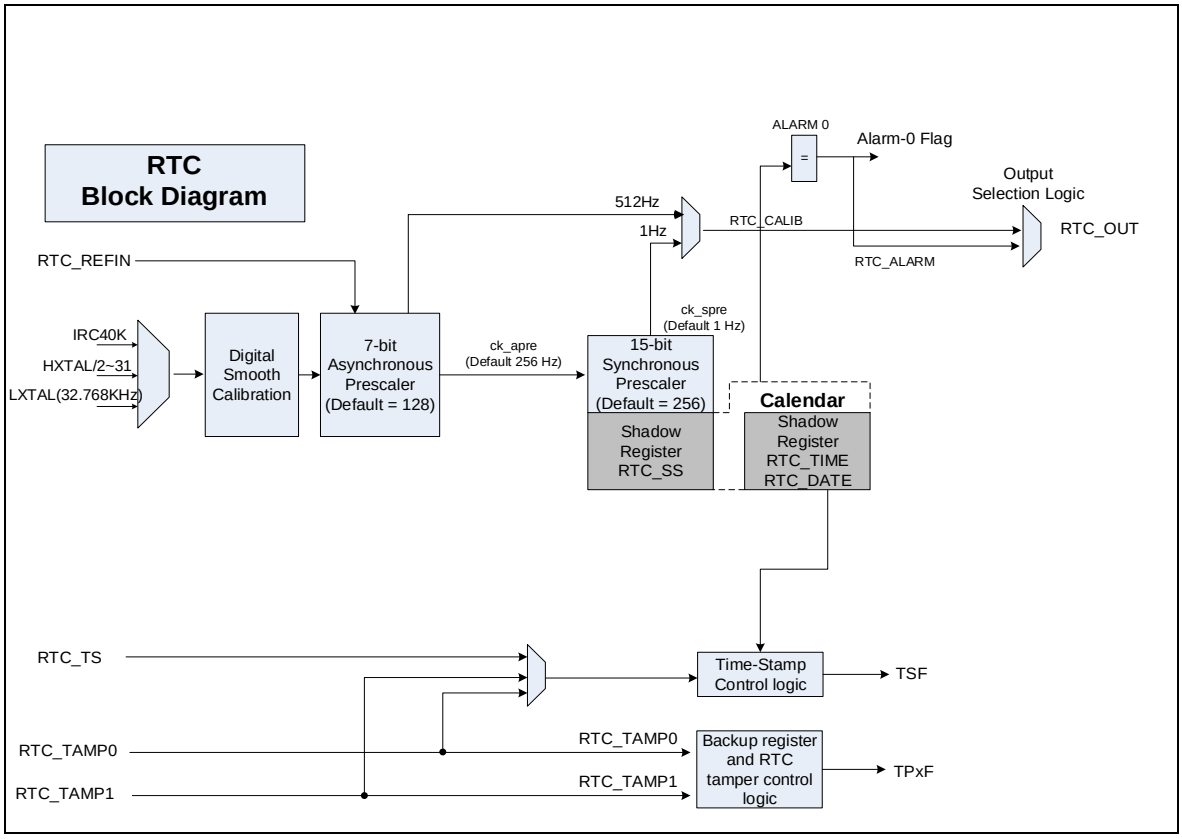
15.2. Characteristics

- Daylight saving compensation supported by software.
- External high-accurate low frequency (50Hz or 60Hz) clock used to achieve higher calendar accuracy performed by reference clock detection option function.
- Atomic clock adjustment (max adjustment accuracy is 0.95PPM) for calendar calibration performed by digital calibration function.
- Sub-second adjustment by shift function.
- Time-stamp function for saving event time.
- Two Tamper sources can be chosen and tamper type is configurable.
- Programmable calendar and one field maskable alarms.
- Maskable interrupt source:
  - Alarm 0
  - Time-stamp detection
  - Tamper detection
- Five 32-bit (20 bytes total) universal backup registers which can keep data under power saving mode. Backup register will be reset if tamper event detected.

15.3. Function overview

15.3.1. Block diagram

Figure 15-1. Block diagram of RTC



The RTC unit includes:

- Alarm event/interrupt
- Tamper event/interrupt
- 32-bit backup registers
- Optional RTC output function:
  - 512Hz (default prescale):RTC_OUT
  - 1Hz(default prescale):RTC_OUT
  - Alarm event(polarity is configurable):RTC_OUT
- Optional RTC input function:
  - time stamp event detection: RTC_TS
  - tamper 0 event detection: RTC_TAMP0
  - tamper 1 event detection: RTC_TAMP1
  - reference clock input: RTC_REFIN(50 or 60 Hz)

15.3.2. Clock source and prescalers

RTC unit has three independent clock sources: LXTAL, IRC40K and HXTAL with divided by 32.

In the RTC unit, there are two prescalers used for implementing the calendar and other functions. One prescaler is a 7-bit asynchronous prescaler and the other is a 15-bit synchronous prescaler. Asynchronous prescaler is mainly used for reducing power consumption. The asynchronous prescaler is recommended to set as high as possible if both prescalers are used.

The frequency formula of two prescalers is shown as below:

$$f_{ck\_apre} = \frac{f_{rtcclk}}{FACTOR\_A + 1} \quad (15\text{-}1)$$

$$f_{ck\_spre} = \frac{f_{ck\_apre}}{FACTOR\_S + 1} = \frac{f_{rtcclk}}{(FACTOR\_A + 1)*(FACTOR\_S + 1)} \quad (15\text{-}2)$$

The ck_apre clock is used to driven the RTC_SS down counter which stands for the time left to next second in binary format and when it reaches 0 it will automatically reload FACTOR_S value. The ck_spre clock is used to driven the calendar registers. Each clock will make second plus one.

15.3.3. Shadow registers introduction

BPSHAD control bit decides the location when APB bus accesses the RTC calendar register RTC_DATE, RTC_TIME and RTC_SS. By default, the BPSHAD is cleared, and APB bus accesses the shadow calendar registers. Shadow calendar registers is updated with the value of real calendar registers every two RTC clock and at the same time RSYNF bit will be set once. This update mechanism is not performed in Deep-Sleep mode and Standby mode. When exiting these modes, software must clear RSYNF bit and wait it is asserted (the max wait time is 2 RTC clock) before reading calendar register under BPSHAD=0 situation.

Note: When reading calendar registers (RTC_SS, RTC_TIME, RTC_DATE) under BPSHAD=0, the frequency of the APB clock (f_{apb}) must be at least 7 times the frequency of the RTC clock (f_{rtcclk}).

System reset will reset the shadow calendar registers.

15.3.4. Configurable and field maskable alarm

RTC alarm function is divided into some fields and each has a maskable bit.

RTC alarm function can be enabled or disabled by ALRMxEN bit in RTC_CTL. If all the alarm fields value match the corresponding calendar value when ALRMxEN=1, the Alarm flag will be set.

Note: FACTOR_S in the RTC_PSC register must be larger than 3 if MSKS bit reset in RTC_ALRMxTD.

If a field is masked, the field is considered as matched in logic. If all the fields have been masked, the Alarm Flag will assert 3 RTC clock later after ALRMxEN is set.

15.3.5. RTC initialization and configuration

RTC register write protection

BKPWEN bit in the PMU_CTL register is cleared in default, so writing to RTC registers needs setting BKPWEN bit ahead of time.

After power-on reset, most of RTC registers are write protected. Unlocking this protection is the first step before writing to them.

Following steps below will unlock the write protection:

1. Write ‘0xCA’ into the RTC_WPK register
2. Write ‘0x53’ into the RTC_WPK register

Writing a wrong value to RTC_WPK will make write protection valid again. The state of write protection is not affected by system reset. Following registers are writing protected but others are not:

RTC_TIME, RTC_DATE, RTC_CTL, RTC_STAT, RTC_PSC, RTC_ALRM0TD, RTC_SHIFTCTL, RTC_HRFC, RTC_ALRM0SS

Calendar initialization and configuration

The prescaler and calendar value can be programmed by the following steps:

1. Enter initialization mode (by setting INITM=1) and polling INITF bit until INITF=1.
2. Program both the asynchronous and synchronous prescaler factors in RTC_PSC register.
3. Write the initial calendar values into the shadow calendar registers (RTC_TIME and RTC_DATE), and use the CS bit in the RTC_CTL register to configure the time format (12 or 24 hours).
4. Exit the initialization mode (by setting INITM=0).

About 4 RTC clock cycles later, real calendar registers will load from shadow registers and calendar counter restarts.

Note: Reading calendar register (BPSHAD=0) after initialization, software should confirm the RSYNF bit to 1.

YCM flag indicates whether the calendar has been initialized by checking the year field of calendar.

Daylight saving Time

RTC unit supports daylight saving time adjustment through S1H, A1H and DSM bit.

S1H and A1H can subtract or add 1 hour to the calendar when the calendar is running.S1H and A1H operation can be tautologically set and DSM bit can be used to recording this adjustment operation. After setting the S1H/A1H, subtracting/adding 1 hour will perform when next second comes.

Alarm function operation process

To avoid unexpected alarm assertion and metastable state, alarm function has an operation flow:

1. Disable Alarm (by resetting ALRMxEN in RTC_CTL)
2. Set the Alarm registers needed(RTC_ALRMxTD/RTC_ALRMxSS)
3. Enable Alarm function (by setting ALRMxEN in the RTC_CTL)

15.3.6. Calendar reading

Reading calendar registers under BPSHAD=0

When BPSHAD=0, calendar value is read from shadow registers. For the existence of synchronization mechanism, a basic request has to meet: the APB1 bus clock frequency must be equal to or greater than 7 times the RTC clock frequency. APB1 bus clock frequency lower than RTC clock frequency is not allowed in any case.

When APB1 bus clock frequency is not equal to or greater than 7 times the RTC clock frequency, the calendar reading flow should be obeyed:

1. reading calendar time register and date register twice
2. if the two values are equal, the value can be seen as the correct value
3. if the two values are not equal, a third reading should performed
4. the third value can be seen as the correct value

RSYNF is asserted once every 2 RTC clock and at this time point, the shadow registers will be updated to current time and date.

To ensure consistency of the 3 values (RTC_SS, RTC_TIME, and RTC_DATE), below consistency mechanism is used in hardware:

1. reading RTC_SS will lock the updating of RTC_TIME and RTC_DATE
2. reading RTC_TIME will lock the updating of RTC_DATE
3. reading RTC_DATE will unlock updating of RTC_TIME and RTC_DATE

If the software wants to read calendar in a short time interval(smaller than 2 RTCCLK periods), RSYNF must be cleared by software after the first calendar read, and then the software must wait until RSYNF is set again before next reading.

In below situations, software should wait RSYNF bit asserted before reading calendar registers (RTC_SS, RTC_TIME, and RTC_DATE):

1. after a system reset
2. after an initialization
3. after shift function

Especially that software must clear RSYNF bit and wait it asserted before reading calendar register after wakeup from power saving mode.

Reading calendar registers under BPSHAD=1

When BPSHAD=1, RSYNF is cleared and maintains as 0 by hardware so reading calendar registers does not care about RSYNF bit. Current calendar value is read from real-time calendar counter directly. The benefit of this configuration is that software can get the real current time without any delay after wakeup from power saving mode (Deep-sleep /Standby Mode).

Because of no RSYNF bit periodic assertion, the results of the different calendar registers (RTC_SS/RTC_TIME/RTC_DATE) might not be coherent with each other when clock ck_apre edge occurs between two reading calendar registers.

In addition, if current calendar register is changing and at the same time the APB bus reading calendar register is also performing, the value of the calendar register read out might be not correct.

To ensure the correctness and consistency of the calendar value, software must perform reading operation as this: read all calendar registers continuously, if the last two values are the same, the data is coherent and correct.

15.3.7. Resetting the RTC

There are two reset sources used in RTC unit: system reset and backup domain reset.

System reset will affect calendar shadow registers and some bits of the RTC_STAT. When system reset is valid, the bits or registers mentioned before are reset to the default value.

Backup domain reset will affect the following registers and system reset will not affect them:

- RTC current real-time calendar registers
- RTC Control register (RTC_CTL)
- RTC Prescaler register (RTC_PSC)
- RTC High resolution frequency compensation register (RTC_HRFC)
- RTC Shift control register (RTC_SHIFTCTL)
- RTC Time stamp registers (RTC_SSTS/RTC_TTS/RTC_DTS)
- RTC Tamper register (RTC_TAMP)
- RTC Backup registers (RTC_BKPx)
- RTC Alarm registers (RTC_ALRMxSS/RTC_ALRMxTD)

The RTC unit will go on running when system reset occurs or enter power saving mode, but if backup domain reset occurs, RTC will stop counting and all registers will reset.

15.3.8. RTC shift function

When there is a remote clock with higher degree of precision and RTC 1Hz clock(ck_spre)has an offset (in a fraction of a second) with the remote clock, RTC unit provides a function named shift function to remove this offset and thus make second precision higher.

RTC_SS register indicates the fraction of a second in binary format and is down counting when RTC is running. Therefore by adding the SFS[14:0] value to the synchronous prescaler counter SSC[15:0] or by adding the SFS[14:0] value to the synchronous prescaler counter SSC[15:0] and at the same time set A1S bit can delay or advance the time when next second arrives.

The maximal RTC_SS value depends on the FACTOR_S value in RTC_PSC. The higher FACTOR_S, the higher adjustment precision.

Because of the 1Hz clock(ck_spre) is generated by FACTOR_A and FACTOR_S, the higher FACTOR_S means the lower FACTOR_A, then more power consuming.

Note: Before using shift function, the software must check the MSB of SSC in RTC_SS (SSC[15]) and confirm it is 0.

After writing RTC_SHIFTCTL register, the SOPF bit in RTC_STAT will be set at once. When shift operation is complete, SOPF bit is cleared by hardware. System reset does not affect SOPF bit.

Shift operation only works correctly when REFEN=0.

Software must not write to RTC_SHIFTCTL if REFEN=1.

15.3.9. RTC reference clock detection

RTC reference clock detection is another way to increase the precision of RTC second. To enable this function, you should have an external clock source (50Hz or 60 Hz) which is more precise than LXTAL clock source.

After enabling this function (REFEN=1), each 1Hz clock(ck_spre)edge is compared to the nearest RTC_REFIN clock edge. In most cases, the two clock edges are aligned every time. But when two clock edges are misaligned for the reason of LXTAL poor precision, the RTC reference clock detection function will shift the 1Hz clock edge a little to make next 1Hz clock edge aligned to reference clock edge.

When REFEN=1, a time window is applied at every second update time. Different detection state will use different window period.

7 ck_apre window is used when detecting the first reference clock edge and 3 ck_apre window is used for the edge aligned operation.

Whatever window used, the asynchronous prescaler counter will be forced to reload when the reference clock is detected in the window. When the two clock (ck_spre and reference clock) edges are aligned, this reload operation has no effect for 1Hz clock. But when the two clock edge are not aligned, this reload operation will shift ck_spre clock edge a bit to make the ck_spre(1Hz) clock edge aligned to the reference clock edge.

When reference detection function is running while the external reference clock is removed (no reference clock edge found in 3 ck_apre window), the calendar updating still can be performed by LXTAL clock only. If the reference clock is recovered later, detection function will use 7 ck_apre window to identify the reference clock and use 3 ck_apre window to adjust the 1Hz clock (ck_spre) edge.

Note: Software must configure the FACTOR_A=0x7F and FACTOR_S=0xFF before enabling reference detection function (REFEN=1)

Reference detection function does not work in Standby Mode.

15.3.10. RTC smooth digital calibration

RTC smooth calibration function is a way to calibrate the RTC frequency based on RTC clock in a configurable period time.

This calibration is equally executed in a period time and the cycle number of the RTC clock in the period time will be added or subtracted. The resolution of the calibration is about 0.954PPM with the range from -487.1PPM to +488.5PPM.

The calibration period time can be configured to the 2^{20}/2^{19}/2^{18} RTC clock cycles which stands for 32/16/8 seconds if RTC input frequency is 32.768 KHz.

The High resolution frequency compensation register (RTC_HRFC) specifies the number of RTCCLK clock cycles to be calibrated during the period time:

So using CMSK can mask clock cycles from 0 to 511 and thus the RTC frequency can be reduced by up to 487.1PPM.

To increase the RTC frequency the FREQI bit can be set. If FREQI bit is set, there will be 512 additional cycles to be added during period time which means every 2^{11}/2^{10}/2^{09}(32/16/8 seconds) RTC clock insert one cycle.

So using FREQI can increase the RTC frequency by 488.5PPM.

The combined using of CMSK and FREQI can adjust the RTC cycles from -511 to +512 cycles in the period time which means the calibration range is -487.1PPM to +488.5PPM with a resolution of about 0.954PPM.

When calibration function is running, the output frequency of calibration is calculated by the following formula:

$$f_{cal} = f_{rtcclk} \times (1 + \frac{FREQI \times 512 - CMSK}{2^N + CMSK - FREQI \times 512}) \quad (15\text{-}3)$$

Note: N=20/19/18 for 32/16/8 seconds window period

Calibration when FACTOR_A < 3

When asynchronous prescaler value (FACTOR_A) is set to less than 3, software should not set FREQI bit to 1 when using calibration function. FREQI setting will be ignored when FACTOR_A<3.

When the FACTOR_A is less than 3, the FACTOR_S value should be set to a value less than the nominal value. Assuming that RTC clock frequency is nominal 32.768 KHz, the corresponding FACTOR_S should be set as following rule:

FACTOR_A = 2: 2 less than nominal FACTOR_S (8189 with 32.768 KHz)

FACTOR_A = 1: 4 less than nominal FACTOR_S (16379 with 32.768 KHz)

FACTOR_A = 0: 8 less than nominal FACTOR_S (32759 with 32.768 KHz)

When the FACTOR_A is less than 3, CMSK is 0x100，the formula of calibration frequency is as follows:

$$f_{cal} = f_{rtcclk} \times (1 + \frac{256-CMSK}{2^N+CMSK-256}) \quad (15\text{-}4)$$

Note: N=20/19/18 for 32/16/8 seconds window period

Verifying the RTC calibration

Calibration 1Hz output is provided to assist software to measure and verify the RTC precision.

Up to 2 RTC clock cycles measurement error may occur when measuring the RTC frequency over a limited measurement period. To eliminate this measurement error the measurement period should be the same as the calibration period.

- When the calibration period is 32 seconds(this is default configuration)

Using exactly 32s period to measure the accuracy of the calibration 1Hz output can guarantee the measure is within 0.477PPM (0.5 RTCCLK cycles over 32s)

- When the calibration period is 16 seconds(by setting CWND16 bit)

In this configuration, CMSK[0] is fixed to 0 by hardware. Using exactly 16s period to measure the accuracy of the calibration 1Hz output can guarantee the measure is within0.954PPM (0.5 RTCCLK cycles over 16s)

- When the calibration period is 8 seconds(by setting CWND8 bit)

In this configuration, CMSK[1:0] is fixed to 0 by hardware. Using exactly 8s period to measure the accuracy of the calibration 1Hz output can guarantee the measure is within 1.907PPM (0.5 RTCCLK cycles over 8s)

Re-calibration on-the-fly

When the INITF bit is 0, software can update the value of RTC_HRFC using following steps:

1) Wait the SCPF=0
2) Write the new value into RTC_HRFC register
3) After 3 ck_apre clocks, the new calibration settings take effect

15.3.11. Time-stamp function

Time-stamp function is performed on RTC_TS pin and is enabled by control bit TSEN.

When a time-stamp event occurs on RTC_TS pin, the calendar value will be saved in time-stamp registers (RTC_DTS/RTC_TTS/RTC_SSTS) and the time-stamp flag (TSF) is set to 1 by hardware. Time-stamp event can generate an interrupt if time-stamp interrupt enable (TSIE) is set.

Time-stamp registers only record the calendar at the first time time-stamp event occurs which means that time-stamp registers will not change when TSF=1.

To extend the time-stamp event source, one optional feature is provided: tamper function can also be considered as time-stamp function if TPTS is set.

Note: When the time-stamp event occurs, TSF is set 2 ck_apre cycles delay because of synchronization mechanism.

15.3.12. Tamper detection

The RTC_TAMPx pin input can be used for tamper event detection under edge detection mode or level detection mode with configurable filtering setting.

RTC backup registers (RTC_BKPx)

The RTC backup registers are located in the V_{DD} backup domain that remains powered-on by V_{BAT} even if V_{DD} power is switched off. The wake up action from Standby Mode or System Reset does not affect these registers.

These registers are only reset by detected tamper event and backup domain reset.

Tamper detection function initialization

RTC tamper detection function can be independently enabled on tamper input pin by setting corresponding TPxEN bit. Tamper detection configuration is set before enable TPxEN bit. When the tamper event is detected, the corresponding flag (TPxF) will assert. Tamper event can generate an interrupt if tamper interrupt enable (TPIE) is set. Any tamper event will reset all backup registers (RTC_BKPx).

Timestamp on tamper event

The TPTS bit can control whether the tamper detection function is used as time-stamp function. If the bit is set to 1, the TSF bit will be set when the tamper event detected as if “enable” the time-stamp function. Whatever the TPTS bit is, the TPxF will assert when tamper event detected.

Edge detection mode on tamper input detection

When FLT bit is set to 0x0, the tamper detection is set to edge detection mode and TPxEG bit determines the rising edge or falling edge is the detecting edge. When tamper detection is under edge detection mode, the internal pull-up resistors on the tamper detection input pin are deactivated.

Because of detecting the tamper event will reset the backup registers (RTC_BKPx), writing to the backup register should ensure that the tamper event reset and the writing operation will not occur at the same time, a recommend way to avoid this situation is disable the tamper detection before writing to the backup register and re-enable tamper detection after finish writing.

Note: Tamper detection is still running when V_{DD} power is switched off if tamper is enabled.

Level detection mode with configurable filtering on tamper input detection

When FLT bit is not reset to 0x0, the tamper detection is set to level detection mode and FLT bit determines the consecutive number of samples (2, 4 or 8) needed for valid level. When DISPU is set to 0x0(this is default), the internal pull-up resistance will pre-charge the tamper input pin before each sampling and thus larger capacitance is allowed to connect to the tamper input pin. The pre-charge duration is configured through PRCH bit. Higher capacitance needs long pre-charge time.

The time interval between each sampling is also configurable. Through adjusting the sampling frequency (FREQ), software can balance between the power consuming and tamper detection latency.

15.3.13. Calibration clock output

Calibration clock can be output on the RTC_OUT if COEN bit is set to 1.

When the COS bit is set to 0(this is default) and asynchronous prescaler is set to 0x7F(FACTOR_A), the frequency of RTC_CALIB is $f_{rtcclk}/64$. When the RTCCLK is 32.768KHz, RTC_CALIB output is corresponding to 512Hz.It’s recommend to using rising edge of RTC_CALIB output because there may be a light jitter on falling edge.

When the COS bit is set to 1, the RTC_CALIB frequency is:

$$f_{rtc\_calib} = \frac{f_{rtcclk}}{(FACTOR\_A+1)\times(FACTOR\_S+1)} \quad (15\text{-}5)$$

When the RTCCLK is 32.768 KHz, RTC_CALIB output is corresponding to 1Hz if prescaler are default values.

15.3.14. Alarm output

When OS control bits are not reset, RTC_ALARM alternate function output is enabled. This function will directly output the content of alarm flag in RTC_STAT.

The OPOL bit in RTC_CTL can configure the polarity of the alarm output which means that the RTC_ALARM output is the opposite of the corresponding flag bit or not.

15.3.15. RTC power saving mode management

Table 15-1. RTC power saving mode management

Mode	Active in Mode	Exit Mode
Sleep	Yes	RTC Interrupts
Deep-Sleep	Yes: if clock source is LXTAL or IRC40K	RTC Alarm/ Tamper Event/ Timestamp Event
Standby	Yes: if clock source is LXTAL or IRC40K	RTC Alarm/ Tamper Event/ Timestamp Event

15.3.16. RTC interrupts

All RTC interrupts are connected to the EXTI controller.

Below steps should be followed if you want to use the RTC alarm/tamper/timestamp:

1) Configure and enable the corresponding interrupt line to RTC alarm/tamper/timestamp event of EXTI and set the rising edge for triggering
2) Configure and enable the RTC alarm/tamper/timestamp global interrupt
3) Configure and enable the RTC alarm/tamper/timestamp function

Table 15-2. RTC interrupts control

Interrupt	Event flag	Control Bit	Exit Sleep	Exit Deep-sleep	Exit Standby
Alarm 0	ALRM0F	ALRM0IE	Y	Y(*)	Y(*)
Timestamp	TSF	TSIE	Y	Y(*)	Y(*)
Tamper 0	TP0F	TPIE	Y	Y(*)	Y(*)
Tamper 1	TP1F	TPIE	Y	Y(*)	Y(*)

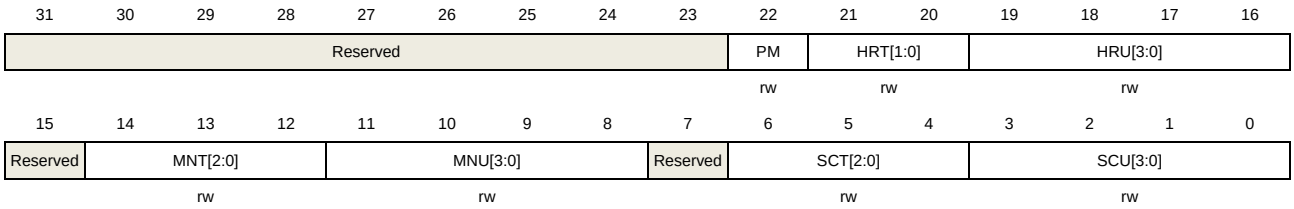
* Only active when RTC clock source is LXTAL or IRC40K.

15.4. Register definition

15.4.1. Time register (RTC_TIME)

Address offset: 0x00
System reset value: 0x0000 0000 when BPSHAD = 0.
Not affected when BPSHAD = 1.
This register is write protected and can only be written in initialization state

This register has to be accessed by word(32-bit)

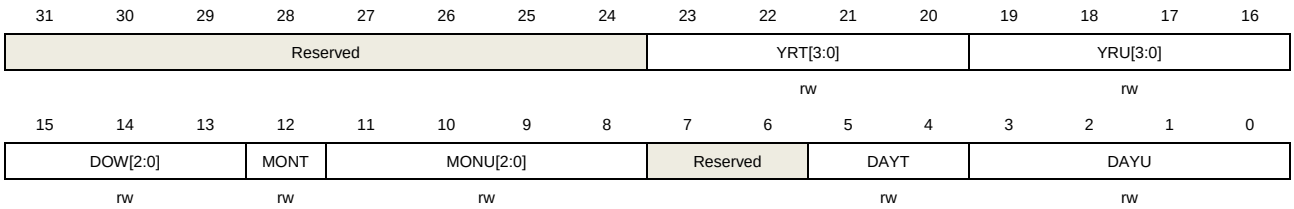


Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22	PM	AM/PM mark 0: AM or 24-hour format 1: PM
21:20	HRT[1:0]	Hour tens in BCD code
19:16	HRU[3:0]	Hour units in BCD code
15:	Reserved	Must be kept at reset value
14:12	MNT[2:0]	Minute tens in BCD code
11:8	MNU[3:0]	Minute units in BCD code
7	Reserved	Must be kept at reset value
6:4	SCT[2:0]	Second tens in BCD code
3:0	SCU[3:0]	Second units in BCD code

15.4.2. Date register (RTC_DATE)

Address offset: 0x04
System reset value: 0x0000 2101 when BPSHAD = 0.
Not affected when BPSHAD = 1.
This register is write protected and can only be written in initialization state

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions

31:24	Reserved	Must be kept at reset value
23:20	YRT[3:0]	Year tens in BCD code
19:16	YRU[3:0]	Year units in BCD code
15:13	DOW[2:0]	Days of the week 0x0: Reserved 0x1: Monday … 0x7: Sunday
12	MONT	Month tens in BCD code
11:8	MONU[2:0]	Month units in BCD code
7:6	Reserved	Must be kept at reset value
5:4	DAYT[1:0]	Day tens in BCD code
3:0	DAYU[3:0]	Day units in BCD code

15.4.3. Control register (RTC_CTL)

Address offset: 0x08
System reset: not affected
Backup domain reset value: 0x0000 0000
This register is writing protected

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								COEN	OS[1:0]		OPOL	COS	DSM	S1H	A1H
								rw	rw		rw	rw	rw	w	w

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSIE	Reserved		ALRM0IE	TSEN	Reserved		ALRM0EN	Reserved	CS	BPSHAD	REFEN	TSEG	Reserved		
rw			rw	rw			rw		rw	rw	rw	rw			

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23	COEN	Calibration output enable 0: Disable calibration output 1: Enable calibration output
22:21	OS[1:0]	Output selection This bit is used for selecting flag source to output 0x0: Disable output RTC_ALARM 0x1: Enable alarm0 flag output 0x2: Reserved 0x3: Reserved
20	OPOL	Output polarity This bit is used to invert output RTC_ALARM 0: Disable invert output RTC_ALARM 1: Enable invert output RTC_ALARM
19	COS	Calibration output selection Valid only when COEN=1 and prescalers are at default values 0: Calibration output is 512 Hz 1: Calibration output is 1Hz
18	DSM	Daylight saving mark This bit is flexible used by software. Often can be used to recording the daylight saving

		hour adjustment.
17	S1H	Subtract 1 hour(winter time change) One hour will be subtracted from current time if it is not 0 0: No effect 1: 1 hour will be subtracted at next second change time.
16	A1H	Add 1 hour(summer time change) One hour will be added from current time 0: No effect 1: 1 hour will be added at next second change time
15	TSIE	Time-stamp interrupt enable 0: Disable time-stamp interrupt 1: Enable time-stamp interrupt
14:13	Reserved	Must be kept at reset value
12	ALRM0IE	RTC alarm-0 interrupt enable 0: Disable alarm interrupt 1: Enable alarm interrupt
11	TSEN	Time-stamp function enable 0: Disable time-stamp function 1: Enable time-stamp function
10:9	Reserved	Must be kept at reset value
8	ALRM0EN	Alarm-0 function enable 0: Disable alarm function 1: Enable alarm function
7	Reserved	Must be kept at reset value
6	CS	Clock System 0: 24-hour format 1: 12-hour format **Note:** Can only be written in initialization state
5	BPSHAD	Shadow registers bypass control 0: Reading calendar from shadow registers 1: Reading calendar from current real-time calendar **Note:** If frequency of APB1 clock is less than seven times the frequency of RTCCLK, this bit must set to 1.
4	REFEN	Reference clock detection function enable 0: Disable reference clock detection function 1: Enable reference clock detection function **Note:** Can only be written in initialization state and FACTOR_S must be 0x00FF
3	TSEG	Valid event edge of time-stamp 0: rising edge is valid event edge for time-stamp event 1: falling edge is valid event edge for time-stamp event
2:0	Reserved	Must be kept at reset value

15.4.4. Status register (RTC_STAT)

Address offset: 0x0C
System reset: Only INITM, INITF and RSYNF bits are set to 0. Others are not affected
Backup domain reset value: 0x0000 0007
This register is writing protected except RTC_STAT[14:8].

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															SCPF

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	TP1F	TP0F	TSOVRF	TSF	Reserved		ALRM0F	INITM	INITF	RSYNF	YCM	SOPF	Reserved		ALRM0WF
	rc_w0	rc_w0	rc_w0	rc_w0			rc_w0	rw	r	rc_w0	r	r			r

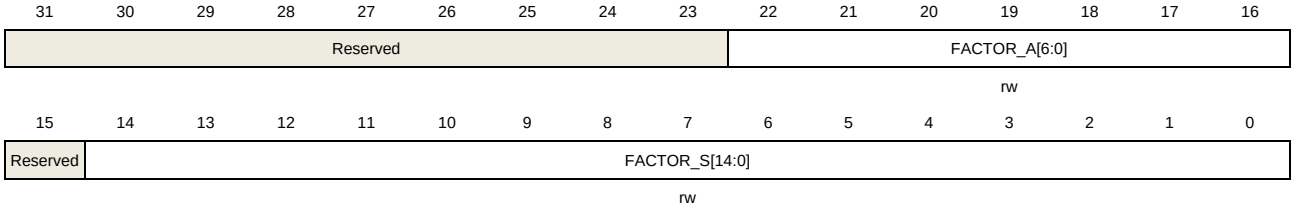
Bits	Fields	Descriptions
31:17	Reserved	Must be kept at reset value
16	SCPF	Smooth calibration pending flag Set to 1 by hardware when software writes to RTC_HRFC without entering initialization mode and set to 0 by hardware when smooth calibration configuration is taken into account.
15	Reserved	Must be kept at reset value
14	TP1F	RTC_TAMP1 detected flag Set to 1 by hardware when tamper detection is found on tamper1 input pin. Software can clear this bit by writing 0 into this bit.
13	TP0F	RTC_TAMP0 detected flag Set to 1 by hardware when tamper detection is found on tamper0 input pin. Software can clear this bit by writing 0 into this bit.
12	TSOVRF	Time-stamp overflow flag This bit is set by hardware when a time-stamp event is detected if TSF bit is set before. Cleared by software writing 0.
11	TSF	Time-stamp flag Set by hardware when time-stamp event is detected. Cleared by software writing 0.
10:9	Reserved	Must be kept at reset value
8	ALRM0F	Alarm-0 occurs flag Set to 1 by hardware when current time/date matches the time/date of alarm 0 setting value. Cleared by software writing 0.
7	INITM	Enter initialization mode 0: Free running mode 1: Enter initialization mode for setting calendar time/date and prescaler. Counter will stop under this mode.
6	INITF	Initialization state flag Set to 1 by hardware, calendar registers and prescaler can be programmed in this state. 0:Calendar registers and prescaler register cannot be changed 1:Calendar registers and prescaler register can be changed
5	RSYNF	Register synchronization flag Set to 1 by hardware every 2 RTCCLK which will copy current calendar time/date into shadow register. Initialization mode(INITM), shift operation pending flag(SOPF) or bypass mode(BPSHAD) will clear this bit. This bit is also can be cleared by software writing 0. 0:Shadow register are not yet synchronized 1:Shadow register are synchronized
4	YCM	Year configuration mark Set by hardware if the year field of calendar date register is not the default value 0. 0:Calendar has not been initialized 1:Calendar has been initialized
3	SOPF	Shift function operation pending flag 0:No shift operation is pending 1:Shift function operation is pending
2:1	Reserved	Must be kept at reset value

0	ALRM0WF	Alarm 0 configuration can be write flag Set by hardware if alarm register can be written after ALRM0EN bit has reset. 0:Alarm registers programming is not allowed 1:Alarm registers programming is allowed

15.4.5. Prescaler register (RTC_PSC)

Address offset: 0x10
System reset: not effected
Backup domain reset value: 0x007F 00FF
This register is write protected and can only be written in initialization state

This register has to be accessed by word(32-bit)

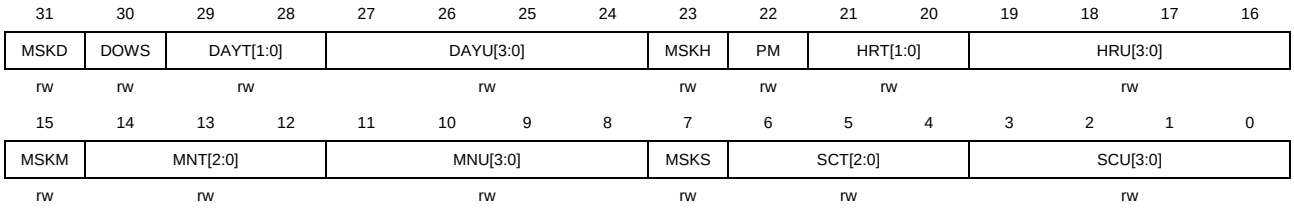


Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22:16	FACTOR_A[6:0]	Asynchronous prescaler factor ck_apre frequency = RTCCLK frequency/(FACTOR_A+1)
15	Reserved	Must be kept at reset value
14:0	FACTOR_S[14:0]	Synchronous prescaler factor ck_spre frequency = ck_apre frequency/(FACTOR_S+1)

15.4.6. Alarm 0 time and date register (RTC_ALRM0TD)

Address offset: 0x1C
System reset: not effect
Backup domain reset value: 0x0000 0000
This register is write protected and can only be written in initialization state

This register has to be accessed by word(32-bit)



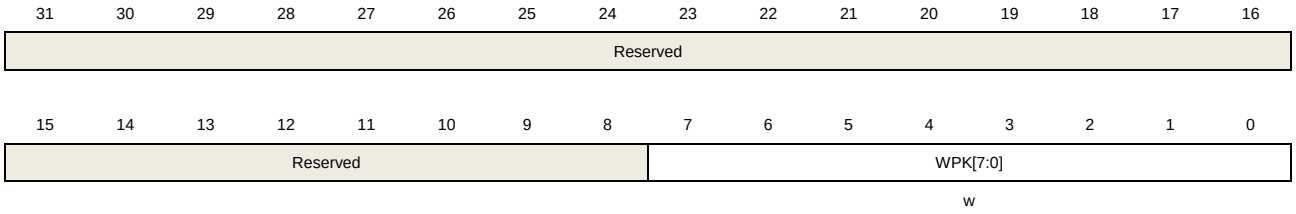
Bits	Fields	Descriptions
31	MSKD	Alarm date mask bit 0:Not mask date/day field 1:Mask date/day field
30	DOWS	Day of the week selected 0:DAYU[3:0] indicates the date units 1: DAYU[3:0] indicates the week day and DAYT[1:0] has no means.

29:28	DAYT[1:0]	Date tens in BCD code
27:24	DAYU[3:0]	Date units or week day in BCD code
23	MSKH	Alarm hour mask bit 0:Not mask hour field 1:Mask hour field
22	PM	AM/PM flag 0:AM or 24-hour format 1:PM
21:20	HRT[1:0]	Hour tens in BCD code
19:16	HRU[3:0]	Hour units in BCD code
15	MSKM	Alarm minutes mask bit 0:Not mask minutes field 1:Mask minutes field
14:12	MNT[2:0]	Minutes tens in BCD code
11:8	MNU[3:0]	Minutes units in BCD code
7	MSKS	Alarm second mask bit 0:Not mask second field 1:Mask second field
6:4	SCT[2:0]	Second tens in BCD code
3:0	SCU[3:0]	Second units in BCD code

15.4.7. Write protection key register (RTC_WPK)

Address offset: 0x24
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)

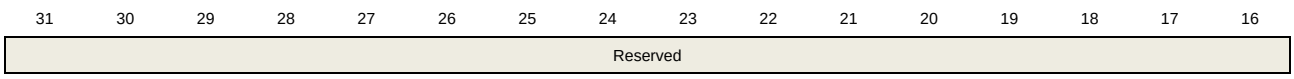


Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	WPK[7:0]	Key for write protection

15.4.8. Sub second register (RTC_SS)

Address offset: 0x28
System reset value: 0x0000 0000 when BPSHAD = 0.
Not affected when BPSHAD = 1.

This register has to be accessed by word (32-bit)



15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SSC[15:0]															
r															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	SSC[15:0]	Sub second value This value is the counter value of synchronous prescaler. Second fraction value is calculated by the below formula: Second fraction = (FACTOR_S - SSC) / (FACTOR_S + 1)

15.4.9. Shift function control register (RTC_SHIFTCTL)

Address offset: 0x2C
System reset: not effect
Backup Reset value: 0x0000 0000
This register is writing protected and can only be wrote when SOPF=0

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
A1S	Reserved														
w															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	SFS[14:0]														
	w														

Bits	Fields	Descriptions
31	A1S	One second add 0:Not add 1 second 1:Add 1 second to the clock/calendar. This bit is jointly used with SFS field to add a fraction of a second to the clock.
30:15	Reserved	Must be kept at reset value
14:0	SFS[14:0]	Subtract a fraction of a second The value of this bit will add to the counter of synchronous prescaler. When only using SFS, the clock will delay because the synchronous prescaler is a down counter: Delay (seconds) = SFS / (FACTOR_S + 1) When jointly using A1S and SFS, the clock will advance: Advance (seconds) = (1 - (SFS / (FACTOR_S + 1)))

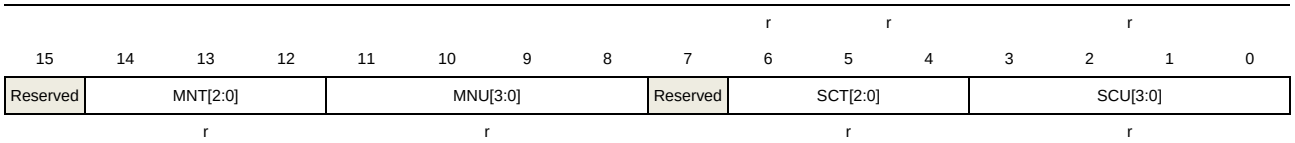
Note: Writing to this register will cause RSYNF bit to be cleared.

15.4.10. Time of time stamp register (RTC_TTS)

Address offset: 0x30
Backup domain reset value: 0x0000 0000
System reset: no effect
This register will record the calendar time when TSF is set to 1.
Reset TSF bit will also clear this register.

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									PM	HRT[1:0]		HRU[3:0]			

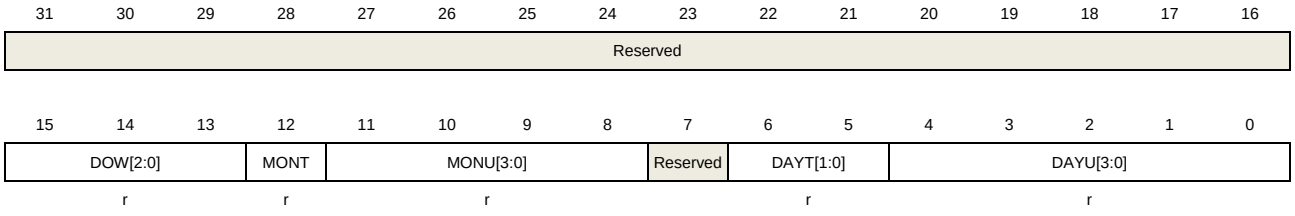


Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22	PM	AM/PM mark 0:AM or 24-hour format 1:PM
21:20	HRT[1:0]	Hour tens in BCD code
19:16	HRU[3:0]	Hour units in BCD code
15	Reserved	Must be kept at reset value
14:12	MNT[2:0]	Minute tens in BCD code
11:8	MNU[3:0]	Minute units in BCD code
7	Reserved	Must be kept at reset value
6:4	SCT[2:0]	Second tens in BCD code
3:0	SCU[3:0]	Second units in BCD code

15.4.11. Date of time stamp register (RTC_DTS)

Address offset: 0x34
Backup domain reset value: 0x0000 0000
System reset: no effect
This register will record the calendar date when TSF is set to 1.
Reset TSF bit will also clear this register.

This register has to be accessed by word(32-bit)



Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:13	DOW[2:0]	Days of the week
12	MONT	Month tens in BCD code
11:8	MONU[3:0]	Month units in BCD code
7:6	Reserved	Must be kept at reset value
5:4	DAYT[1:0]	Day tens in BCD code
3:0	DAYU[3:0]	Day units in BCD code

15.4.12. Sub second of time stamp register (RTC_SSTS)

Address offset: 0x38
Backup domain reset: 0x0000 0000
System reset: no effect
This register will record the calendar date when TSF is set to 1.
Reset TSF bit will also clear this register.

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SSC[15:0]															
r															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	SSC[15:0]	Sub second value This value is the counter value of synchronous prescaler when TSF is set to 1.

15.4.13. High resolution frequency compensation register (RTC_HRFC)

Address offset: 0x3C
Backup domain reset: 0x0000 0000
System Reset: no effect
This register is write protected.

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FREQI	CWND8	CWND16	Reserved								CMSK[8:0]				
rw	rw	rw									rw				

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15	FREQI	Increase RTC frequency by 488.5PPM 0: No effect 1: One RTCCLK pulse is inserted every 2^{11} pulses. This bit should be used in conjunction with CMSK bit. If the input clock frequency is 32.768KHz, the number of RTCCLK pulses added during 32s calibration window is (512 * FREQI) - CMSK
14	CWND8	Frequency compensation window 8 second selected 0:No effect 1:Calibration window is 8 second **Note:** When CWND8=1, CMSK[1:0] are stuck at “00”.
13	CWND16	Frequency compensation window 16 second selected 0:No effect 1:Calibration window is 16 second **Note:** When CWND16=1, CMSK[0] are stuck at “0”.

12:9	Reserved	Must be kept at reset value
8:0	CMSK[8:0]	Calibration mask number The number of mask pulse out of 2^{20} RTCCLK pulse. This feature will decrease the frequency of calendar with a resolution of 0.9537 PPM.

15.4.14. Tamper register (RTC_TAMP)

Address offset: 0x40
Backup domain reset: 0x0000 0000
System reset: no effect

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								PC15MDE	PC15VAL	PC14MDE	PC14VAL	PC13MDE	PC13VAL	Reserved	
								rw	rw	rw	rw	rw	rw		

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DISPU	PRCH[1:0]		FLT[1:0]		FREQ[2:0]			TPTS	Reserved		TP1EG	TP1EN	TPIE	TP0EG	TP0EN
rw	rw		rw		rw			rw			rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23	PC15MDE	PC15 Mode 0:No effect 1:Force PC15 to push-pull output if LXTAL is disable
22	PC15VAL	PC15 Value Only valid when LXTAL is disabled and PC15MDE=1,PC15 output this bit data.
21	PC14MDE	PC14 Mode 0:No effect 1:Force PC14 to push-pull output if LXTAL is disable
20	PC14VAL	PC14 Value Only valid when LXTAL is disabled and PC14MDE=1,PC14 output this bit data.
19	PC13MDE	PC13 Mode 0:No effect 1:Force PC13 to push-pull output if all RTC alternate functions are disabled.
18	PC13VAL	PC13 value or alarm output type value When PC13 is used to output alarm: 0:PC13 is in open-drain output type 1:PC13 is in push-pull output type When all RTC alternate functions are disabled and PC13MDE=1: 0:PC13 output 0 1:PC13 output 1
17:16	Reserved	Must be kept at reset value
15	DISPU	RTC_TAMPx pull up disable bit 0:Enable inner pull-up before sampling for pre-charge RTC_TAMPx pin 1:Disable pre-charge duration
14:13	PRCH[1:0]	Pre-charge duration time of RTC_TAMPx This setting determines the pre-charge time before each sampling. 0x0:1 RTC clock 0x1:2 RTC clock 0x2:4 RTC clock

		0x3:8 RTC clock
12:11	FLT[1:0]	RTC_TAMPx filter count setting This bit determines the tamper sampling type and the number of consecutive sample. 0x0: Detecting tamper event using edge mode. Pre-charge duration is disabled automatically 0x1: Detecting tamper event using level mode.2 consecutive valid level samples will make an effective tamper event 0x2:Detecting tamper event using level mode.4 consecutive valid level samples will make an effective tamper event 0x3:Detecting tamper event using level mode.8 consecutive valid level samples will make an effective tamper event
10:8	FREQ[2:0]	Sampling frequency of tamper event detection 0x0: Sample once every 32768 RTCCLK(1Hz if RTCCLK=32.768KHz) 0x1: Sample once every 16384 RTCCLK(2Hz if RTCCLK=32.768KHz) 0x2: Sample once every 8192 RTCCLK(4Hz if RTCCLK=32.768KHz) 0x3: Sample once every 4096 RTCCLK(8Hz if RTCCLK=32.768KHz) 0x4: Sample once every 2048 RTCCLK(16Hz if RTCCLK=32.768KHz) 0x5: Sample once every 1024 RTCCLK(32Hz if RTCCLK=32.768KHz) 0x6: Sample once every 512 RTCCLK(64Hz if RTCCLK=32.768KHz) 0x7: Sample once every 256 RTCCLK(128Hz if RTCCLK=32.768KHz)
7	TPTS	Make tamper function used for timestamp function 0:No effect 1:TSF is set when tamper event detected even TSEN=0
6:5	Reserved	Must be kept at reset value
4	TP1EG	Tamper 1 event trigger edge If tamper detection is in edge mode(FLT =0): 0: Rising edge triggers a tamper detection event 1: Falling edge triggers a tamper detection event If tamper detection is in level mode(FLT !=0): 0: Low level triggers a tamper detection event 1: High level triggers a tamper detection event
3	TP1EN	Tamper 1 detection enable 0:Disable tamper 1 detection function 1:Enable tamper 1 detection function
2	TPIE	Tamper detection interrupt enable 0:Disable tamper interrupt 1:Enable tamper interrupt
1	TP0EG	Tamper 0 event trigger edge If tamper detection is in edge mode(FLT =0): 0: Rising edge triggers a tamper detection event 1: Falling edge triggers a tamper detection event If tamper detection is in level mode(FLT !=0): 0: Low level triggers a tamper detection event 1: High level triggers a tamper detection event
0	TP0EN	Tamper 0 detection enable 0:Disable tamper 0 detection function 1:Enable tamper 0 detection function

Note: It's strongly recommended that reset the TPxEN before change the tamper configuration.

15.4.15. Alarm 0 sub second register (RTC_ALRM0SS)

Address offset: 0x44
Backup domain reset: 0x0000 0000
System reset: no effect
This register is write protected and can only be wrote when ALRM0EN=0 or INITM=1

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				MSKSSC[3:0]				Reserved							
				rw											

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	SSC[14:0]														
	rw														

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27:24	MSKSSC[3:0]	Mask control bit of SSC 0x0: Mask alarm sub second setting. The alarm asserts at every second time point if all the rest alarm fields are matched. 0x1: SSC[0] is to be compared and all others are ignored 0x2: SSC[1:0] is to be compared and all others are ignored 0x3: SSC[2:0] is to be compared and all others are ignored 0x4: SSC[3:0] is to be compared and all others are ignored 0x5: SSC[4:0] is to be compared and all others are ignored 0x6: SSC[5:0] is to be compared and all others are ignored 0x7: SSC[6:0] is to be compared and all others are ignored 0x8: SSC[7:0] is to be compared and all others are ignored 0x9: SSC[8:0] is to be compared and all others are ignored 0xA: SSC[9:0] is to be compared and all others are ignored 0xB: SSC[10:0] is to be compared and all others are ignored 0xC: SSC[11:0] is to be compared and all others are ignored 0xD: SSC[12:0] is to be compared and all others are ignored 0xE: SSC[13:0] is to be compared and all others are ignored 0xF: SSC[14:0] is to be compared and all others are ignored **Note:** The bit 15 of synchronous counter (SSC[15] in RTC_SS) is never compared.
23:15	Reserved	Must be kept at reset value
14:0	SSC[14:0]	Alarm sub second value This value is the alarm sub second value which is to be compared with synchronous prescaler counter SSC. Bit number is controlled by MSKSSC bits.

15.4.16. Backup registers (RTC_BKPx) (x=0..4)

Address offset: 0x50~0x60
Backup domain reset: 0x0000 0000
System reset: no effect

This register has to be accessed by word(32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
DATA[31:16]															
rw															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DATA[15:0]															
rw															

Bits	Fields	Descriptions
31:0	DATA[31:0]	Data These registers can be wrote or read by software. The content remains valid even in power saving mode because they can powered-on by V_{BAT}. Tamper detection flag TPxF assertion will reset these registers. Also when the FMC readout protection disables will reset these registers.

16. Timer (TIMERx)

Table 16-1. Timers (TIMERx) are devided into six sorts

TIMER	TIMER0	TIMER1/2	TIMER13	TIMER14	TIMER15/16	TIMER5
TYPE	Advanced	General-L0	General-L2	General-L3	General-L4	Basic
Prescaler	16-bit	16-bit	16-bit	16-bit	16-bit	16-bit
Counter	16-bit	32-bit(TIMER1) 16-bit(TIMER2)	16-bit	16-bit	16-bit	16-bit
Count mode	UP,DOWN, Center-aligned	UP,DOWN, Center-aligned	UP ONLY	UP ONLY	UP ONLY	UP ONLY
Repetition	●	×	×	●	●	×
CH Capture/ Compare	4	4	1	2	1	0
Complementary & Dead-time	●	×	×	●	●	×
Break	●	×	×	●	●	×
Single Pulse	●	●	×	●	●	●
Quadrature Decoder	●	●	×	×	×	×
Slave Controller	●	●	×	●	×	×
Inter connection	●(1)	●(2)	×	●(3)	×	TRGO TO DAC
DMA	●	●	×	●	●	●(4)
Debug Mode	●	●	●	●	●	●

(1) TIMER0 **ITI0:** TIMER14_TRGO **ITI1:** TIMER1_TRGO **ITI2:** TIMER2_TRGO **ITI3:** 0

(2) TIMER1 **ITI0:** TIMER0_TRGO **ITI1:** TIMER14_TRGO **ITI2:** TIMER2_TRGO **ITI3:** 0

TIMER2 **ITI0:** TIMER0_TRGO **ITI1:** TIMER1_TRGO **ITI2:** TIMER14_TRGO **ITI3:** 0

(3) TIMER14 **ITI0:** TIMER1_TRGO **ITI1:** TIMER2_TRGO **ITI2:** 0 **ITI3:** 0

(4) Only update events will generate DMA request. Note that TIMER5 do not have DMA configuration registers.

16.1. Advanced timer (TIMERx,x=0)

16.1.1. Overview

The advanced timer module (TIMER0) is a four-channel timer that supports both input capture and output compare. They can generate PWM signals to control motor or be used for power management applications. The advanced timer has a 16-bit counter that can be used as an unsigned counter.

In addition, the advanced timers can be programmed and be used for counting, their external events can be used to drive other timers.

Timer also includes a dead-time Insertion module which issuitable for motor control applications.

Timers are completely independent with each other, but they may be synchronized to provide a larger timer with their counters incrementing in unison.

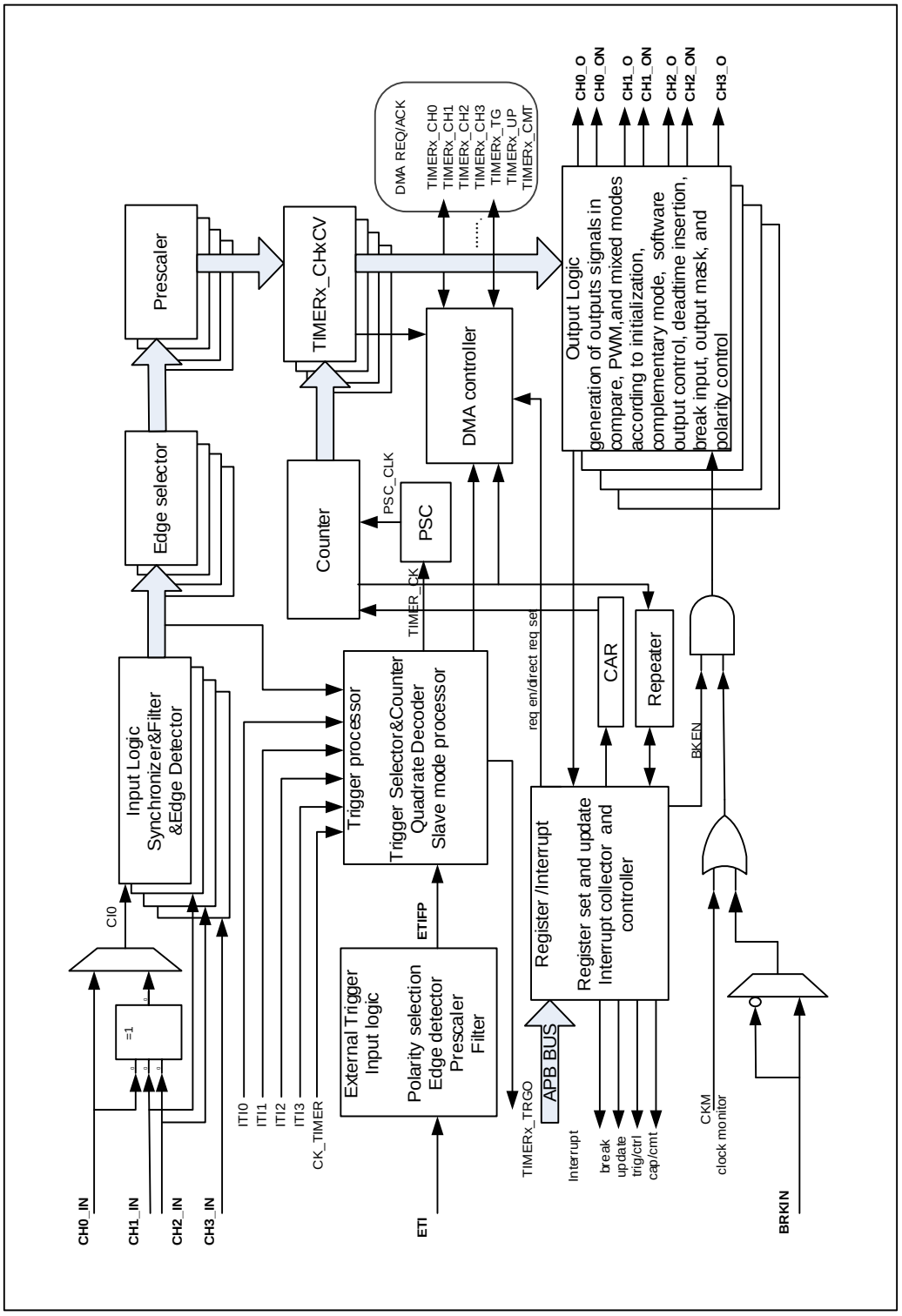
16.1.2. Characteristics

- Total channel num: 4.
- Counter width: 16 bit.
- Source of counter clock is selectable:
  internal clock, internal trigger, external input, external trigger.
- Multiple counter modes: count up, count down, count up/down.
- Quadrature Decoder: used to track motion and determine both rotation direction and position.
- Hall sensor: for 3-phase motor control.
- Programmable prescaler: 16 bit.The factor can be changed on the go.
- Each channel is user-configurable:
  input capture mode, output compare mode, programmable PWM mode, single pulse mode
- Programmable dead time insertion.
- Auto reload function.
- Programmable counter repetition function.
- Break input.
- Interrupt output or DMA request on: update, trigger event, compare/capture event, and break input.
- Daisy chaining of timer modules allows a single timer to initiate multiple timers.
- Timer synchronization allows selected timers to start counting on the same clock cycle.
- Timer Master/Slave mode controller.

16.1.3. Block diagram

Figure 16-1. Advanced timer block diagram provides details of the internal configuration of the advanced timer.

Figure 16-1. Advanced timer block diagram



16.1.4. Function overview

Clock selection

The advanced timer has the capability of being clocked by either the TIMER_CK or an alternate clock source controlled by SMC (TIMERx_SMCFG bit [2:0]).

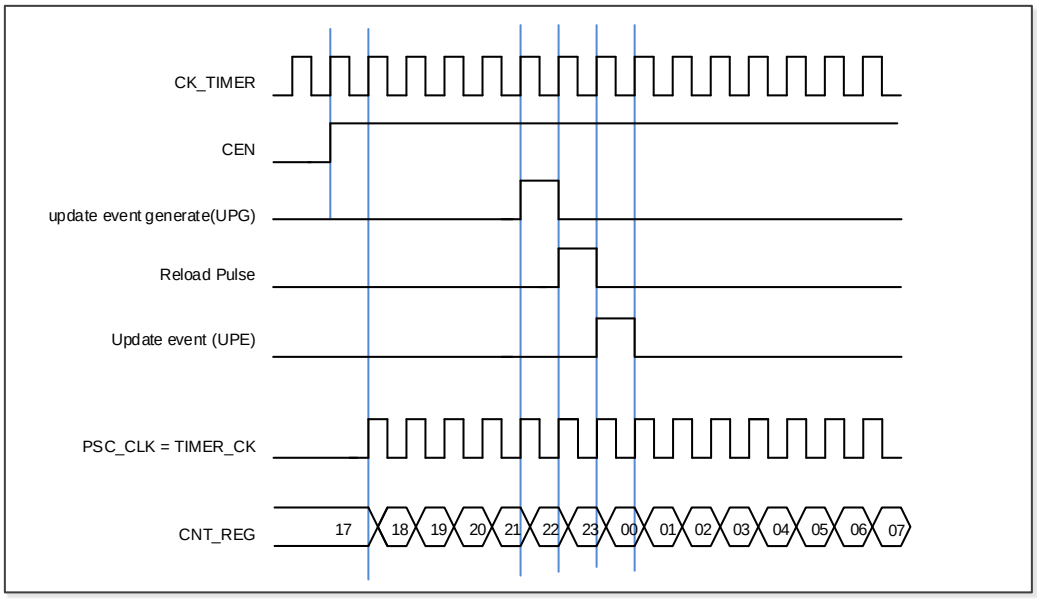
- SMC [2:0] == 3'b000. Internal clock CK_TIMER is selected as timer clock source which is from module RCU.

The default clock source is the CK_TIMER for driving the counter prescaler when the slave mode is disabled (SMC [2:0] == 3'b000). When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

In this mode, the TIMER_CK, which drives counter's prescaler to count, is equal to CK_TIMER which is from RCU.

If the slave mode controller is enabled by setting SMC [2:0] in the TIMERx_SMCFG register to an available value including 0x1, 0x2, 0x3 and 0x7, the prescaler is clocked by other clock sources selected by the TRGS [2:0] in the TIMERx_SMCFG register, details as follows. When the slave mode selection bits SMC [2:0] are set to 0x4, 0x5 or 0x6, the internal clock TIMER_CK is the counter prescaler driving clock source.

Figure 16-2. Normal mode, internal clock divided by 1



- SMC [2:0] == 3'b111 (external clock mode 0). External input pin is selected as timer clock source

The TIMER_CK, which drives counter's prescaler to count, can be triggered by the event of

rising or falling edge on the external pin TIMERx_CH0/TIMERx_CH1. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x4, 0x5 or 0x6.

And, the counter prescaler can also be driven by rising edge on the internal trigger input pin ITI0/1/2/3. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x0, 0x1, 0x2 or 0x3.

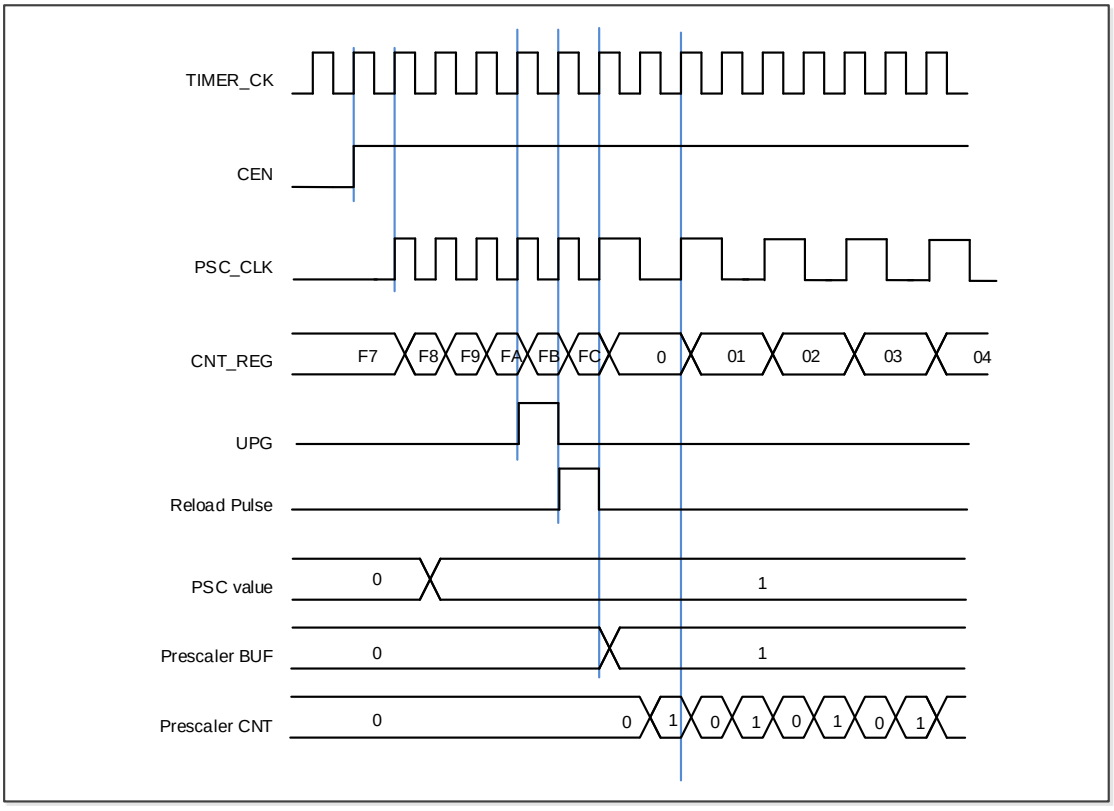
- SMC1== 1'b1 (external clock mode 1). External input is selected as timer clock source (ETI)

The TIMER_CK, which drives counter's prescaler to count, can be triggered by the event of rising or falling edge on the external pin ETI. This mode can be selected by setting the SMC1 bit in the TIMERx_SMCFG register to 1. The other way to select the ETI signal as the clock source is to set the SMC [2:0] to 0x7 and the TRGS [2:0] to 0x7 respectively. Note that the ETI signal is derived from the ETI pin sampled by a digital filter. When the ETI signal is selected as clock source, the trigger controller including the edge detection circuitry will generate a clock pulse on each ETI signal rising edge to clock the counter prescaler.

Prescaler

The prescaler can divide the timer clock (TIMER_CK) to a counter clock (PSC_CLK) by any factor between 1 and 65536. It is controlled by prescaler register (TIMERx_PSC) which can be changed on the go but is taken into account at the next update event.

Figure 16-3. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts from 0. If the repetition counter is set, the update events will be generated after (TIMERx_CREP+1) times of overflow. Otherwise the update event is generated each time when overflows. The counting direction bit DIR in the TIMERx_CTL0 register should be set to 0 for the up counting mode.

Whenever, if the update event software trigger is enabled by setting the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If set the UPDIS bit in TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

Figure 16-4. Up-counter timechart, PSC=0/1 show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-4. Up-counter timechart, PSC=0/1

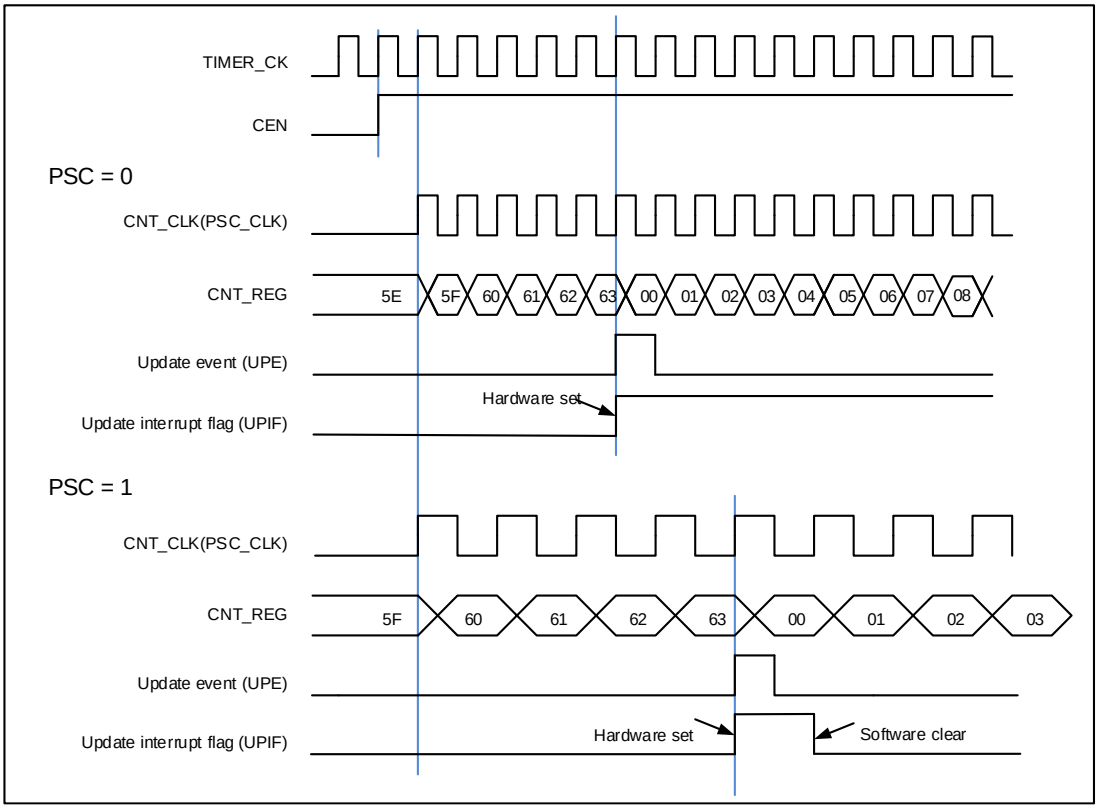
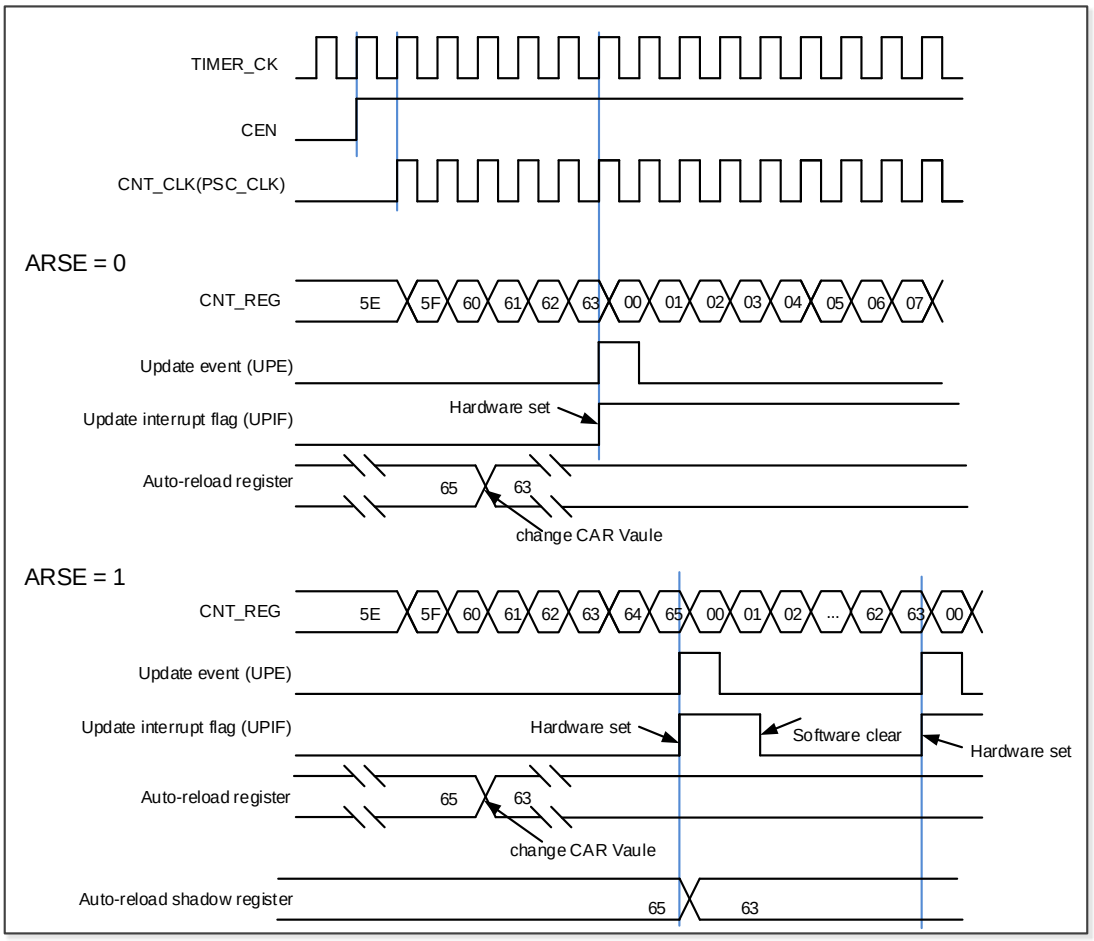


Figure 16-5. Up-counter timechart, change TIMERx_CAR on the go



Down counting mode

In this mode, the counter counts down continuously from the counter-reload value, which is defined in the TIMERx_CAR register, to 0 in a count-down direction. Once the counter reaches to 0, the counter restarts to count again from the counter-reload value. If the repetition counter is set, the update event will be generated after (TIMERx_CREP+1) times of underflow. Otherwise the update event is generated each time when underflows. The counting direction bit DIR in the TIMERx_CTL0 register should be set to 1 for the down-counting mode.

When the update event is set by the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to the counter-reload value and generates an update event.

If set the UPDIS bit in TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

*Figure 16-6. Down-counter timechart, PSC=0/1*show some examples of the counter

behavior in different clock frequencies when TIMERx_CAR=0x63.

Figure 16-6. Down-counter timechart, PSC=0/1

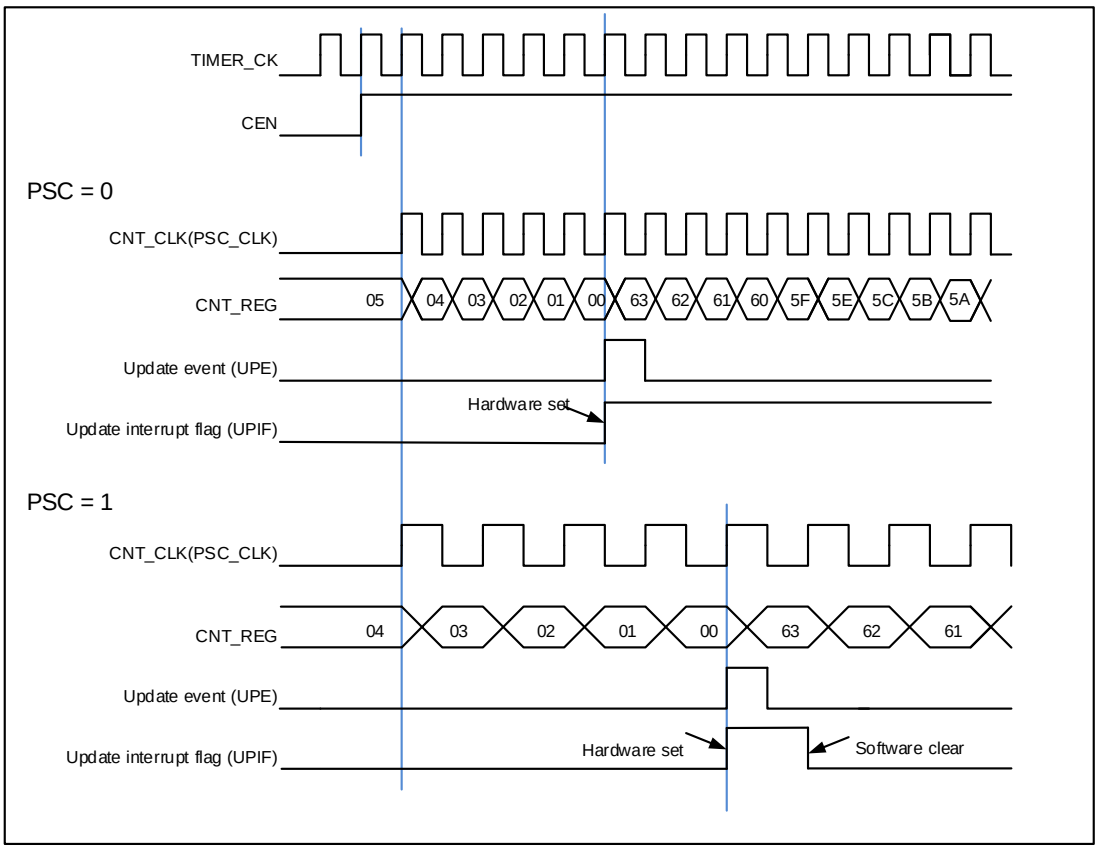
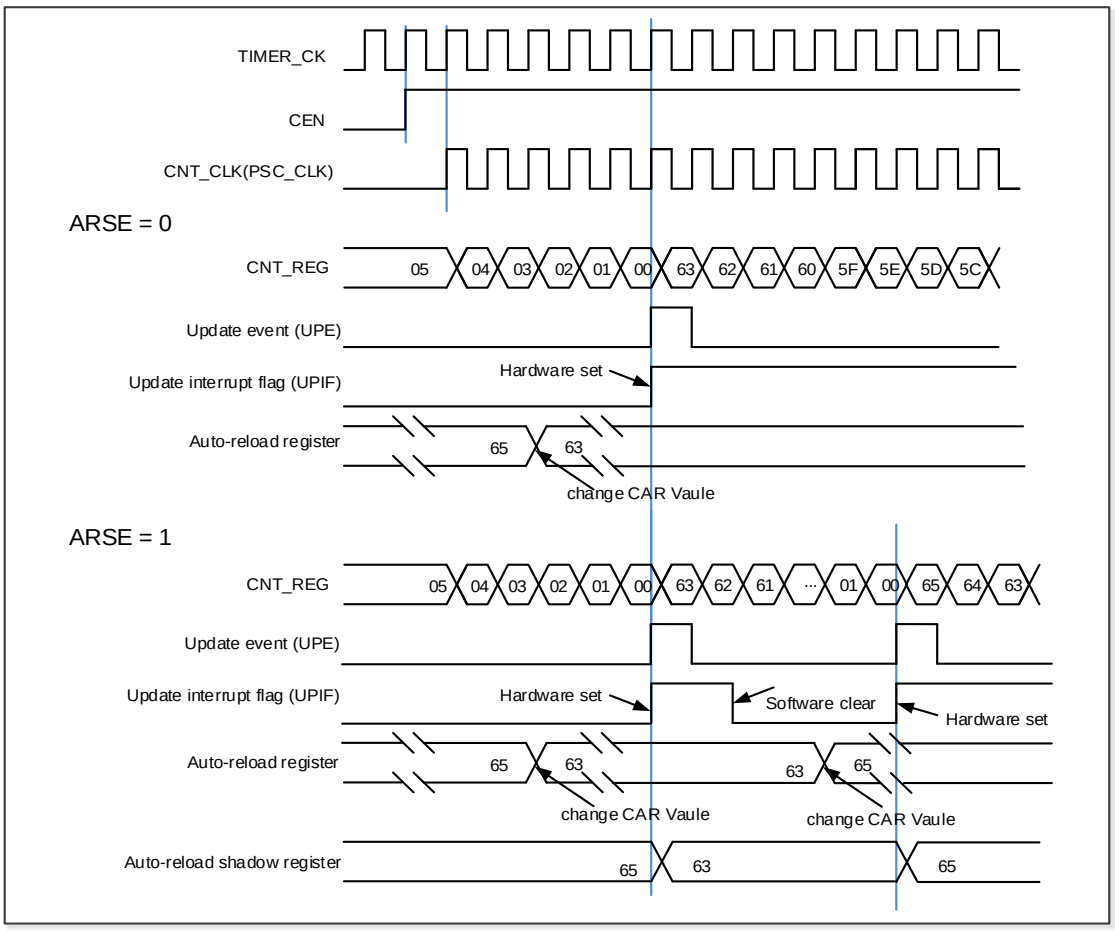


Figure 16-7. Down-counter timechart, change TIMERx_CAR on the go



Center-aligned counting mode

In the center-aligned counting mode, the counter counts up from 0 to the counter-reload value and then counts down to 0 alternatively. The TIMER module generates an overflow event when the counter counts to the counter-reload value subtract 1 in the up-counting direction and generates an underflow event when the counter counts to 1 in the down-counting direction. The counting direction bit DIR in the TIMERx_CTL0 register is read-only and indicates the counting direction when in the center-aligned mode. The counting direction is updated by hardware automatically.

Setting the UPG bit in the TIMERx_SWEVG register will initialize the counter value to 0 and generates an update event irrespective of whether the counter is counting up or down in the center-align counting mode.

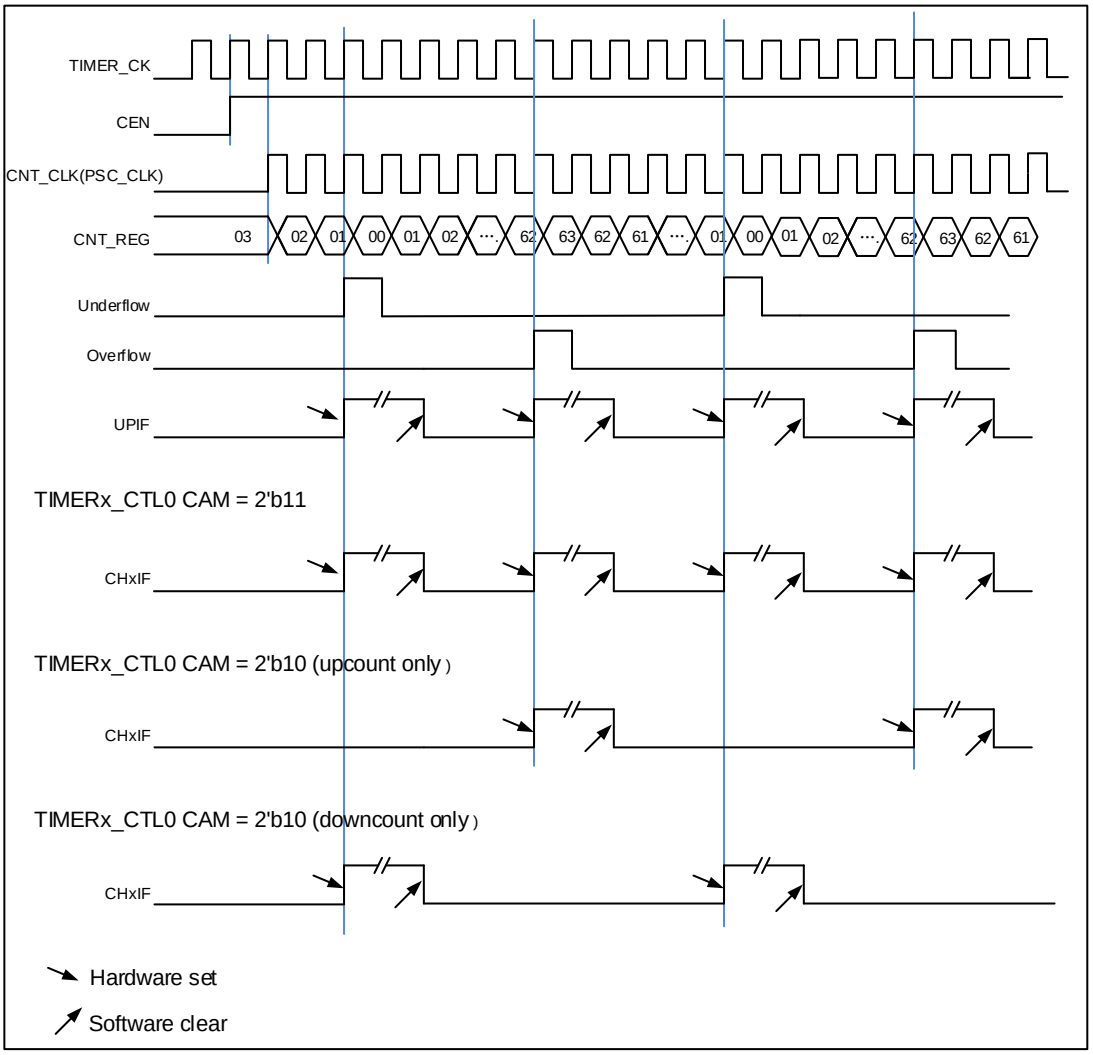
The UPIF bit in the TIMERx_INTF register can be set to 1 either when an underflow event or an overflow event occurs. While the CHxIF bit is associated with the value of CAM in TIMERx_CTL0. The details refer to ***Figure 16-8. Center-aligned counter timechart***

If set the UPDIS bit in the TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto-reload register, prescaler register) are updated.

Figure 16-8. Center-aligned counter timechart show some examples of the counter behavior when TIMERx_CAR=0x63. TIMERx_PSC=0x0

Figure 16-8. Center-aligned counter timechart



Counter repetition

Counter Repetition is used to generator update event or updates the timer registers only after a given number (N+1) of cycles of the counter, where N is CREP in TIMERx_CREP register. The repetition counter is decremented at each counter overflow in up-counting mode, at each counter underflow in down-counting mode or at each counter overflow and at each counter underflow in center-aligned mode.

Setting the UPG bit in the TIMERx_SWEVG register will reload the content of CREP in

TIMERx_CREP register and generator an update event.

For odd values of CREP in center-aligned mode, the update event occurs either on the overflow or on the underflow depending on when the CREP register was written and when the counter was started. The update event generated at overflow when the CREP was written before starting the counter, and generated at underflow when the CREP was written after starting the counter.

Figure 16-9. Repetition timecart for center-aligned counter

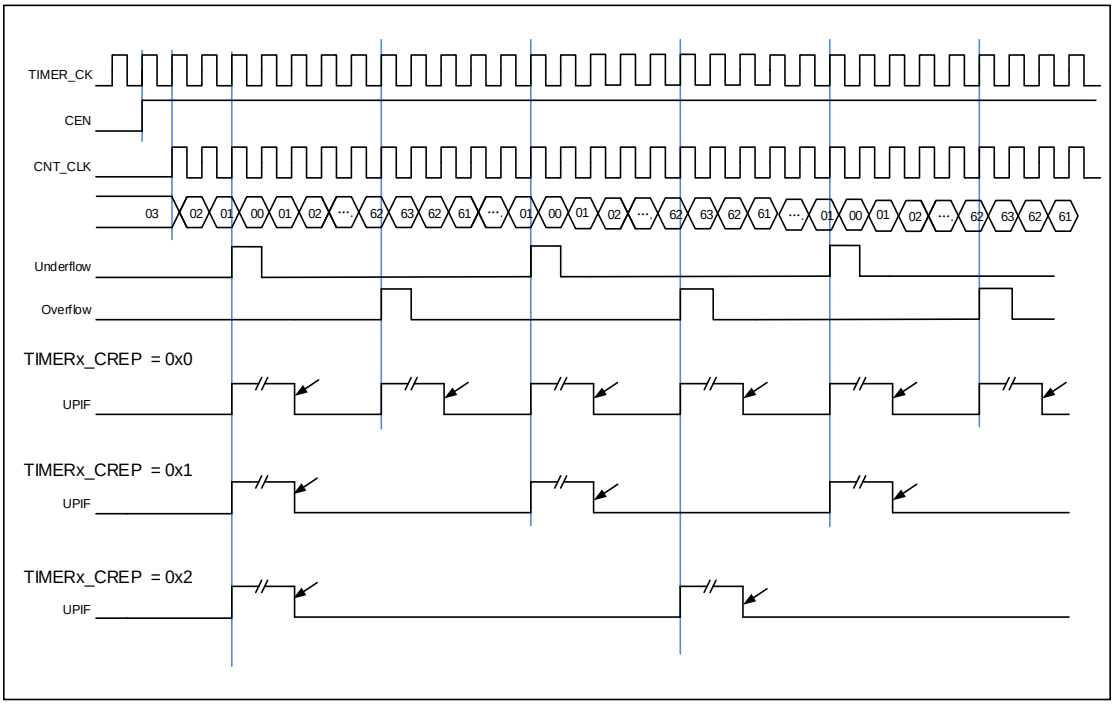


Figure 16-10. Repetition timechart for up-counter

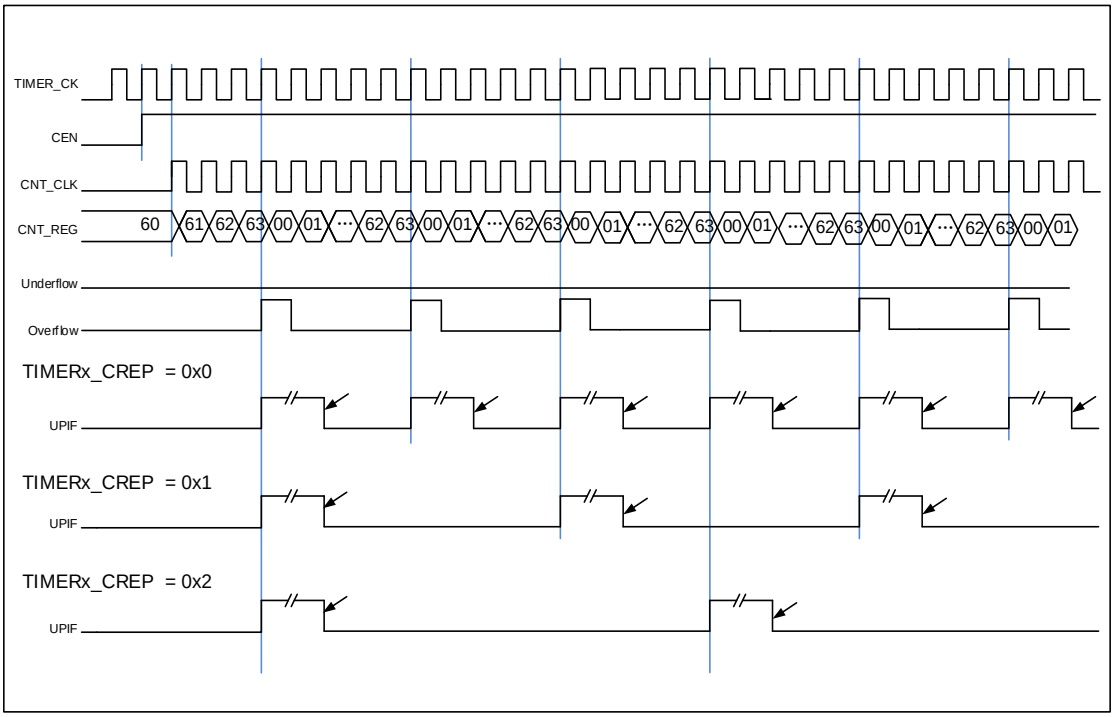
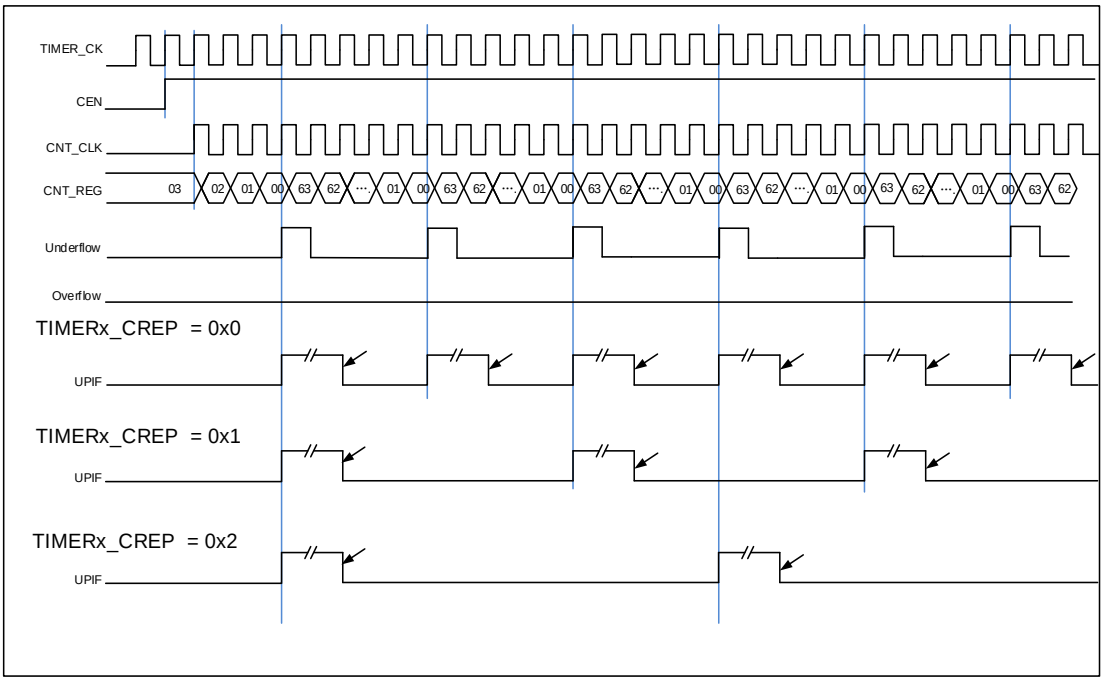


Figure 16-11. Repetition timechart for down-counter



Capture/compare channels

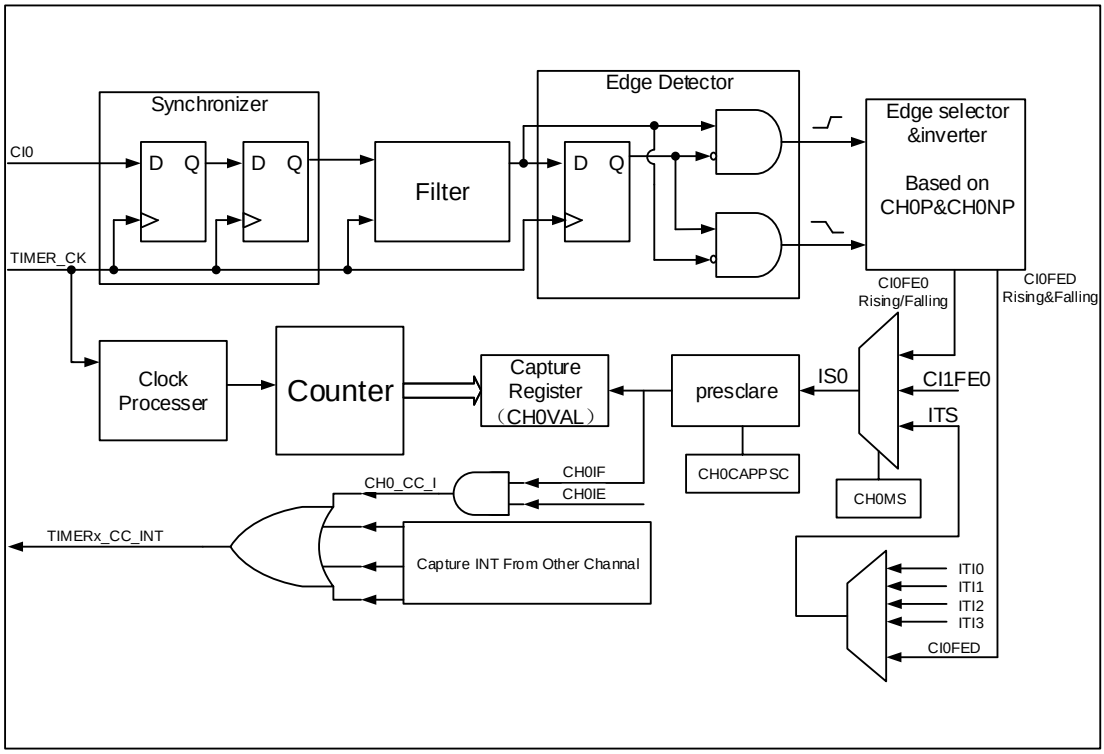
The advanced timer has four independent channels which can be used as capture inputs or

compare match outputs. Each channel is built around a channel capture compare register including an input stage, channel controller and an output stage.

- **Input capture mode**

Capture mode allows the channel to perform measurements such as pulse timing, frequency, period, duty cycle and so on. The input stage consists of a digital filter, a channel polarity selection, edge detection and a channel prescaler. When a selected edge occurs on the channel input, the current value of the counter is captured into the TIMERx_CHxCV register, at the same time the CHxIF bit is set and the channel interrupt is generated if enabled by CHxIE = 1.

Figure 16-12. Input capture logic



One of channels' input signals (CIx) can be chosen from the TIMERx_CHx signal or the Excusive-OR function of the TIMERx_CH0, TIMERx_CH1 and TIMERx_CH2 signals. First, the channel input signal (CIx) is synchronized to TIMER_CK domain, and then sampled by a digital filter to generate a filtered input signal. Then through the edge detector, the rising and falling edge are detected. You can select one of them by CHxP. One more selector is for the other channel and trig, controlled by CHxMS. The IC_prescaler make several the input event generate one effective capture event. On the capture event, CHxVAL will restore the value of Counter.

So the process can be divided to several steps as below:

Step1: Filter configuration. (CHxCAPFLT in TIMERx_CHCTL0)

Based on the input signal and requested signal quality, configure compatible

CHxCAPFLT.

Step2: Edge selection. (CHxP/CHxNP in TIMERx_CHCTL2)
Rising or falling edge, choose one by CHxP/CHxNP.

Step3: Capture source selection. (CHxMS in TIMERx_CHCTL0)
As soon as you select one input capture source by CHxMS, you have set the channel to input mode (CHxMS!=0x0) and TIMERx_CHxCV cannot be written any more.

Step4: Interrupt enable. (CHxIE and CHxDEN in TIMERx_DMAINTEN)
Enable the related interrupt enable; you can got the interrupt and DMA request.

Step5: Capture enables. (CHxEN in TIMERx_CHCTL2)

Result: when you wanted input signal is got, TIMERx_CHxCV will be set by counter's value. And CHxIF is asserted. If the CHxIF is high, the CHxOF will be asserted also. The interrupt and DMA request will be asserted based on the configuration of CHxIE and CHxDEN in TIMERx_DMAINTEN

Direct generation: if you want to generate a DMA request or Interrupt, you can set CHxG by software directly.

The input capture mode can be also used for pulse width measurement from signals on the TIMERx_CHx pins. For example, PWM signal connect to CI0 input. Select channel 0 capture signals to CI0 by setting CH0MS to 2'b01 in the channel control register (TIMERx_CHCTL0) and set capture on rising edge. Select channel 1 capture signal to CI0 by setting CH1MS to 2'b10 in the channel control register (TIMERx_CHCTL0) and set capture on falling edge. The counter set to restart mode and restart on channel 0 rising edge. Then the TIMERX_CH0CV can measure the PWM period and the TIMERx_CH1CV can measure the PWM duty.

- **Output compare mode**

In output compare mode, the TIMERx can generate timed pulses with programmable position, polarity, duration and frequency. When the counter matches the value in the CHxVAL register of an output compare channel, the channel (n) output can be set, cleared, or toggled based on CHxCOMCTL. When the counter reaches the value in the CHxVAL register, the CHxIF bit is set and the channel (n) interrupt is generated if CHxIE = 1. And the DMA request will be assert, if CHxDEN=1.

So the process can be divided to several steps as below:
Step1: Clock Configuration. Such as clock source, clock prescaler and so on.

Step2: Compare mode configuration.
* Set the shadow enable mode by CHxCOMSEN
* Set the output mode (Set/Clear/Toggle) by CHxCOMCTL.
* Select the active high polarity by CHxP/CHxNP
* Enable the output by CHxEN

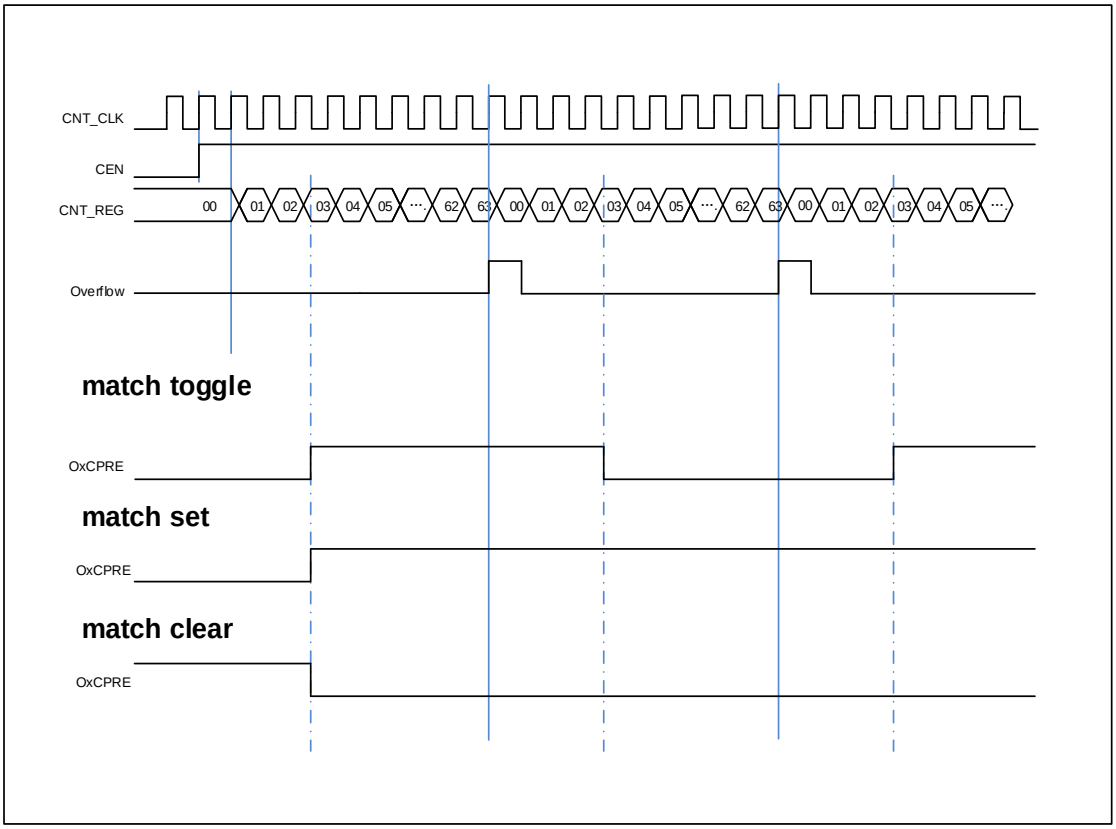
Step3: Interrupt/DMA-request enables configuration by CHxIE/ CHxDEN

Step4: Compare output timing configuration by TIMERx_CAR and TIMERx_CHxCV
About the CHxVAL; you can change it on the go to meet the waveform you expected.

Step5: Start the counter by CEN.

The timechart below show the three compare modes toggle/set/clear. CAR=0x63, CHxVAL=0x3

Figure 16-13. Output-compare under three modes



PWM mode

In the output PWM mode (by setting the CHxCOMCTL bits to 3'b110 (PWM mode0) or to 3'b 111(PWM mode1), the channel can generate PWM waveform according to the TIMERx_CAR registers and TIMERx_CHxCV registers.

Based on the counter mode, we can also divide PWM into EAPWM (Edge aligned PWM) and CAPWM (Centre aligned PWM).

The EAPWM period is determined by TIMERx_CAR and duty cycle is determined by TIMERx_CHxCV.***Figure 16-14. EAPWM timechart*** shows the EAPWM output and interrupts waveform.

The CAPWM period is determined by 2*TIMERx_CAR, and duty cycle is by 2*TIMERx_CHxCV. ***Figure 16-15. CAPWM timechart*** shows the CAPWM output and

interrupts waveform.

If TIMERx_CHxCV is greater than TIMERx_CAR, the output will be always active under PWM mode0 (CHxCOMCTL==3'b110).

And if TIMERx_CHxCV is equal to zero, the output will be always inactive under PWM mode0 (CHxCOMCTL==3'b110).

Figure 16-14. EAPWM timechart

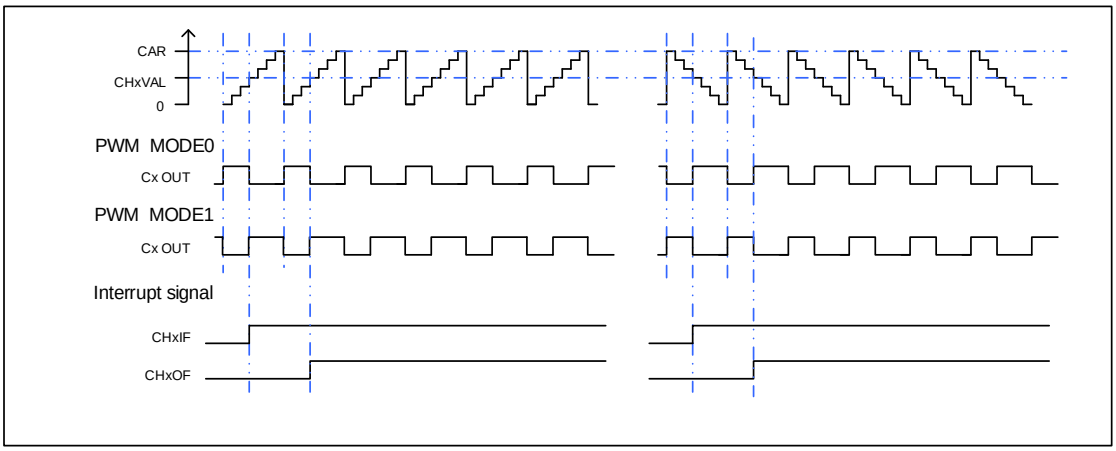
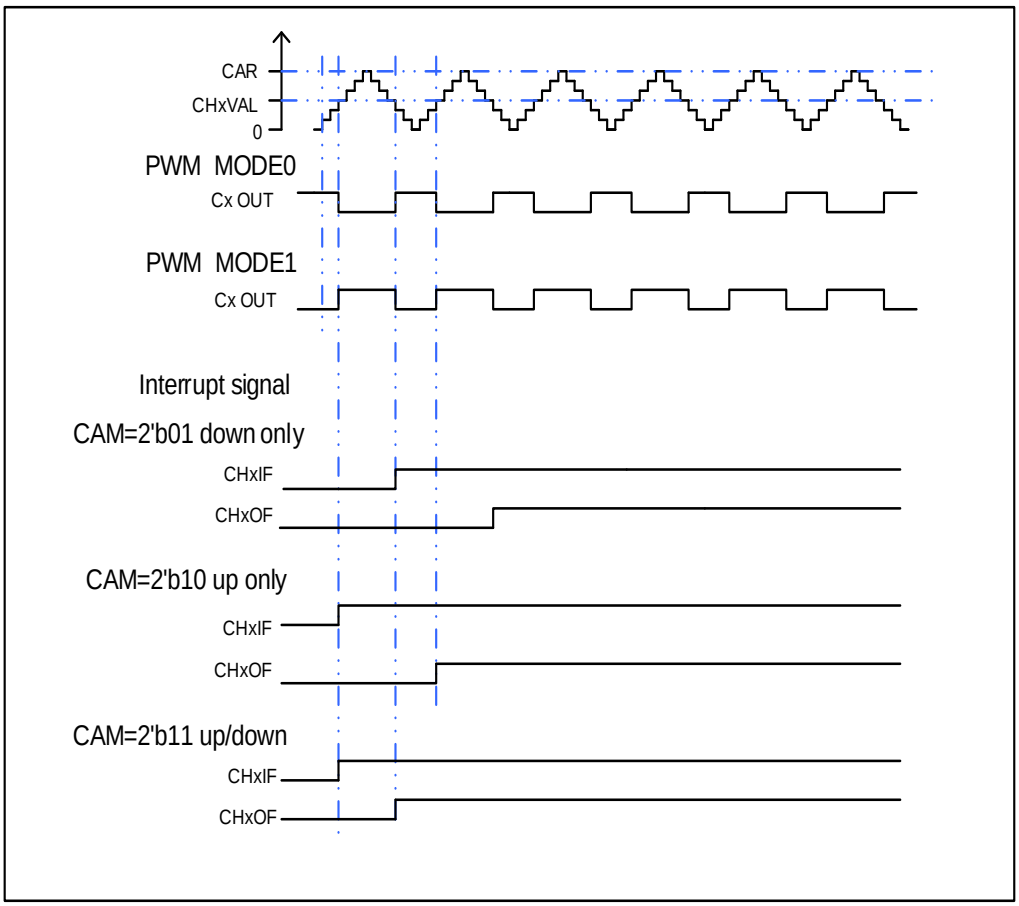


Figure 16-15. CAPWM timechart



Channel output reference signal

When the TIMERx is used in the compare match output mode, the OxCPRE signal (Channel x Output prepare signal) is defined by setting the CHxCOMCTL filed. The OxCPRE signal has several types of output function. These include, keeping the original level by setting the CHxCOMCTL field to 0x00, set to 1 by setting the CHxCOMCTL field to 0x01, set to 0 by setting the CHxCOMCTL field to 0x02 or signal toggle by setting the CHxCOMCTL field to 0x03 when the counter value matches the content of the TIMERx_CHxCV register.

The PWM mode 0 and PWM mode 1 outputs are also another kind of OxCPRE output which is setup by setting the CHxCOMCTL field to 0x06/0x07. In these modes, the OxCPRE signal level is changed according to the counting direction and the relationship between the counter value and the TIMERx_CHxCV content. With regard to a more detail description refer to the relative bit definition.

Another special function of the OxCPRE signal is a forced output which can be achieved by setting the CHxCOMCTL field to 0x04/0x05. Here the output can be forced to an inactive/active level irrespective of the comparison condition between the counter and the

TIMERx_CHxCV values.

The OxCPRE signal can be forced to 0 when the ETIFE signal is derived from the external ETI pin and when it is set to a high level by setting the CHxCOMCEN bit to 1 in the TIMERx_CHCTL0 register. The OxCPRE signal will not return to its active level until the next update event occurs.

Outputs complementary

Function of complementary is for a pair of CHx_O and CHx_ON. Those two output signals cannot be active at the same time. The TIMERx has 4 channels, but only the first three channels have this function. The complementary signals CHx_O and CHx_ON are controlled by a group of parameters: the CHxEN and CHxNEN bits in the TIMERx_CHCTL2 register and the POEN, ROS, IOS, ISOx and ISOxN bits in the TIMERx_CCHP and TIMERx_CTL1 registers. The outputs polarity is determined by CHxP and CHxNP bits in the TIMERx_CHCTL2 register.

Table 16-2. Complementary outputs controlled by parameters

<table>
<tr><th colspan="5">Complementary Parameters</th><th colspan="2">Output Status</th></tr>
<tr><th>POEN</th><th>ROS</th><th>IOS</th><th>CHxEN</th><th>CHxNEN</th><th>CHx_O</th><th>CHx_ON</th></tr>
<tr><td rowspan="6">0</td><td rowspan="6">0/1</td><td rowspan="3">0</td><td rowspan="2">0</td><td>0</td><td colspan="2">CHx_O / CHx_ON = LOW
CHx_O / CHx_ON output disable.</td></tr>
<tr><td>1</td><td colspan="2" rowspan="3">CHx_O = CHxP CHx_ON = CHxNP
CHx_O/CHx_ON output disable.
If clock is enable:
CHx_O = ISOx CHx_ON = ISOxN</td></tr>
<tr><td rowspan="2">1</td><td>0</td></tr>
<tr><td>1</td></tr>
<tr><td rowspan="3">1</td><td rowspan="3">0</td><td rowspan="2">0</td><td>0</td><td colspan="2">CHx_O = CHxP CHx_ON = CHxNP
CHx_O/CHx_ON output disable.</td></tr>
<tr><td>1</td><td colspan="2" rowspan="3">CHx_O = CHxP CHx_ON = CHxNP
CHx_O/CHx_ON output enable.
If clock is enable:
CHx_O = ISOx CHx_ON = ISOxN</td></tr>
<tr><td rowspan="2">1</td><td>0</td></tr>
<tr><td>1</td></tr>
<tr><td rowspan="3">1</td><td rowspan="3">0</td><td rowspan="3">0/1</td><td rowspan="2">0</td><td>0</td><td colspan="2">CHx_O/CHx_ON = LOW
CHx_O/CHx_ON output disable.</td></tr>
<tr><td>1</td><td>CHx_O = LOW
CHx_O output disable.</td><td>CHx_ON=OxCPRE⊕CHxNP
CHx_ON output enable</td></tr>
<tr><td>1</td><td>0</td><td>CHx_O=OxCPRE⊕CHxP
CHx_O output enable</td><td>CHx_ON = LOW
CHx_ON output disable.</td></tr>
</table>

Complementary Parameters					Output Status	
POEN	ROS	IOS	CHxEN	CHxNEN	CHx_O	CHx_ON
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
	1		0	0	CHx_O = CHxP CHx_O output disable.	CHx_ON = CHxNP CHx_ON output disable.
				1	CHx_O = CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
			1	0	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON = CHxNP CHx_ON output enable.
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable.

Dead time insertion

The dead time insertion is enabled when both CHxEN and CHxNEN are 1'b1, and set POEN is also necessary. The field named DTCFG defines the dead time delay that can be used for all channels expect for channel 3. The detail about the delay time, refer to the register TIMERx_CCHP.

The dead time delay insertion ensures that no two complementary signals drive the active state at the same time.

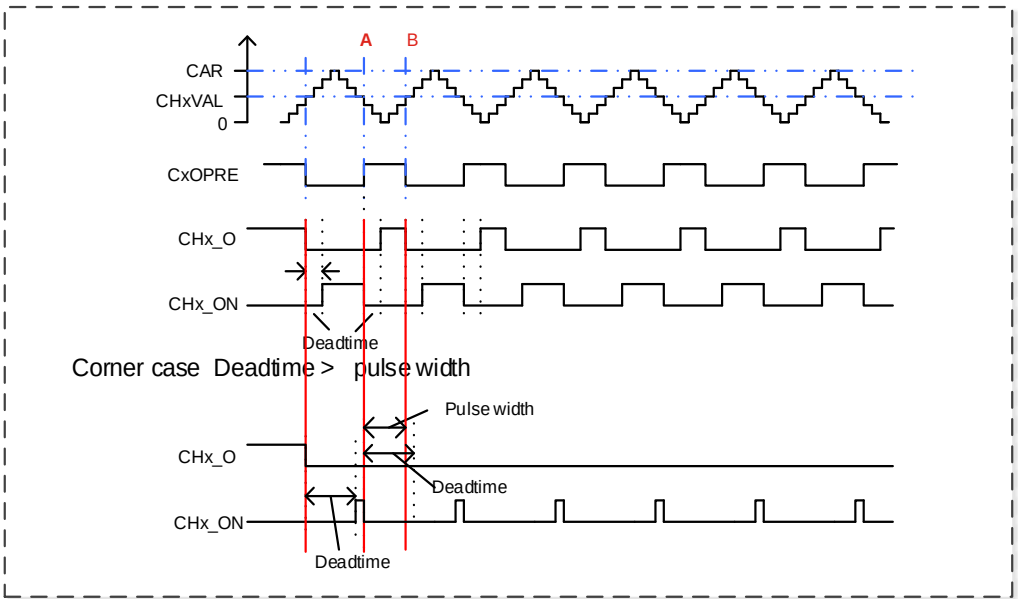
When the channel (x) match (TIMERx counter = CHxVAL) occurs, OxCPRE will be toggled because under PWM0 mode. At point A in the ***Figure 16-16. Complementary output with dead-time insertion.*** CHx_O signal remains at the low value until the end of the deadtime delay, while CHx_ON will be cleared at once. Similarly, At point B when counter match (counter = CHxVAL) occurs again, OxCPRE is cleared, CHx_O signal will be cleared at once, while CHx_ON signal remains at the low value until the end of the dead time delay.

Sometimes, we can see corner cases about the dead time insertion. For example:

The dead time delay is greater than or equal to the CHx_O duty cycle, then the CHx_O signal is always the inactive value. (as show in the ***Figure 16-16. Complementary output with dead-time insertion.***)

The dead time delay is greater than or equal to the CHx_ON duty cycle, then the CHx_ON signal is always the inactive value.

Figure 16-16. Complementary output with dead-time insertion.



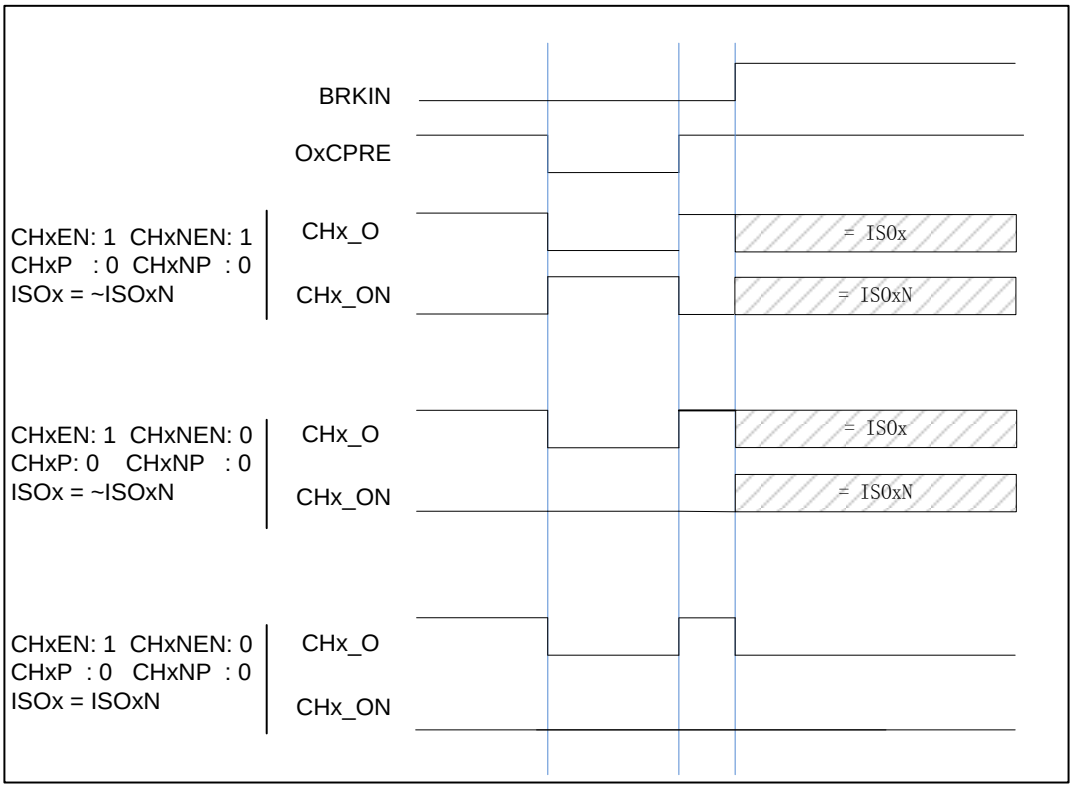
Break function

In this function, the output CHx_O and CHx_ON are controlled by the POEN, IOS and ROS bits in the TIMERx_CCHP register, ISOx and ISOxN bits in the TIMERx_CTL1 register and cannot be set both to active level when break occurs. The break sources are input break pin and HXTAL stuck event by Clock Monitor (CKM) in RCU. The break function enabled by setting the BRKEN bit in the TIMERx_CCHP register. The break input polarity is setting by the BRKP bit in TIMERx_CCHP.

When a break occurs, the POEN bit is cleared asynchronously, the output CHx_O and CHx_ON are driven with the level programmed in the ISOx bit and ISOxN in the TIMERx_CTL1 register as soon as POEN is 0. If IOS is 0 then the timer releases the enable output else the enable output remains high. The complementary outputs are first put in reset state, and then the dead-time generator is reactivated in order to drive the outputs with the level programmed in the ISOx and ISOxN bits after a dead-time.

When a break occurs, the BRKIF bit in the TIMERx_INTF register is set. If BRKIE is 1, an interrupt generated.

Figure 16-17. Output behavior in response to a break(The break high active)



Quadrature decoder

The quadrature decoder function uses two quadrature inputs CI0 and CI1 derived from the TIMERx_CH0 and TIMERx_CH1 pins respectively to interact to generate the counter value. The DIR bit is modified by hardware automatically during each input source transition. The input source can be either CI0 only, CI1 only or both CI0 and CI1, the selection mode by setting the SMC [2:0] to 0x01, 0x02 or 0x03. The mechanism for changing the counter direction is shown in the following table. The quadrature decoder can be regarded as an external clock with a directional selection. This means that the counter counts continuously in the interval between 0 and the counter-reload value. Therefore, users must configure the TIMERx_CAR register before the counter starts to count.

Table 16-3. Counting direction versus encoder signals

Counting mode	Level	CI0FE0		CI1FE1	
		Rising	Falling	Rising	Falling
CI0 only counting	CI1FE1=High	Down	Up	-	-
	CI1FE1=Low	Up	Down	-	-
CI1 only counting	CI0FE0=High	-	-	Up	Down
	CI0FE0=Low	-	-	Down	Up
CI0 and CI1 counting	CI1FE1=High	Down	Up	X	X
	CI1FE1=Low	Up	Down	X	X

	CI0FE0=High	X	X	Up	Down
	CI0FE0=Low	X	X	Down	Up

Note:"-" means "no counting"; "X" means impossible.

Figure 16-18. Example of counter operation in encoder interface mode

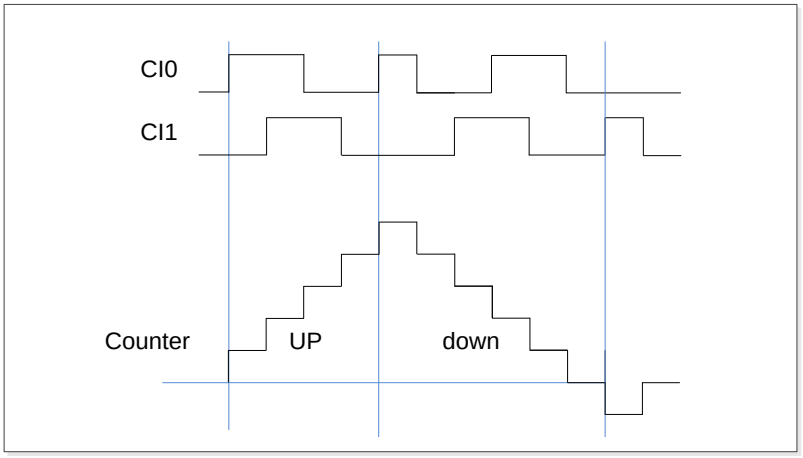
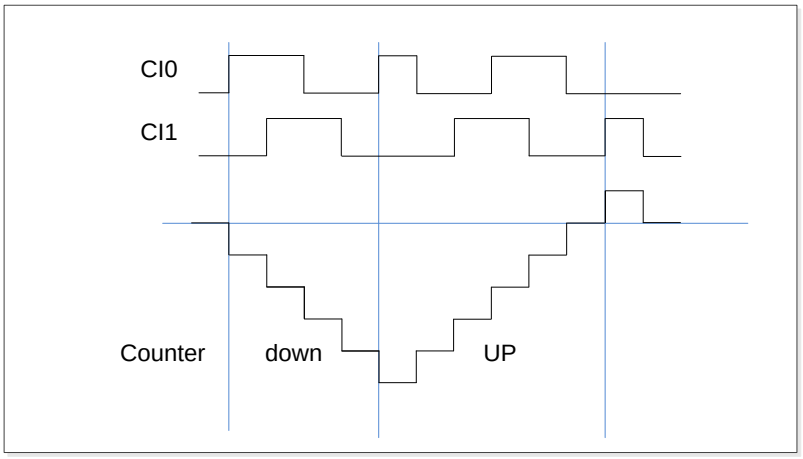


Figure 16-19. Example of encoder interface mode with CI0FE0 polarity inverted



Hall sensor function

Hall sensor is generally used to control BLDC Motor; advanced timer can support this function.

Figure 16-20. Hall sensor is used to BLDC motor show how to connect. And we can see we need two timers. First TIMER_in(Advanced/GeneralL0 TIMER) should accept three Rotor Position signals from Motor.

Each of the 3 sensors provides a pulse that applied to an input capture pin, can then be analyzed and both speed and position can be deduced.

By the internal connection such as TRGO-ITIx, TIMER_in and TIMER_out can be connected. TIMER_out will generate PWM signal to control BLDC motor's speed based on the ITRx. Then, the feedback circuit is finished, also you change configuration to fit your request.

About the TIMER_in, it need have input XOR function, so you can choose from Advanced/GeneralL0 TIMER.

And TIMER_out need have functions of complementary and Dead-time, so only advanced timer can be chosen. Else, based on the timers' internal connection relationship, pair's timers can be selected. For example:

TIMER_in (TIMER0) -> TIMER_out (TIMER7 ITI0)

TIMER_in (TIMER1) -> TIMER_out (TIMER0 ITI1)

And so on.

After getting appropriate timers combination, and wire connection, we need to configure timers. Some key settings include:

- Enable XOR by setting TI0S, then, each of input signal change will make the CI0 toggle. CH0VAL will record the value of counter at that moment.
- Enable ITIx connected to commutation function directly by setting CCUC and CCSE.
- Configuration PWM parameter based on your request.

Figure 16-20. Hall sensor is used to BLDC motor

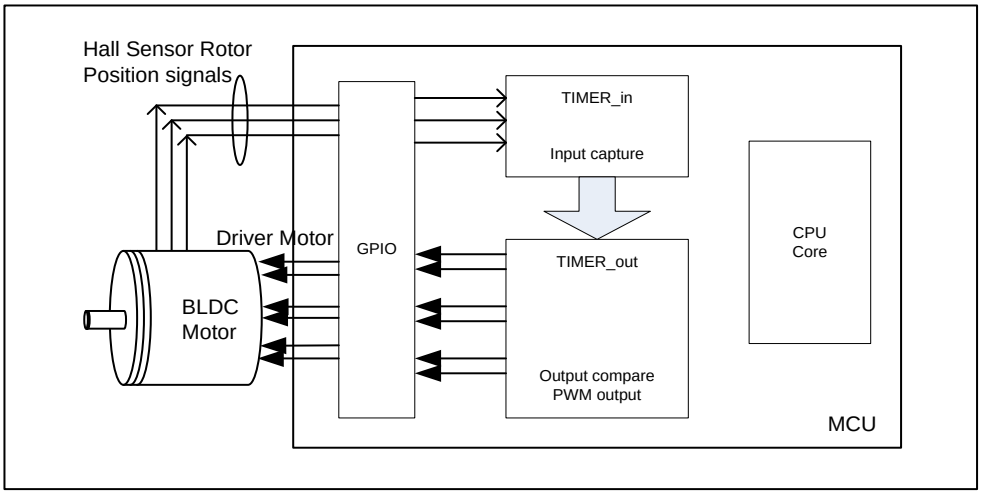
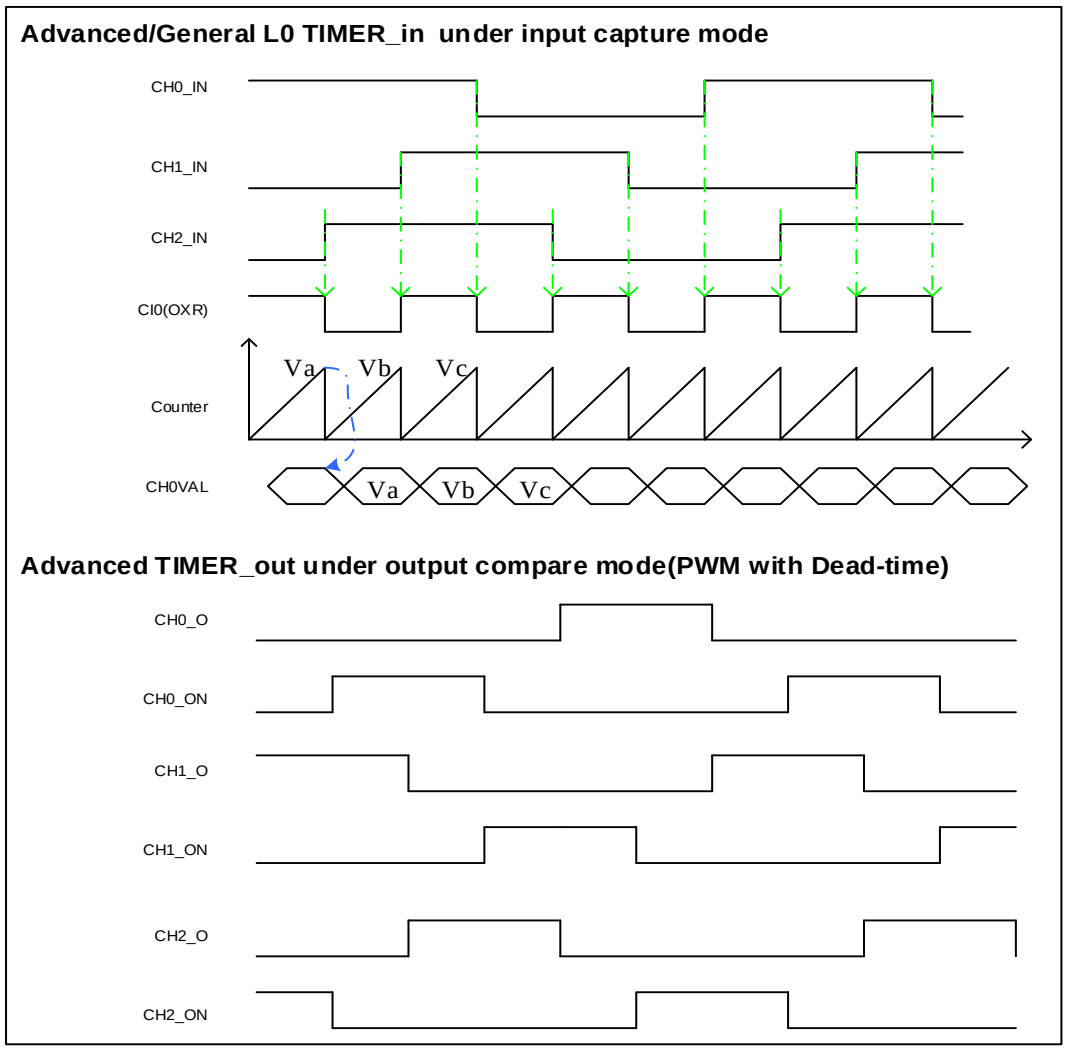


Figure 16-21. Hall sensor timing between two timers

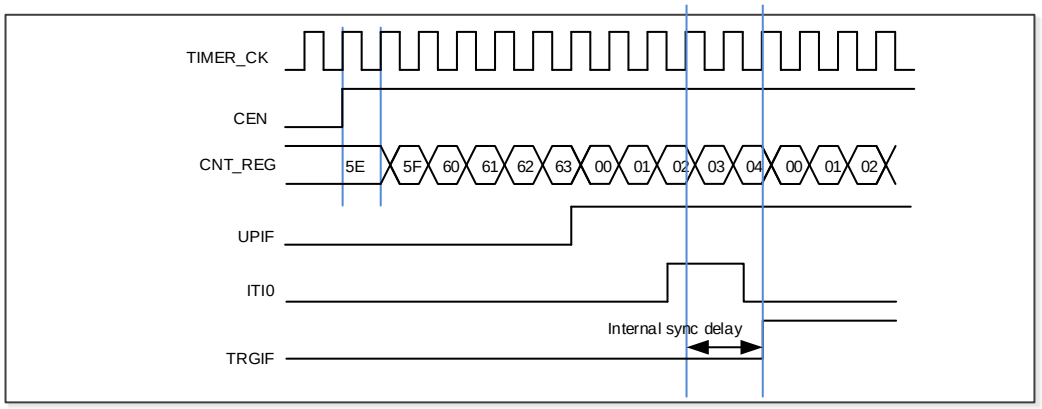


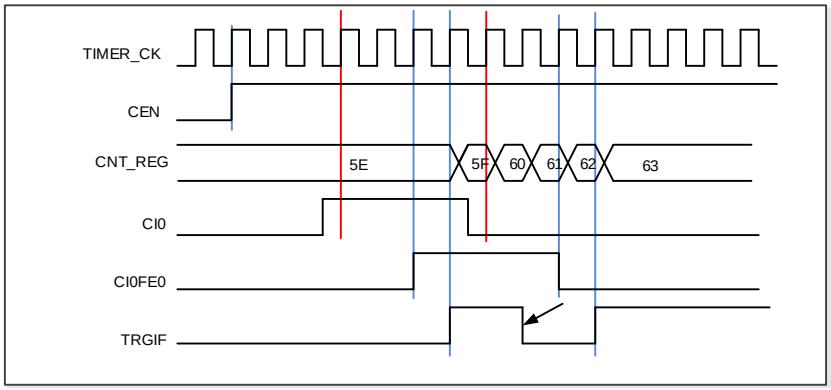
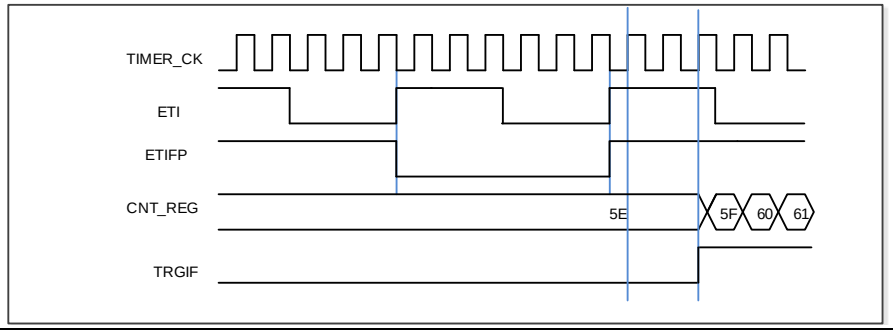
Slave controller

The TIMERx can be synchronized with a trigger in several modes including the restart mode, the pause mode and the event mode which is selected by the SMC [2:0] in the TIMERx_SMCFG register. The trigger input of these modes can be selected by the TRGS [2:0] in the TIMERx_SMCFG register.

Table 16-4. Slave mode example table

	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler

<table>
<tr><th></th><th>Mode Selection</th><th>Source Selection</th><th>Polarity Selection</th><th>Filter and Prescaler</th></tr>
<tr><td>LIST</td><td>SMC[2:0]
3'b100 (restart mode)
3'b101 (pause mode)
3'b110 (event mode)</td><td>TRGS[2:0]
000: ITI0
001: ITI1
010: ITI2
011: ITI3
100: CI0F_ED
101: CI0FE0
110: CI1FE1
111: ETIFP</td><td>If you choose the CI0FE0 or CI1FE1, configure the CHxP and CHxNP for the polarity selection and inversion.
If you choose the ETIF, configure the ETP for polarity selection and inversion.</td><td>For the ITIx no filter and prescaler can be used.
For the CIx, configure Filter by CHxCAPFLT, no prescaler can be used.
For the ETIF, configure Filter by ETFC and Prescaler by ETPSC.</td></tr>
<tr><td rowspan="2">Exam1</td><td>Restart mode
The counter can be clear and restart when a rising trigger input.</td><td>TRGS[2:0]=3’b000
ITI0 is the selection.</td><td>-
For ITI0, no polarity selector can be used.</td><td>-
For the ITI0, no filter and prescaler can be used.</td></tr>
<tr><td colspan="4">Figure 16-22. Restart mode
 
</td></tr>
<tr><td>Exam2</td><td>Pause mode
The counter can be paused when the trigger input is low.</td><td>TRGS[2:0]=3’b101
CI0FE0 is the selection.</td><td>TI0S=0.(Non-xor) [CH0NP==0, CH0P==0] no inverted. Capture will be sensitive to the rising edge only.</td><td>Filter is bypass in this example.</td></tr>
</table>

<table>
<tr><th></th><th>Mode Selection</th><th>Source Selection</th><th>Polarity Selection</th><th>Filter and Prescaler</th></tr>
<tr><td></td><td colspan="4">Figure 16-23. Pause mode
 
</td></tr>
<tr><td rowspan="2">Exam3</td><td>Event mode
The counter will start to count when a rising trigger input.</td><td>TRGS[2:0]=3’b111
ETIF is the selection.</td><td>ETP = 0 no polarity change.</td><td>ETPSC = 1, divided by 2.
ETFC = 0 , no filter</td></tr>
<tr><td colspan="4">Figure 16-24. Event mode
 
</td></tr>
</table>

Single pulse mode

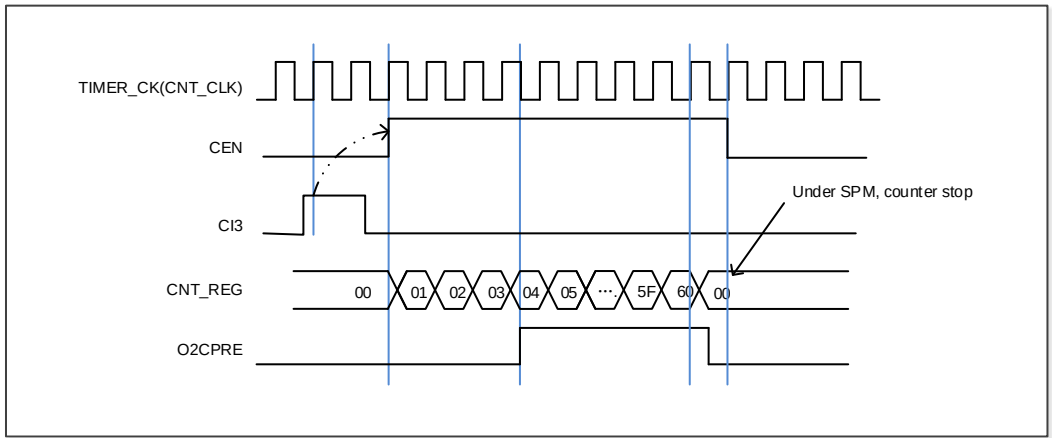
Single pulse mode is opposite to the repetitive mode, which can be enabled by setting SPM in TIMERx_CTL0. When you set SPM, the counter will be clear and stop when the next update event automatically. In order to get pulse waveform, you can set the TIMERx to PWM mode or compare by CHxCOMCTL.

Once the timer is set to operate in the single pulse mode, it is not necessary to set the timer enable bit CEN in the TIMERx_CTL0 register to 1 to enable the counter. The trigger to generate a pulse can be sourced from the trigger signals edge or by setting the CEN bit to 1 using software. Setting the CEN bit to 1 or a trigger from the trigger signals edge can generate a pulse and then keep the CEN bit at a high state until the update event occurs or

the CEN bit is written to 0 by software. If the CEN bit is cleared to 0 using software, the counter will be stopped and its value held. If the CEN bit is automatically cleared to 0 by a hardware update event, the counter will be reinitialized.

In the single pulse mode, the trigger active edge which sets the CEN bit to 1 will enable the counter. However, there exist several clock delays to perform the comparison result between the counter value and the TIMERx_CHxCV value. In order to reduce the delay to a minimum value, the user can set the CHxCOMFEN bit in each TIMERx_CHCTL0/1 register. After a trigger rising occurs in the single pulse mode, the OxCPRE signal will immediately be forced to the state which the OxCPRE signal will change to, as the compare match event occurs without taking the comparison result into account. The CHxCOMFEN bit is available only when the output channel is configured to operate in the PWM0 or PWM1 output mode and the trigger source is derived from the trigger signal.

Figure 16-25. Single pulse mode TIMERx_CHxCV = 0x04 TIMERx_CAR=0x60

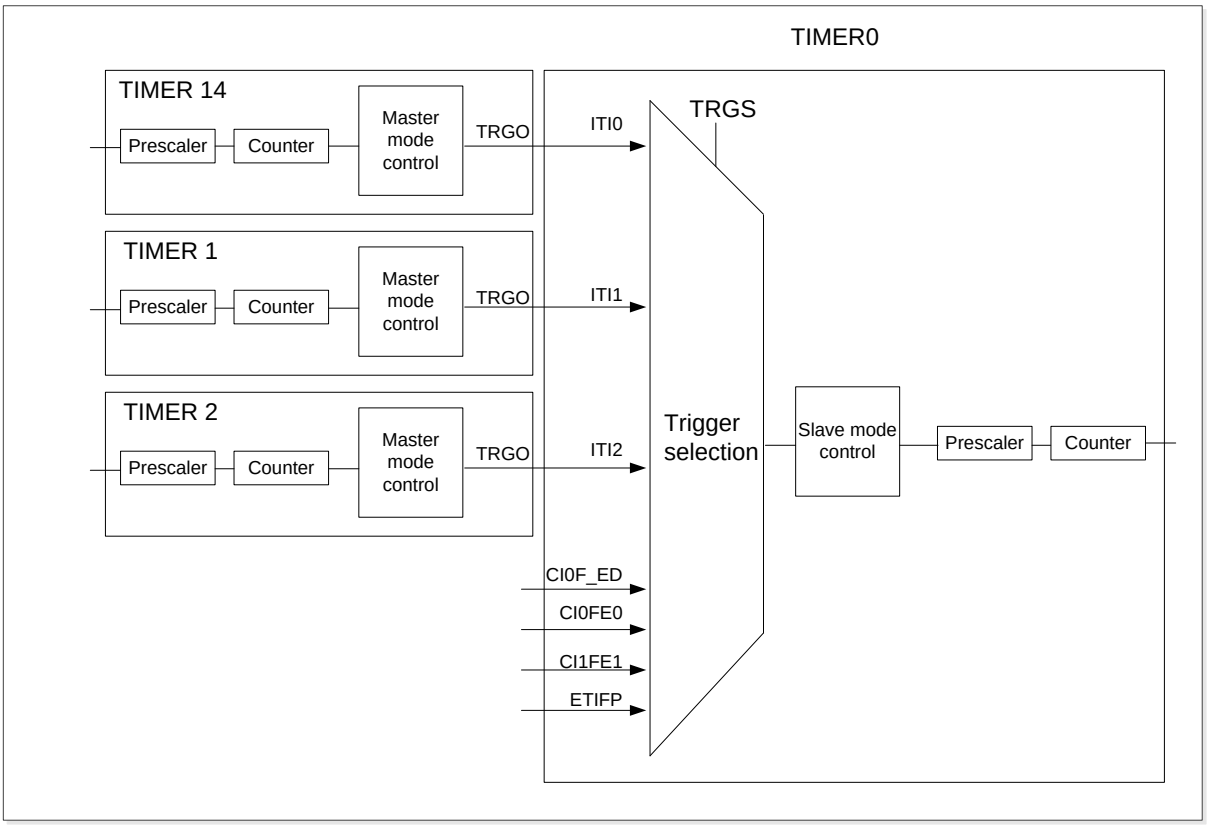


Timers interconnection

The timers can be internally connected together for timer chaining or synchronization. This can be implemented by configuring one timer to operate in the master mode while configuring another timer to be in the slave mode. The following figures present several examples of trigger selection for the master and slave modes.

Figure 16-26. TIMER0 Master/Slave mode timer example shows the timer0 trigger selection when it is configured in slave mode.

Figure 16-26. TIMER0 Master/Slave mode timer example



Other interconnection examples:

- TIMER1 as prescaler for TIMER0

We configure TIMER1 as a prescaler for TIMER0. Refer to ***Figure 16-26. TIMER0 Master/Slave mode timer example*** for connections. Do as follow:

1. Configure TIMER1 in master mode and select its Update Event (UPE) as trigger output (MMC=010 in the TIMER1_CTL1 register). Then TIMER1 drives a periodic signal on each counter overflow.
2. Configure the TIMER1 period (TIMER1_CAR registers).
3. Select the TIMER0 input trigger source from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
4. Configure TIMER0 in external clock mode 1 (SMC=111 in TIMER0_SMCFG register).
5. Start TIMER0 by writing ‘1 in the CEN bit (TIMER0_CTL0 register).
6. Start TIMER1 by writing ‘1 in the CEN bit (TIMER1_CTL0 register).

- Start TIMER0 with TIMER1’s Enable/Update signal

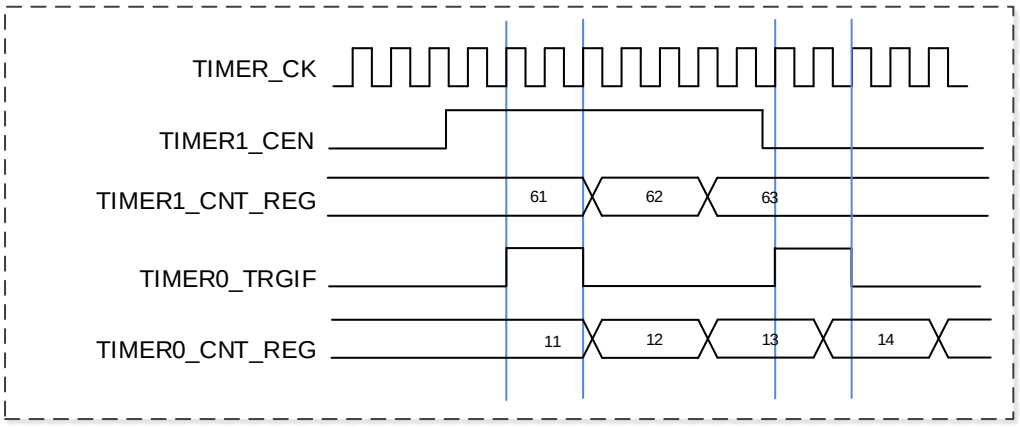
First, we enable TIMER0 with the enable out of TIMER1. Refer to ***Figure 16-27. Triggering TIMER0 with Enable of TIMER1***. TIMER0 starts counting from its current value on the divided internal clock after trigger by TIMER1 enable output.

When TIMER0 receives the trigger signal its CEN bit is automatically set and the counter

counts until we disable TIMER0. Both counter clock frequencies are divided by 3 by the prescaler compared to TIMER_CK ($f_{CNT\_CLK} = f_{TIMER\_CK}$ /3). Do as follow:

1. Configure TIMER1 master mode to send its enable signal as trigger output(MMC=001 in the TIMER1_CTL1 register)
2. Configure TIMER0 to select the input trigger from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
3. Configure TIMER0 in event mode (SMC=110 in TIMER0_SMCFG register).
4. Start TIMER1 by writing 1 in the CEN bit (TIMER1_CTL0 register).

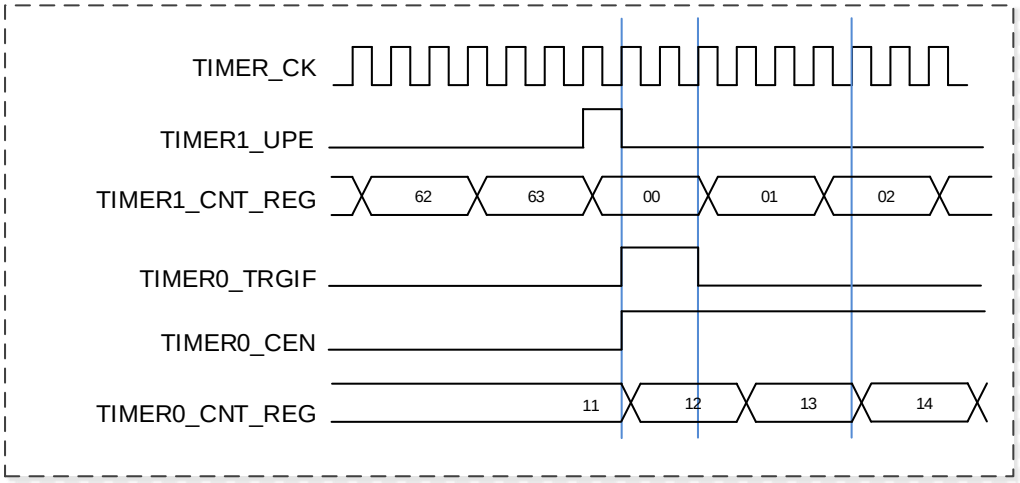
Figure 16-27. Triggering TIMER0 with Enable of TIMER1



In this example, we also can use update Event as trigger source instead of enable signal. Refer to ***Figure 16-28. Triggering TIMER0 with update signal of TIMER1***. Do as follow:

1. Configure TIMER1 in master mode and send its Update Event (UPE) as trigger output (MMC=010 in the TIMER1_CTL1 register).
2. Configure the TIMER1 period (TIMER1_CAR registers).
3. Configure TIMER0 to get the input trigger from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
4. Configure TIMER0 in event mode (SMC=110 in TIMER0_SMCFG register).
5. Start TIMER1 by writing ‘1 in the CEN bit (TIMER1_CTL0 register).

Figure 16-28. Triggering TIMER0 with update signal of TIMER1

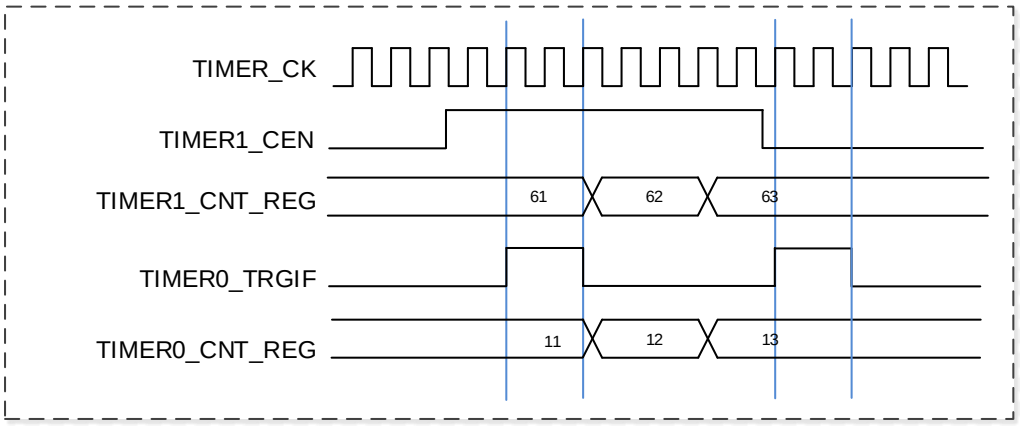


- Enable TIMER0 count with TIMER1's enable/O0CPRE signal

In this example, we control the enable of TIMER0 with the enable output of TIMER1 .Refer to ***Figure 16-29. Pause TIMER0 with enable of TIMER1*** TIMER0 counts on the divided internal clock only when TIMER1 is enable. Both counter clock frequencies are divided by 3 by the prescaler compared to TIMER_CK ($f_{CNT\_CLK} = f_{TIMER\_CK}$ /3). Do as follow:

1. Configure TIMER1 input master mode and Output enable signal as trigger output (MMC=001 in the TIMER1_CTL1 register).
2. Configure TIMER0 to get the input trigger from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
3. Configure TIMER0 in pause mode (SMC=101 in TIMER0_SMCFG register).
4. Enable TIMER0 by writing '1 in the CEN bit (TIMER0_CTL0 register)
5. Start TIMER1 by writing '1 in the CEN bit (TIMER1_CTL0 register).
6. Stop TIMER1 by writing '0 in the CEN bit (TIMER1_CTL0 register).

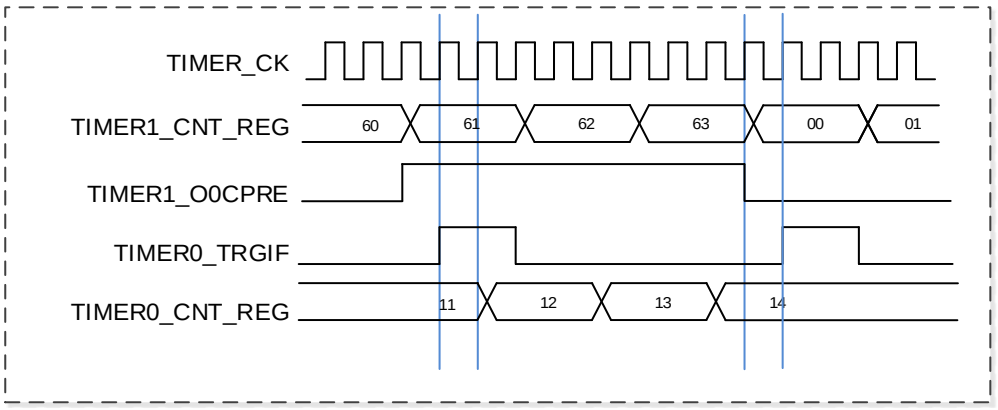
Figure 16-29. Pause TIMER0 with enable of TIMER1



In this example, we also can use O0CPRE as trigger source instead of enable signal output. Do as follow:

1. Configure TIMER1 in master mode and Output Compare 1 Reference (O0CPRE) signal as trigger output (MMS=100 in the TIMER1_CTL1 register).
2. Configure the TIMER1 O0CPRE waveform (TIMER1_ CHCTL0 register).
3. Configure TIMER0 to get the input trigger from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
4. Configure TIMER0 in pause mode (SMC=101 in TIMER0_SMCFG register).
5. Enable TIMER0 by writing '1 in the CEN bit (TIMER0_CTL0 register).
6. Start TIMER1 by writing '1 in the CEN bit (TIMER1_CTL0 register).

Figure 16-30. Pause TIMER0 with O0CPREof TIMER1



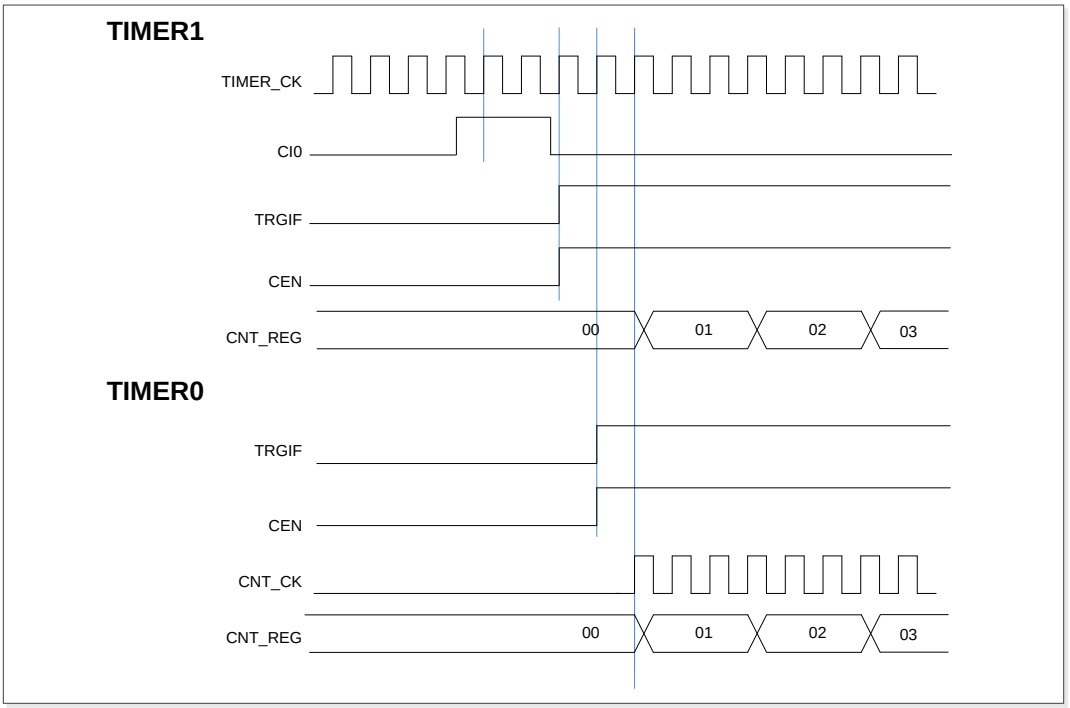
- Using an external trigger to start 2 timers synchronously

We configure the start of TIMER0 is triggered by the enable of TIMER1, and TIMER1 is triggered by its CI0 input rises edge. To ensure 2 timers start synchronously, TIMER1 must be configured in Master/Slave mode. Do as follow:

1. Configure TIMER1 slave mode to get the input trigger from CI0 (TRGS=100 in the TIMER1_SMCFG register).
2. Configure TIMER1 in event mode (SMC=110 in the TIMER1_SMCFG register).
3. Configure the TIMER1 in Master/Slave mode by writing MSM=1 (TIMER1_SMCFG register).
4. Configure TIMER0 to get the input trigger from TIMER1 (TRGS=001 in the TIMER0_SMCFG register).
5. Configure TIMER0 in event mode (SMC=110 in the TIMER1_SMCFG register).

When a rising edge occurs on TIMER1's CI0, two timer counters starts counting synchronously on the internal clock and both TRGIF flags are set.

Figure 16-31. Triggering TIMER0 and TIMER1 with TIMER1's CI0 input



Timer DMA mode

Timer's DMA mode is the function that configures timer's register by DMA module. The relative registers are TIMERx_DMACFG and TIMERx_DMATB. Of course, you have to enable a DMA request which will be asserted by some internal event. When the interrupt event was asserted, TIMERx will send a request to DMA, which is configured to M2P mode and PADDR is TIMERx_DMATB, then DMA will access the TIMERx_DMATB. In fact, register TIMERx_DMATB is only a buffer; timer will map the TIMERx_DMATB to an internal register, appointed by the field of DMATA in TIMERx_DMACFG . If the field of DMATC in TIMERx_DMACFG is 0(1 transfer), then the timer's DMA request is finished. While if TIMERx_DMATC is not 0, such as 3(4 transfers), then timer will send 3 more requests to DMA, and DMA will access timer's registers DMATA+0x4, DMATA+0x8, DMATA+0xc at the next 3 accesses to TIMERx_DMATB. In one word, one time DMA internal interrupt event assert, DMATC+1 times request will be send by TIMERx.

If one more time DMA request event coming, TIMERx will repeat the process as above.

Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL0 register set to 1, the TIMERx counter stops.

16.1.5. TIMERx registers(x=0)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CKDIV[1:0]		ARSE	CAM[1:0]		DIR	SPM	UPS	UPDIS	CEN
						rw		rw	rw		rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9:8	CKDIV[1:0]	Clock division The CKDIV bits can be configured by software to specify division ratio between the timer clock (TIMER_CK) and the dead-time and sampling clock (DTS), which is used by the dead-time generators and the digital filters. 00: $f_{DTS}=f_{TIMER\_CK}$ 01: $f_{DTS}= f_{TIMER\_CK}$ /2 10: $f_{DTS}= f_{TIMER\_CK}$ /4 11: Reserved
7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:5	CAM[1:0]	Counter aligns mode selection 00: No center-aligned mode (edge-aligned mode). The direction of the counter is specified by the DIR bit. 01: Center-aligned and counting down assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Only when the counter is counting down, compare interrupt flag of channels can be set. 10: Center-aligned and counting up assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Only when the counter is counting up, compare interrupt flag of channels can be set. 11: Center-aligned and counting up/down assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Both when the counter is counting up and counting down, compare interrupt flag of channels can be set. After the counter is enabled, cannot be switched from 0x00 to non 0x00.

4	DIR	Direction 0: Count up 1: Count down This bit is read only when the timer is configured in center-aligned mode or encoder mode.
3	SPM	Single pulse mode. 0: Counter continues after update event. 1: The CEN is cleared by hardware and the counter stops at next update event.
2	UPS	Update source This bit is used to select the update event sources by software. 0: Any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: Only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.
0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Control register 1 (TIMERx_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	ISO3	ISO2N	ISO2	ISO1N	ISO1	ISO0N	ISO0	TI0S	MMC[2:0]			DMAS	CCUC	Reserved	CCSE
	rw	rw	rw	rw	rw	rw	rw	rw	rw			rw	rw		rw

Bits	Fields	Descriptions
15	Reserved	Must be kept at reset value
14	ISO3	Idle state of channel 3 output Refer to ISO0 bit
13	ISO2N	Idle state of channel 2 complementary output Refer to ISO0N bit
12	ISO2	Idle state of channel 2 output Refer to ISO0 bit
11	ISO1N	Idle state of channel 1 complementary output Refer to ISO0N bit
10	ISO1	Idle state of channel 1 output Refer to ISO0 bit
9	ISO0N	Idle state of channel 0 complementary output 0: When POEN bit is reset, CH0_ON is set low. 1: When POEN bit is reset, CH0_ON is set high This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
8	ISO0	Idle state of channel 0 output 0: When POEN bit is reset, CH0_O is set low. 1: When POEN bit is reset, CH0_O is set high The CH0_O output changes after a dead-time if CH0_ON is implemented. This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
7	TI0S	Channel 0 trigger input selection 0: The TIMERx_CH0 pin input is selected as channel 0 trigger input. 1: The result of combinational XOR of TIMERx_CH0, CH1 and CH2 pins is selected as channel 0 trigger input.
6:4	MMC[2:0]	Master mode control These bits control the selection of TRGO signal, which is sent in master mode to slave timers for synchronization function. 000: Reset. When the UPG bit in the TIMERx_SWEVG register is set or a reset is generated by the slave mode controller, a TRGO pulse occurs. And in the latter case, the signal on TRGO is delayed compared to the actual reset. 001: Enable. This mode is useful to start several timers at the same time or to control a window in which a slave timer is enabled. In this mode the master mode controller selects the counter enable signal as TRGO. The counter enable signal is set when CEN control bit is set or the trigger input in pause mode is high. There is a delay between the trigger input in pause mode and the TRGO output, except if the master-slave mode is selected.

		010: Update. In this mode the master mode controller selects the update event as TRGO. 011: Capture/compare pulse. In this mode the master mode controller generates a TRGO pulse when a capture or a compare match occurred in channal0. 100: Compare. In this mode the master mode controller selects the O0CPRE signal is used as TRGO 101: Compare. In this mode the master mode controller selects the O1CPRE signal is used as TRGO 110: Compare. In this mode the master mode controller selects the O2CPRE signal is used as TRGO 111: Compare. In this mode the master mode controller selects the O3CPRE signal is used as TRGO
3	DMAS	DMA request source selection 0: DMA request of channel x is sent when capture/compare event occurs. 1: DMA request of channel x is sent when update event occurs.
2	CCUC	Commutation control shadow register update control When the commutation control shadow enable (for CHxEN, CHxNEN and CHxCOMCTL bits) are set (CCSE=1), these shadow registers update are controlled as below: 0: The shadow registers update by when CMTG bit is set. 1: The shadow registers update by when CMTG bit is set or a rising edge of TRGI occurs. When a channel does not have a complementary output, this bit has no effect.
1	Reserved	Must be kept at reset value.
0	CCSE	Commutation control shadow enable 0: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are disabled. 1: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are enabled. After these bits have been written, they are updated based when commutation event coming. When a channel does not have a complementary output, this bit has no effect.

Slave mode configuration register (TIMERx_SMCFG)

Address offset: 0x08
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ETP	SMC1	ETPSC[1:0]		ETFC[3:0]				MSM	TRGS[2:0]			OCRC	SMC[2:0]		
rw	rw	rw		rw				rw	rw			rw	rw		

Bits	Fields	Descriptions
15	ETP	External trigger polarity This bit specifies the polarity of ETI signal 0: ETI is active at high level or rising edge. 1: ETI is active at low level or falling edge.
14	SMC1	Part of SMC for enable External clock mode1 In external clock mode 1, the counter is clocked by any active edge on the ETIF signal. 0: External clock mode 1 disabled 1: External clock mode 1 enabled. Setting the SMC1 bit has the same effect as selecting external clock mode 0 with TRGI connected to ETIF (SMC=111 and TRGS =111). It is possible to simultaneously use external clock mode 1 with the reset mode, pause mode or event mode. But the TRGS bits must not be 111 in this case. The external clock input will be ETIF if external clock mode 1 and external clock mode 1 are enabled at the same time. Note: External clock mode 0 enable is in this register's SMC bit-filed.
13:12	ETPSC[1:0]	External trigger prescaler The frequency of external trigger signal ETI must not be at higher than 1/4 of TIMERx_CK frequency. When the external trigger signal is a fast clocks, the prescaler can be enabled to reduce ETI frequency. 00: Prescaler disable 01: ETI frequency will be divided by 2 10: ETI frequency will be divided by 4 11: ETI frequency will be divided by 8
11:8	ETFC[3:0]	External trigger filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample ETI signal and the length of the digital filter applied to ETI. 0000: Filter disalble. fSAMP= fDTS, N=1. 0001: fSAMP= fTIMER_CK, N=2. 0010: fSAMP= fTIMER_CK, N=4. 0011: fSAMP= fTIMER_CK, N=8. 0100: fSAMP=fDTS/2, N=6. 0101: fSAMP=fDTS/2, N=8. 0110: fSAMP=fDTS/4, N=6. 0111: fSAMP=fDTS/4, N=8. 1000: fSAMP=fDTS/8, N=6. 1001: fSAMP=fDTS/8, N=8. 1010: fSAMP=fDTS/16, N=5. 1011: fSAMP=fDTS/16, N=6.

		1100: fSAMP=fDTS/16, N=8. 1101: fSAMP=fDTS/32, N=5. 1110: fSAMP=fDTS/32, N=6. 1111: fSAMP=fDTS/32, N=8.
7	MSM	Master-slave mode This bit can be used to synchronize selected timers to begin counting at the same time. The TRGI is used as the start event, and through TRGO, timers are connected together. 0: Master-slave mode disable 1: Master-slave mode enable
6:4	TRGS[2:0]	Trigger selection This bit-field specifies which signal is selected as the trigger input, which is used to synchronize the counter. 000: Internal trigger input 0 (ITI0) TIMER14 001: Internal trigger input 1 (ITI1) TIMER1 010: Internal trigger input 2 (ITI2) TIMER2 011: Reserved 100: CI0 edge flag (CI0F_ED) 101: channel 0 input filtered output (CI0FE0) 110: channel 1 input filtered output (CI1FE1) 111: external trigger input filter output (ETIFP) These bits must not be changed when slave mode is enabled.
3	OCRC	OCPRE clear source selection 0: OCPRE_CLR_INT is connected to the OCPRE_CLR input 1: OCPRE_CLR_INT is connected to ETIF
2:0	SMC[2:0]	Slave mode control 000: Disable mode. The slave mode is disabled; The prescaler is clocked directly by the internal clock (TIMER_CK) when CEN bit is set high. 001: Quadrature decoder mode 0.The counter counts on CI1FE1 edge, while the direction depends on CI0FE0 level. 010: Quadrature decoder mode 1.The counter counts on CI0FE0 edge, while the direction depends on CI1FE1 level. 011: Quadrature decoder mode 2.The counter counts on both CI0FE0 and CI1FE1 edge, while the direction depends on each other. 100: Restart Mode. The counter is reinitialized and the shadow registers are updated on the rising edge of the selected trigger input. 101: Pause Mode. The trigger input enables the counter clock when it is high and disables the counter when it is low. 110: Event Mode. A rising edge of the trigger input enables the counter. The counter cannot be disabled by the slave mode controller. 111: External Clock Mode 0. The counter counts on the rising edges of the selected

trigger.

Because CI0F_ED outputs 1 pulse for each transition on CI0F, and the pause mode checks the level of the trigger signal, when CI0F_ED is selected as the trigger input, the pause mode must not be used.

DMA and interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C

Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	TRGDEN	CMTDEN	CH3DEN	CH2DEN	CH1DEN	CH0DEN	UPDEN	BRKIE	TRGIE	CMTIE	CH3IE	CH2IE	CH1IE	CH0IE	UPIE
	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15	Reserved	Must be kept at reset value.
14	TRGDEN	Trigger DMA request enable 0: disabled 1: enabled
13	CMTDEN	Commutation DMA request enable 0: disabled 1: enabled
12	CH3DEN	Channel 3 capture/compare DMA request enable 0: disabled 1: enabled
11	CH2DEN	Channel 2 capture/compare DMA request enable 0: disabled 1: enabled
10	CH1DEN	Channel 1 capture/compare DMA request enable 0: disabled 1: enabled
9	CH0DEN	Channel 0 capture/compare DMA request enable 0: disabled 1: enabled
8	UPDEN	Update DMA request enable 0: disabled 1: enabled
7	BRKIE	Break interrupt enable

		0: disabled 1: enabled
6	TRGIE	Trigger interrupt enable 0: disabled 1: enabled
5	CMTIE	commutation interrupt enable 0: disabled 1: enabled
4	CH3IE	Channel 3 capture/compare interrupt enable 0: disabled 1: enabled
3	CH2IE	Channel 2 capture/compare interrupt enable 0: disabled 1: enabled
2	CH1IE	Channel 1 capture/compare interrupt enable 0: disabled 1: enabled
1	CH0IE	Channel 0 capture/compare interrupt enable 0: disabled 1: enabled
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			CH3OF	CH2OF	CH1OF	CH0OF	Reserved.	BRKIF	TRGIF	CMTIF	CH3IF	CH2IF	CH1IF	CH0IF	UPIF
			rc_w0	rc_w0	rc_w0	rc_w0	.	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0	rc_w0

Bits	Fields	Descriptions
15:13	Reserved	Must be kept at reset value.
12	CH3OF	Channel 3 over capture flag Refer to CH0OF description

11	CH2OF	Channel 2 over capture flag Refer to CH0OF description
10	CH1OF	Channel 1 over capture flag Refer to CH0OF description
9	CH0OF	Channel 0 over capture flag When channel 0 is configured in input mode, this flag is set by hardware when a capture event occurs while CH0IF flag has already been set. This flag is cleared by software. 0: No over capture interrupt occurred 1: Over capture interrupt occurred
8	Reserved	Must be kept at reset value.
7	BRKIF	Break interrupt flag This flag is set by hardware when the break input goes active, and cleared by software if the break input is not active. 0: No active level break has been detected. 1: An active level has been detected.
6	TRGIF	Trigger interrupt flag This flag is set by hardware on trigger event and cleared by software. When the slave mode controller is enabled in all modes but pause mode, an active edge on trigger input generates a trigger event. When the slave mode controller is enabled in pause mode both edges on trigger input generates a trigger event. 0: No trigger event occurred. 1: Trigger interrupt occurred.
5	CMTIF	Channel commutation interrupt flag This flag is set by hardware when channel's commutation event occurs, and cleared by software 0: No channel commutation interrupt occurred 1: Channel commutation interrupt occurred
4	CH3IF	Channel 3 's capture/compare interrupt flag Refer to CH0IF description
3	CH2IF	Channel 2 's capture/compare interrupt flag Refer to CH0IF description
2	CH1IF	Channel 1 's capture/compare interrupt flag Refer to CH0IF description
1	CH0IF	Channel 0 's capture/compare interrupt flag This flag is set by hardware and cleared by software. When channel 0 is in input mode, this flag is set when a capture event occurs. When channel 0 is in output mode, this flag is set when a compare event occurs.

		0: No Channel 0 interrupt occurred 1: Channel 0 interrupt occurred
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								BRKG	TRGG	CMTG	CH3G	CH2G	CH1G	CH0G	UPG
								w	w	w	w	w	w	w	w

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value.
7	BRKG	Break event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the POEN bit is cleared and BRKIF flag is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a break event 1: Generate a break event
6	TRGG	Trigger event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the TRGIF flag in TIMERx_INTF register is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a trigger event 1: Generate a trigger event
5	CMTG	Channel commutation event generation This bit is set by software and cleared by hardware automatically. When this bit is set, channel's capture/compare control registers (CHxEN, CHxNEN and CHxCOMCTL bits) are updated based on the value of CCSE (in the TIMERx_CTL1). 0: No affect 1: Generate channel's c/c control update event
4	CH3G	Channel 3's capture or compare event generation Refer to CH0G description
3	CH2G	Channel 2's capture or compare event generation

		Refer to CH0G description
2	CH1G	Channel 1's capture or compare event generation Refer to CH0G description
1	CH0G	Channel 0's capture or compare event generation This bit is set by software in order to generate a capture or compare event in channel 0, it is automatically cleared by hardware. When this bit is set, the CH0IF flag is set, the corresponding interrupt or DMA request is sent if enabled. In addition, if channel 1 is configured in input mode, the current value of the counter is captured in TIMERx_CH0CV register, and the CH0OF flag is set if the CH0IF flag was already high. 0: No generate a channel 1 capture or compare event 1: Generate a channel 1 capture or compare event
0	UPG	Update event generation This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared if the center-aligned or up counting mode is selected, else (down counting) it takes the auto-reload value. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Channel control register 0 (TIMERx_CHCTL0)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH1COMCEN	CH1COMCTL[2:0]			CH1COMSEN	CH1COMFEN	CH1MS[1:0]		CH0COMCEN	CH0COMCTL[2:0]			CH0COMSEN	CH0COMFEN	CH0MS[1:0]	
CH1CAPFLT[3:0]				CH1CAPPSC[1:0]				CH0CAPFLT[3:0]				CH0CAPPSC[1:0]			
rw				rw		rw		rw				rw		rw	

Output compare mode:

Bits	Fields	Descriptions
15	CH1COMCEN	Channel 1 output compare clear enable Refer to CH0COMCEN description
14:12	CH1COMCTL[2:0]	Channel 1 compare output control Refer to CH0COMCTL description
11	CH1COMSEN	Channel 1 output compare shadow enable Refer to CH0COMSEN description
10	CH1COMFEN	Channel 1 output compare fast enable

		Refer to CH0COMSEN description
9:8	CH1MS[1:0]	Channel 1 mode selection This bit-field specifies the direction of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH1EN bit in TIMERx_CHCTL2 register is reset). 00: Channel 1 is configured as output 01: Channel 1 is configured as input, IS1 is connected to CI1FE1 10: Channel 1 is configured as input, IS1 is connected to CI0FE1 11: Channel 1 is configured as input, IS1 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.
7	CH0COMCEN	Channel 0 output compare clear enable. When this bit is set, the O0CPRE signal is cleared when High level is detected on ETIF input. 0: Channel 0 output compare clear disable 1: Channel 0 output compare clear enable
6:4	CH0COMCTL[2:0]	Channel 0 compare output control This bit-field controls the behavior of the output reference signal O0CPRE which drives CH0_O and CH0_ON. O0CPRE is active high, while CH0_O and CH0_ON active level depends on CH0P and CH0NP bits. 000: Frozen. The O0CPRE signal keeps stable, independent of the comparison between the register TIMERx_CH0CV and the counter TIMERx_CNT. 001: Set the channel output. O0CPRE signal is forced high when the counter matches the output compare register TIMERx_CH0CV. 010: Clear the channel output. O0CPRE signal is forced low when the counter matches the output compare register TIMERx_CH0CV. 011: Toggle on match. O0CPRE toggles when the counter matches the output compare register TIMERx_CH0CV. 100: Force low. O0CPRE is forced low level. 101: Force high. O0CPRE is forced high level. 110: PWM mode0. When counting up, O0CPRE is high as long as the counter is smaller than TIMERx_CH0CV else low. When counting down, O0CPRE is low as long as the counter is larger than TIMERx_CH0CV else high. 111: PWM mode1. When counting up, O0CPRE is low as long as the counter is smaller than TIMERx_CH0CV else high. When counting down, O0CPRE is high as long as the counter is larger than TIMERx_CH0CV else low. When configured in PWM mode, the O0CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00(COMPARE MODE).

3	CH0COMSEN	Channel 0 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH0CV register, which updates at each update event, will be enabled. 0: Channel 0 output compare shadow disable 1: Channel 0 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH0COMFEN	Channel 0 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM0 or PWM1 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH0_O is set to the compare level independently from the result of the comparison. 0: Channel 0 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH0_O output is 5 clock cycles. 1: Channel 0 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH0_O output is 3 clock cycles.
1:0	CH0MS[1:0]	Channel 0 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH0EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 0 is configured as output 01: Channel 0 is configured as input, IS0 is connected to CI0FE0 10: Channel 0 is configured as input, IS0 is connected to CI1FE0 11: Channel 0 is configured as input, IS0 is connected to ITS, This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:12	CH1CAPFLT[3:0]	Channel 1 input capture filter control Refer to CH0CAPFLT description
11:10	CH1CAPPSC[1:0]	Channel 1 input capture prescaler Refer to CH0CAPPSC description
9:8	CH1MS[1:0]	Channel 1 mode selection Same as Output compare mode
7:4	CH0CAPFLT[3:0]	Channel 0 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs

		after N input events. This bit-field specifies the frequency used to sample CI0 input signal and the length of the digital filter applied to CI0. 0000: Filter disabled, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6 0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH0CAPPSC[1:0]	Channel 0 input capture prescaler This bit-field specifies the factor of the prescaler on channel 0 input. The prescaler is reset when CH0EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4channel input edges 11: Capture is done every 8 channel input edges
1:0	CH0MS[1:0]	Channel 0 mode selection Same as Output compare mode

Channel control register 1 (TIMERx_CHCTL1)

Address offset: 0x1C

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3COMCEN	CH3COMCTL[2:0]			CH3COMSEN	CH3COMFEN	CH3MS[1:0]		CH2COMCEN	CH2COMCTL[2:0]			CH2COMSEN	CH2COMFEN	CH2MS[1:0]	
CH3CAPFLT[3:0]				CH3CAPPSC[1:0]				CH2CAPFLT[3:0]				CH2CAPPSC[1:0]			
rw				rw		rw		rw				rw		rw	

Output compare mode:

Bits	Fields	Descriptions
15	CH3COMCEN	Channel 3 output compare clear enable

		Refer to CH0COMCEN description
14:12	CH3COMCTL[2:0]	Channel 3 compare output control Refer to CH0COMCTL description
11	CH3COMSEN	Channel 3 output compare shadow enable Refer to CH0COMSEN description
10	CH3COMFEN	Channel 3 output compare fast enable Refer to CH0COMSEN description
9:8	CH3MS[1:0]	Channel 3 mode selection This bit-field specifies the direction of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH3EN bit in TIMERx_CHCTL2 register is reset). 00: Channel 3 is configured as output 01: Channel 3 is configured as input, IS3 is connected to CI3FE3 10: Channel 3 is configured as input, IS3 is connected to CI2FE3 11: Channel 3 is configured as input, IS3 is connected to ITS, This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.
7	CH2COMCEN	Channel 2 output compare clear enable. When this bit is set, the O2CPRE signal is cleared when High level is detected on ETIF input. 0: Channel 2 output compare clear disable 1: Channel 2 output compare clear enable
6:4	CH2COMCTL[2:0]	Channel 2 compare output control This bit-field controls the behavior of the output reference signal O2CPRE which drives CH2_O and CH2_ON. O2CPRE is active high, while CH2_O and CH2_ON active level depends on CH2P and CH2NP bits. 000: Frozen. The O2CPRE signal keeps stable, independent of the comparison between the output compare register TIMERx_CH2CV and the counter TIMERx_CNT. 001: Set high on match. O2CPRE signal is forced high when the counter matches the output compare register TIMERx_CH2CV. 010: Set low on match. O2CPRE signal is forced low when the counter matches the output compare register TIMERx_CH2CV. 011: Toggle on match. O2CPRE toggles when the counter matches the output compare register TIMERx_CH2CV. 100: Force low. O2CPRE is forced low level. 101: Force high. O2CPRE is forced high level. 110: PWM mode 0. When counting up, O2CPRE is high as long as the counter is smaller than TIMERx_CH2CV else low. When counting down, O2CPRE is low as long as the counter is larger than TIMERx_CH2CV else high.

		111: PWM mode 1. When counting up, O2CPRE is low as long as the counter is smaller than TIMERx_CH2CV else high. When counting down, O2CPRE is high as long as the counter is larger than TIMERx_CH2CV else low. When configured in PWM mode, the O2CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH2MS bit-filed is 00(COMPARE MODE).
3	CH2COMSEN	Channel 2 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH2CV register, which updates at each update event will be enabled. 0: Channel 2 output compare shadow disable 1: Channel 2 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH2COMFEN	Channel 2 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM1 or PWM2 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH2_O is set to the compare level independently from the result of the comparison. 0: Channel 2 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH2_O output is 5 clock cycles. 1: Channel 2 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH2_O output is 3 clock cycles.
1:0	CH2MS[1:0]	Channel 2 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH2EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 2 is configured as output 01: Channel 2 is configured as input, IS2 is connected to CI2FE2 10: Channel 2 is configured as input, IS2 is connected to CI3FE2 11: Channel 2 is configured as input, IS2 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:12	CH3CAPFLT[3:0]	Channel 3 input capture filter control

		Refer to CH0CAPFLT description
11:10	CH3CAPPSC[1:0]	Channel 3 input capture prescaler Refer to CH0CAPPSC description
9:8	CH3MS[1:0]	Channel 3 mode selection Same as Output compare mode
7:4	CH2CAPFLT[3:0]	Channel 2 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI2 input signal and the length of the digital filter applied to CI2. 0000: Filter disable, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6 0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH2CAPPSC[1:0]	Channel 2 input capture prescaler This bit-field specifies the factor of the prescaler on channel 2 input. The prescaler is reset when CH2EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4 channel input edges 11: Capture is done every 8 channel input edges
1:0	CH2MS[1:0]	Channel 2 mode selection Same as Output compare mode

Channel control register 2 (TIMERx_CHCTL2)

Address offset: 0x20
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		CH3P	CH3EN	CH2NP	CH2NEN	CH2P	CH2EN	CH1NP	CH1NEN	CH1P	CH1EN	CH0NP	CH0NEN	CH0P	CH0EN
		rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15:14	Reserved	Must be kept at reset value
13	CH3P	Channel 3 capture/compare function polarity Refer to CH0P description
12	CH3EN	Channel 3 capture/compare function enable Refer to CH0EN description
11	CH2NP	Channel 2 complementary output polarity Refer to CH0NP description
10	CH2NEN	Channel 2 complementary output enable Refer to CH0NEN description
9	CH2P	Channel 2 capture/compare function polarity Refer to CH0P description
8	CH2EN	Channel 2 capture/compare function enable Refer to CH0EN description
7	CH1NP	Channel 1 complementary output polarity Refer to CH0NP description
6	CH1NEN	Channel 1 complementary output enable Refer to CH0NEN description
5	CH1P	Channel 1 capture/compare function polarity Refer to CH0P description
4	CH1EN	Channel 1 capture/compare function enable Refer to CH0EN description
3	CH0NP	Channel 0 complementary output polarity When channel 0 is configured in output mode, this bit specifies the complementary output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, In conjunction with CH0P, this bit is used to define the polarity of CI0. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
2	CH0NEN	Channel 0 complementary output enable When channel 0 is configured in output mode, setting this bit enables the complementary output in channel0.

		0: Channel 0 complementary output disabled 1: Channel 0 complementary output enabled
1	CH0P	Channel 0 capture/compare function polarity When channel 0 is configured in output mode, this bit specifies the output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, this bit specifies the CI0 signal polarity. [CH0NP, CH0P] will select the active trigger or capture polarity for CI0FE0 or CI1FE0. [CH0NP==0, CH0P==0]: CIxFE0's rising edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will not be inverted. [CH0NP==0, CH0P==1]: CIxFE0's falling edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will be inverted. [CH0NP==1, CH0P==0]: Reserved. [CH0NP==1, CH0P==1]: CIxFE0's falling and rising edge are both the active signal for capture or trigger operation in slave mode. And CIxFE0 will be not inverted. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
0	CH0EN	Channel 0 capture/compare function enable When channel 0 is configured in output mode, setting this bit enables CH0_O signal in active state. When channel 0 is configured in input mode, setting this bit enables the capture event in channel0. 0: Channel 0 disabled 1: Channel 0 enabled

Counter register (TIMERx_CNT)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

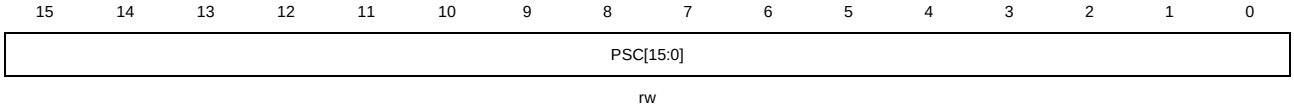
Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



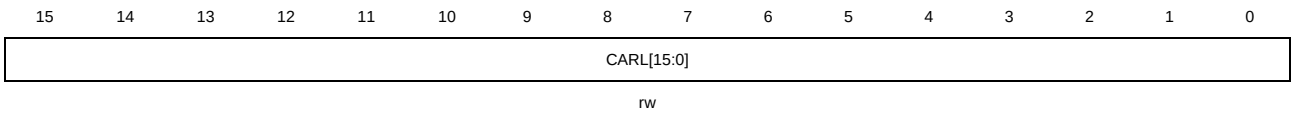
Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR)

Address offset: 0x2C

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



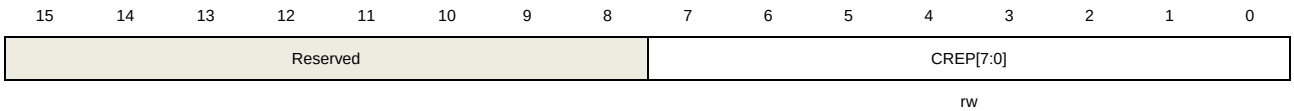
Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Counter repetition register (TIMERx_CREP)

Address offset: 0x30

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value.
7:0	CREP[7:0]	Counter repetition value This bit-filed specifies the update event generation rate. Each time the repetition counter counting down to zero, an update event is generated. The update rate of the shadow registers is also affected by this bit-filed when these shadow registers are

enabled.

Channel 0 capture/compare value register (TIMERx_CH0CV)

Address offset: 0x34
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH0VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH0VAL[15:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 1 capture/compare value register (TIMERx_CH1CV)

Address offset: 0x38
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH1VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH1VAL[15:0]	Capture or compare value of channel1 When channel 1 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 1 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 2 capture/compare value register (TIMERx_CH2CV)

Address offset: 0x3C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH2VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH2VAL[15:0]	Capture or compare value of channel 2 When channel 2 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 2 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 3 capture/compare value register (TIMERx_CH3CV)

Address offset: 0x40

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH3VAL[15:0]	Capture or compare value of channel 3 When channel3 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 3 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel complementary protection register (TIMERx_CCHP)

Address offset: 0x44

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
POEN	OAEN	BRKP	BRKEN	ROS	IOS	PROT[1:0]		DTCFG[7:0]							
rw	rw	rw	rw	rw	rw	rw		rw							

Bits	Fields	Descriptions

15	POEN	Primary output enable This bit s set by software or automatically by hardware depending on the OAEN bit. It is cleared asynchronously by hardware as soon as the break input is active. When one of channels is configured in output mode, setting this bit enables the channel outputs (CHx_O and CHx_ON) if the corresponding enable bits (CHxEN, CHxNEN in TIMERx_CHCTL2 register) have been set. 0: Channel outputs are disabled or forced to idle state. 1: Channel outputs are enabled.
14	OAEN	Output automatic enable This bit specifies whether the POEN bit can be set automatically by hardware. 0: POEN can be not set by hardware. 1: POEN can be set by hardware automatically at the next update event, if the break input is not active. This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
13	BRKP	Break polarity This bit specifies the polarity of the BRKIN input signal. 0: BRKIN input active low 1; BRKIN input active high
12	BRKEN	Break enable This bit can be set to enable the BRKIN and CCS clock failure event inputs. 0: Break inputs disabled 1; Break inputs enabled This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
11	ROS	Run mode off-state configure When POEN bit is set, this bit specifies the output state for the channels which has a complementary output and has been configured in output mode. 0: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are disabled. 1: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10 or 11.
10	IOS	Idle mode off-state configure When POEN bit is reset, this bit specifies the output state for the channels which has been configured in output mode. 0: When POEN bit is reset, the channel output signals (CHx_O/CHx_ON) are disabled. 1: When POEN bit is reset, he channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10

		or 11.
9:8	PROT[1:0]	Complementary register protect control This bit-filed specifies the write protection property of registers. 00: protect disable. No write protection. 01: PROT mode 0.The ISOx/ISOxN bits in TIMERx_CTL1 register and the BRKEN/BRKP/OAEN/DTCFG bits in TIMERx_CCHP register are writing protected. 10: PROT mode 1. In addition of the registers in PROT mode 0, the CHxP/CHxNP bits in TIMERx_CHCTL2 register (if related channel is configured in output mode) and the ROS/IOS bits in TIMERx_CCHP register are writing protected. 11: PROT mode 2. In addition of the registers in PROT mode 1, the CHxCOMCTL/ CHxCOMSEN bits in TIMERx_CHCTL0/1 registers (if the related channel is configured in output) are writing protected. This bit-field can be written only once after the reset. Once the TIMERx_CCHP register has been written, this bit-field will be writing protected.
7:0	DTCFG[7:0]	Dead time configure This bit-field controls the value of the dead-time, which is inserted before the output transitions. The relationship between DTCFG value and the duration of dead-time is as follow: DTCFG [7:5] =3'b0xx: DTvalue =DTCFG [7:0]x t_{DT}, t_{DT}=t_{DTS}. DTCFG [7:5] =3'b 10x: DTvalue = (64+DTCFG [5:0])xt_{DT}, t_{DT} =t_{DTS}*2. DTCFG [7:5] =3'b 110: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT}=t_{DTS}*8. DTCFG [7:5] =3'b 111: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT} =t_{DTS}*16. This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.

DMA configuration register (TIMERx_DMACFG)

Address offset: 0x48
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			DMATC[4:0]					Reserved			DMATA [4:0]				
			rw								rw				

Bits	Fields	Descriptions
15:13	Reserved	Must be kept at reset value.
12:8	DMATC [4:0]	DMA transfer count This filed is defined the number of DMA will access(R/W) the register of TIMERx_DMATB

7:5	Reserved	Must be kept at reset value.
4:0	DMATA [4:0]	DMA transfer access start address This filed define the first address for the DMA access the TIMERx_DMATB. When access is done through the TIMERx_DMA address first time, this bit-field specifies the address you just access. And then the second access to the TIMERx_DMATB, you will access the address of start address + 0x4. 5'b0_0000: TIMERx_CTL0 5'b0_0001: TIMERx_CTL1 … In a word: Start Address = TIMERx_CTL0 + DMATA*4

DMA transfer buffer register (TIMERx_DMATB)

Address offset: 0x4C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DMATB[15:0]															
rw															

Bits	Fields	Descriptions
15:0	DMATB[15:0]	DMA transfer buffer When a read or write operation is assigned to this register, the register located at the address range (Start Addr + Transfer Timer* 4) will be accessed. The transfer Timer is calculated by hardware, and ranges from 0 to DMATC.

Configuration register (TIMERx_CFG)

Address offset: 0xFC
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														CHVSEL	OUTSEL
														rw	rw

Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1	CHVSEL	Write CHxVAL register selection

		This bit-field set and reset by software. 1: If write the CHxVAL register, the write value is same as the CHxVAL value, the write access ignored 0: No effect
0	OUTSEL	The output value selection This bit-field set and reset by software 1: If POEN and IOS is 0, the output disabled 0: No effect

16.2. General level0 timer (TIMERx, x=1, 2)

16.2.1. Overview

The general level0 timer module (TIMER1, 2) is a four-channel timer that supports input capture, output compare. They can generate PWM signals to control motor or be used for power management applications. The general level0 time reference is a 16-bit or 32-bit counter that can be used as an unsigned counter.

In addition, the general level0 timers can be programmed and be used to count or time external events that drive other timers.

Timers are completely independent, but there may be synchronized to provide a larger timer with their counters incrementing in unison.

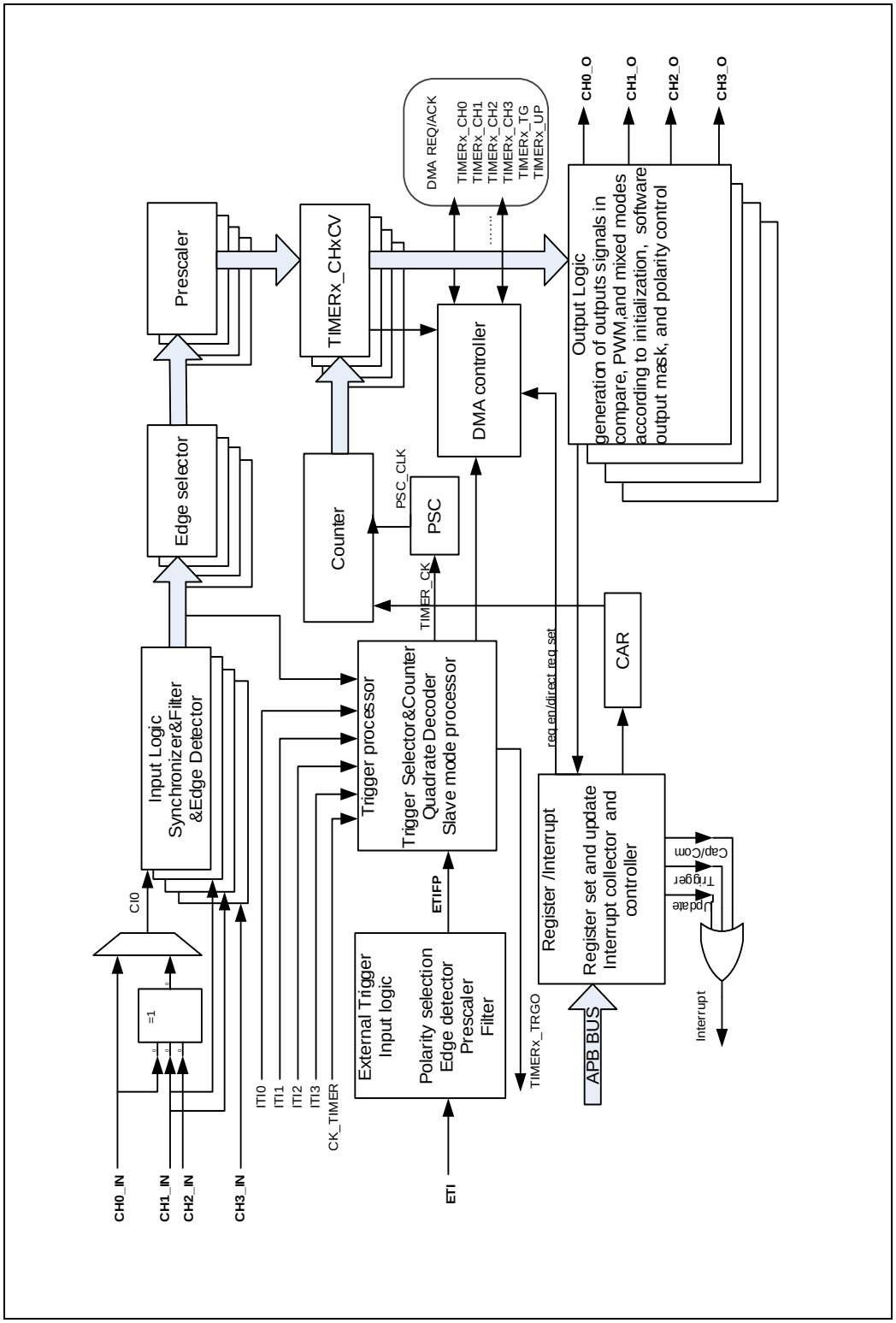
16.2.2. Characteristics

- Total channel num: 4.
- Counter width: 16bit (TIMER2), 32bit (TIMER1).
- Source of count clock is selectable:
  internal clock, internal trigger, external input, external trigger.
- Multiple counter modes: count up, count down, count up/down.
- Quadrature decoder: used to track motion and determine both rotation direction and position.
- Hall sensor: for 3-phase motor control.
- Programmable prescaler: 16 bit. Factor can be changed on the go.
- Each channel is user-configurable:
  Input capture mode, output compare mode, programmable PWM mode, single pulse mode
- Auto-reload function.
- Interrupt output or DMA request on: update, trigger event, and compare/capture event.
- Daisy chaining of timer modules to allow a single timer to initiate multiple timing events.
- Timer synchronization allows selected timers to start counting on the same clock cycle.
- Timer Master/Slave mode controller.

16.2.3. Block diagram

Figure 16-32. General Level 0 timer block diagram provides details on the internal configuration of the general level0 timer.

Figure 16-32. General Level 0 timer block diagram



16.2.4. Function overview

Clock selection

The general level0 TIMER has the capability of being clocked by either the CK_TIMER or an alternate clock source controlled by SMC (TIMERx_SMCFG bit [2:0]).

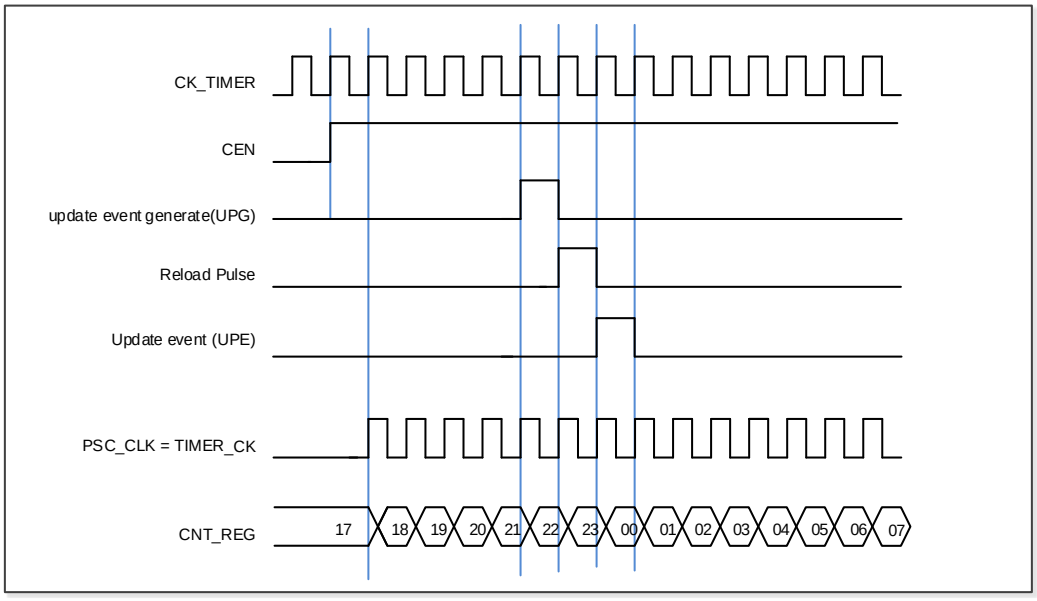
- SMC [2:0] == 3'b000. Internal timer clock CK_TIMER which is from module RCU.

The default internal clock source is the CK_TIMER used to drive the counter prescaler when the slave mode is disabled (SMC [2:0] == 3'b000). When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

In this mode, the TIMER_CK, driven counter's prescaler to count, is equal to CK_TIMER which is from RCU.

If the slave mode controller is enabled by setting SMC [2:0] in the TIMERx_SMCFG register to an available value including 0x1, 0x2, 0x3 and 0x7, the prescaler is clocked by other clock sources selected by the TRGS [2:0] in the TIMERx_SMCFG register and described as follows. When the slave mode selection bits SMC [2:0] are set to 0x4, 0x5 or 0x6, the internal clock TIMER_CK is the counter prescaler driving clock source.

Figure 16-33. Normal mode, internal clock divided by 1



- SMC [2:0] == 3'b111(external clock mode 0). External input pin source

The TIMER_CK, driven counter's prescaler to count, can be triggered by the event of rising or falling edge on the external pin TIMERx_CI0/TIMERx_CI1. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x4, 0x5 or 0x6.

And, the counter prescaler can also be driven by rising edge on the internal trigger input pin ITI0/1/2/3. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x0,

0x1, 0x2 or 0x3.

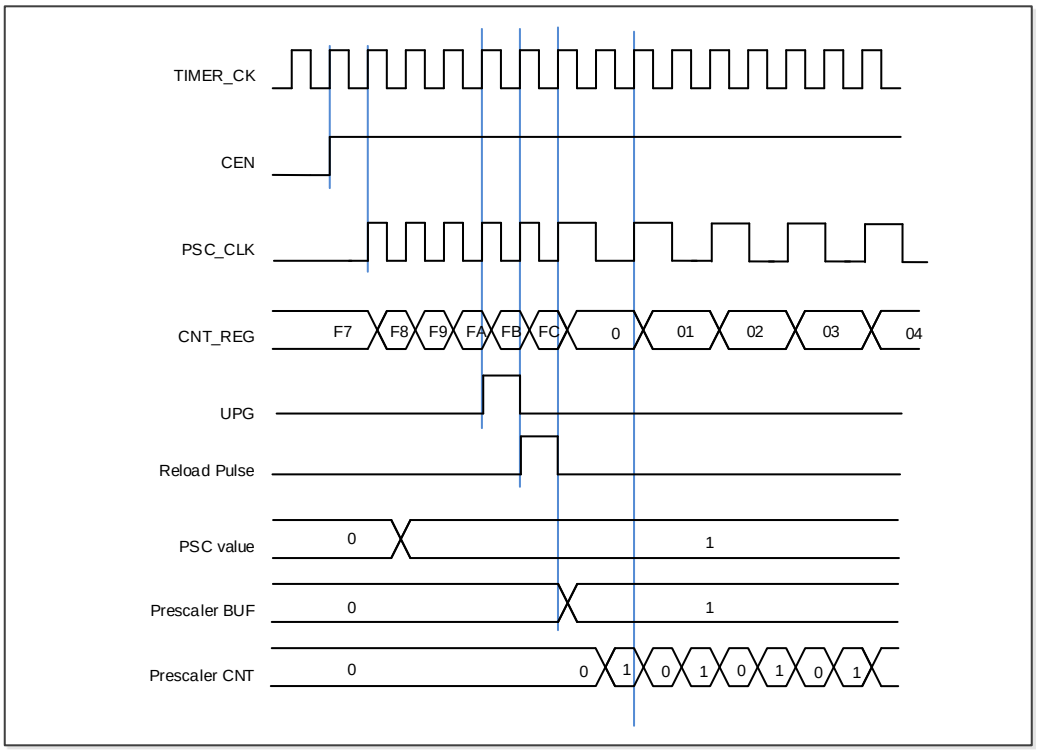
- SMC1== 1'b1(external clock mode 1). External input pin source (ETI)

The TIMER_CK, driven counter's prescaler to count, can be triggered by the event of rising or falling edge on the external pin ETI. This mode can be selected by setting the SMC1 bit in the TIMERx_SMCFG register to 1. The other way to select the ETI signal as the clock source is set the SMC [2:0] to 0x7 and the TRGS [2:0] to 0x7 respectively. Note that the ETI signal is derived from the ETI pin sampled by a digital filter. When the clock source is selected to come from the ETI signal, the trigger controller including the edge detection circuitry will generate a clock pulse during each ETI signal rising edge to clock the counter prescaler.

Prescaler

The prescaler can divide the timer clock (TIMER_CK) to the counter clock (PSC_CLK by any factor between 1 and 65536. It is controlled through prescaler register (TIMERx_PSC) which can be changed on the go but be taken into account at the next update event.

Figure 16-34. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts to count once again from 0. The update event is generated at each counter overflow. The counting direction bit DIR in the TIMERx_CTL1 register should be set to 0 for the up counting mode.

When the update event is set by the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If the UPDIS bit in TIMERx_CTL0 register is set, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

The following figures show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-35. Up-counter timechart, PSC=0/1

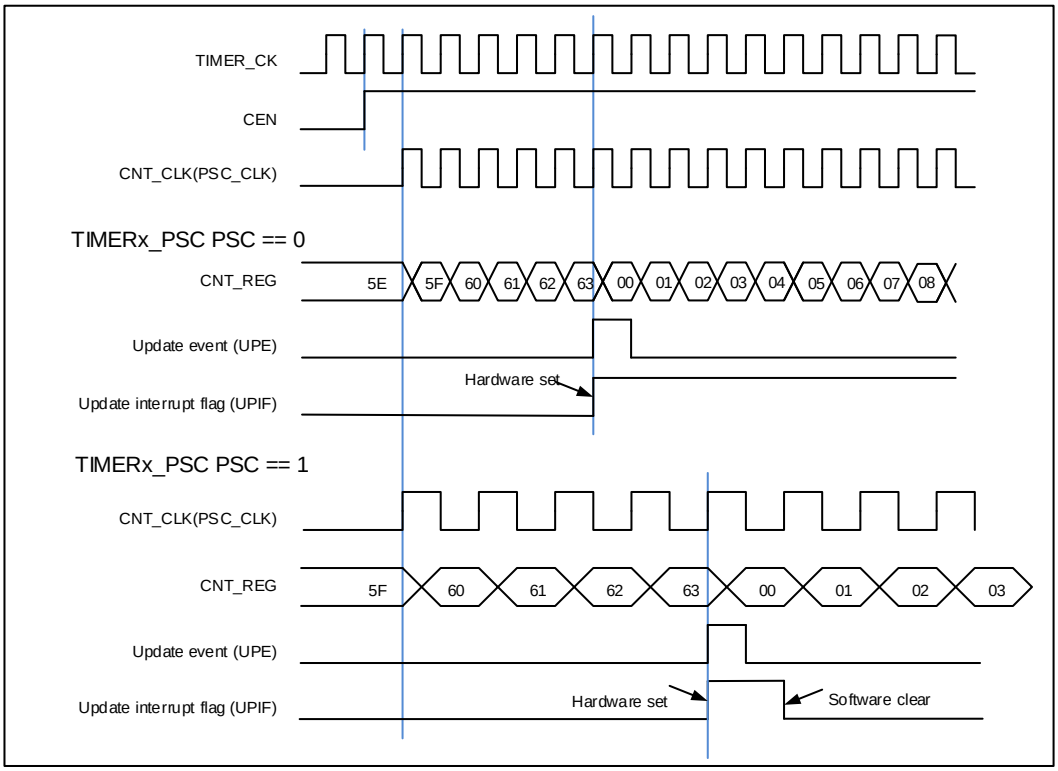
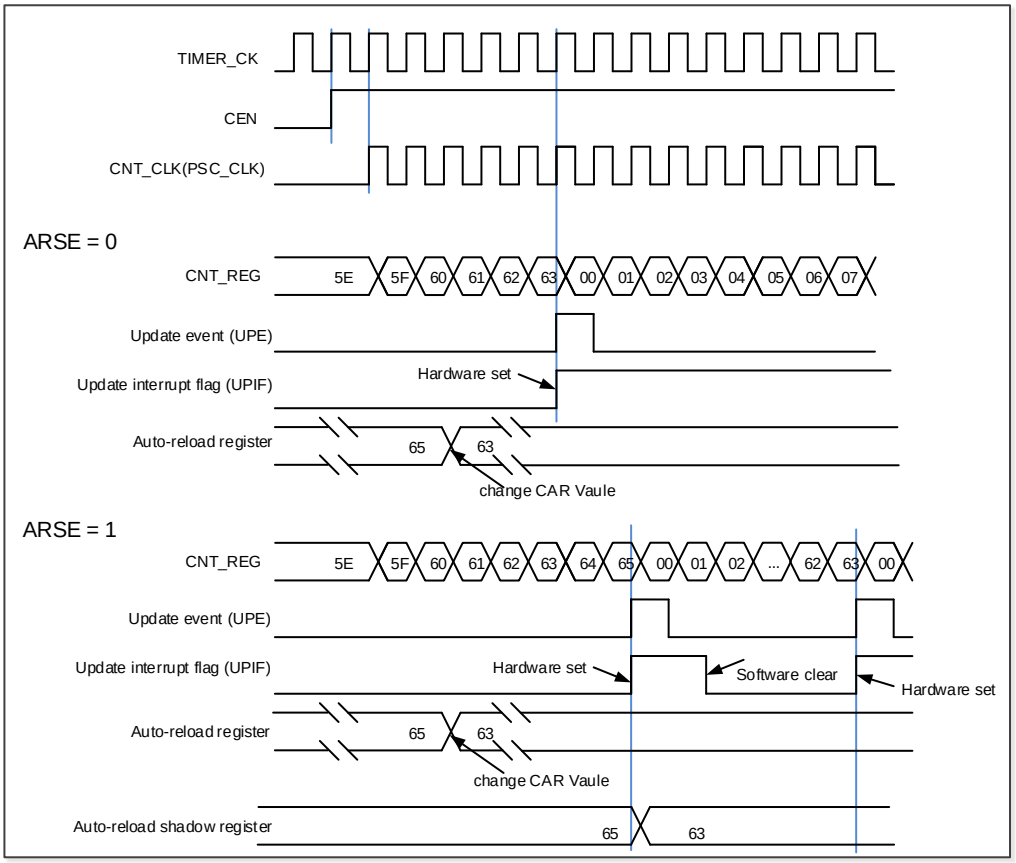


Figure 16-36. Up-counter timechart, change TIMERx_CAR on the go.



Down counting mode

In this mode, the counter counts down continuously from the counter-reload value, which is defined in the TIMERx_CAR register, to 0 in a count-down direction. Once the counter reaches to 0, the counter restarts to count again from the counter-reload value. If the repetition counter is set, the update event was generated after the number (TIMERx_CREP+1) of underflow. Else the update event is generated at each counter underflow. The counting direction bit DIR in the TIMERx_CTL0 register should be set to 1 for the down-counting mode.

When the update event is set by the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to the counter-reload value and generates an update event.

If the UPDIS bit in TIMERx_CTL0 register is set, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

The following figures show some examples of the counter behavior for different clock frequencies when TIMERx_CAR=0x63.

Figure 16-37. Down-counter timechart, PSC=0/1

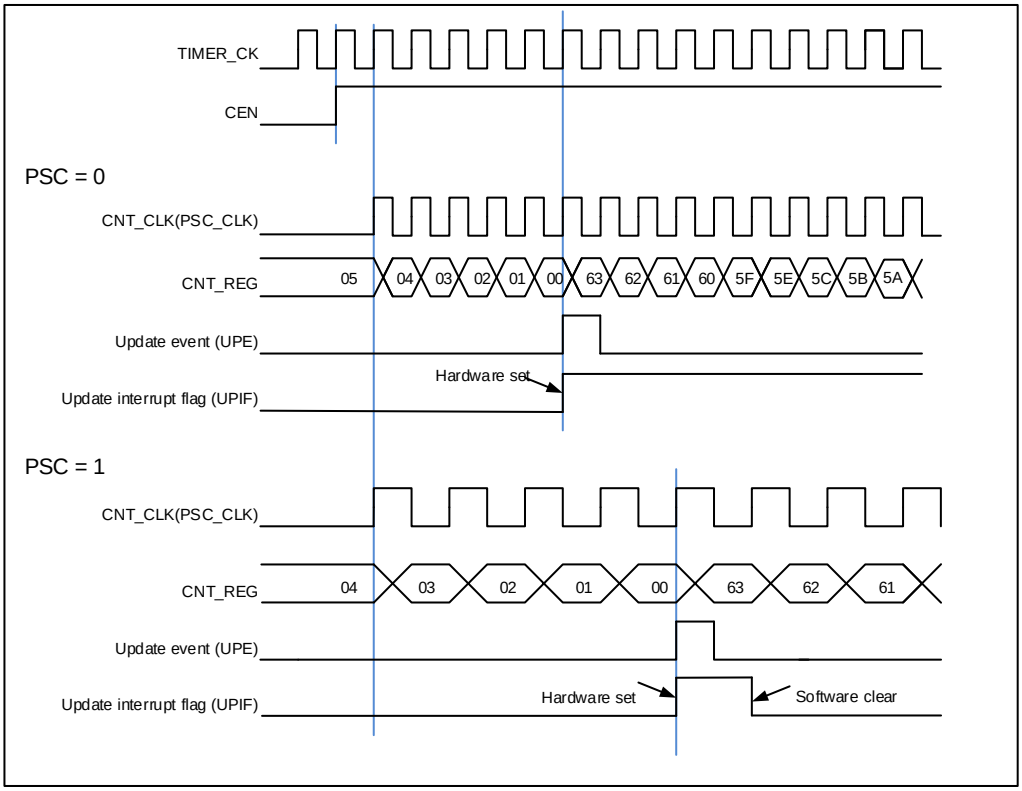
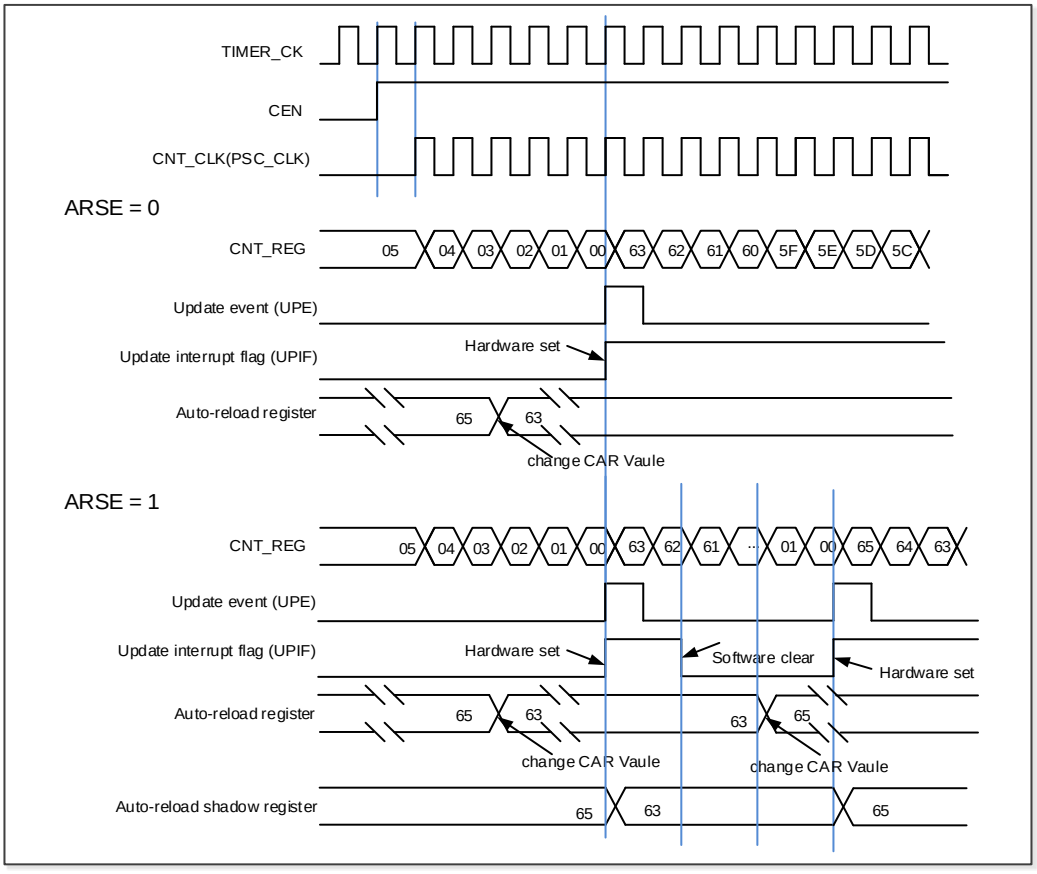


Figure 16-38. Down-counter timechart, change TIMERx_CAR on the go.



Center-aligned counting mode

In the center-aligned counting mode, the counter counts up from 0 to the counter-reload value and then counts down to 0 alternatively. The TIMER module generates an overflow event when the counter counts to the counter-reload value subtract 1 in the up-counting mode and generates an underflow event when the counter counts to 1 in the down-counting mode. The counting direction bit DIR in the TIMERx_CTL0 register is read-only and indicates the counting direction when in the center-aligned mode. The counting direction is updated by hardware automatically.

Setting the UPG bit in the TIMERx_SWEVG register will initialize the counter value to 0 irrespective of whether the counter is counting up or down in the center-align counting mode and generates an update event.

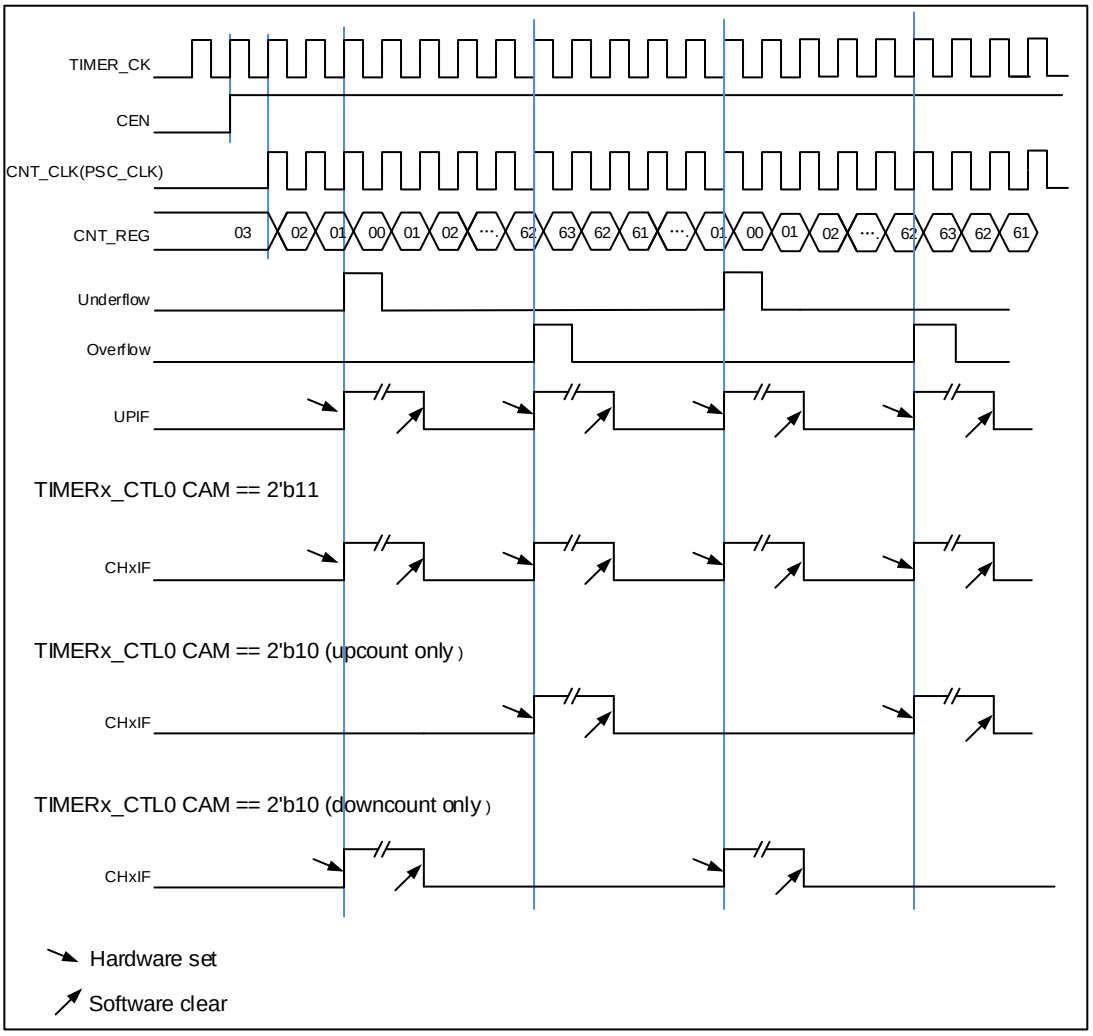
The UPIF bit in the TIMERx_SWEVG register can be set to 1 when an underflow event at count-down (CAM in TIMERx_CTL0 is “2’b01”), an overflow event at count-up (CAM in TIMERx_CTL0 is “2’b10”) or both of them occur (CAM in TIMERx_CTL0 is “2’b11”).

If the UPDIS bit in the TIMERx_CTL0 register is set, the update event is disabled.

When an update event occurs, all the registers (repetition counter, autoreload register, prescaler register) are updated.

The following figures show some examples of the counter behavior for different clock frequencies when TIMERx_CAR=0x63. TIMERx_PSC=0x0

Figure 16-39. Center-aligned counter timechart



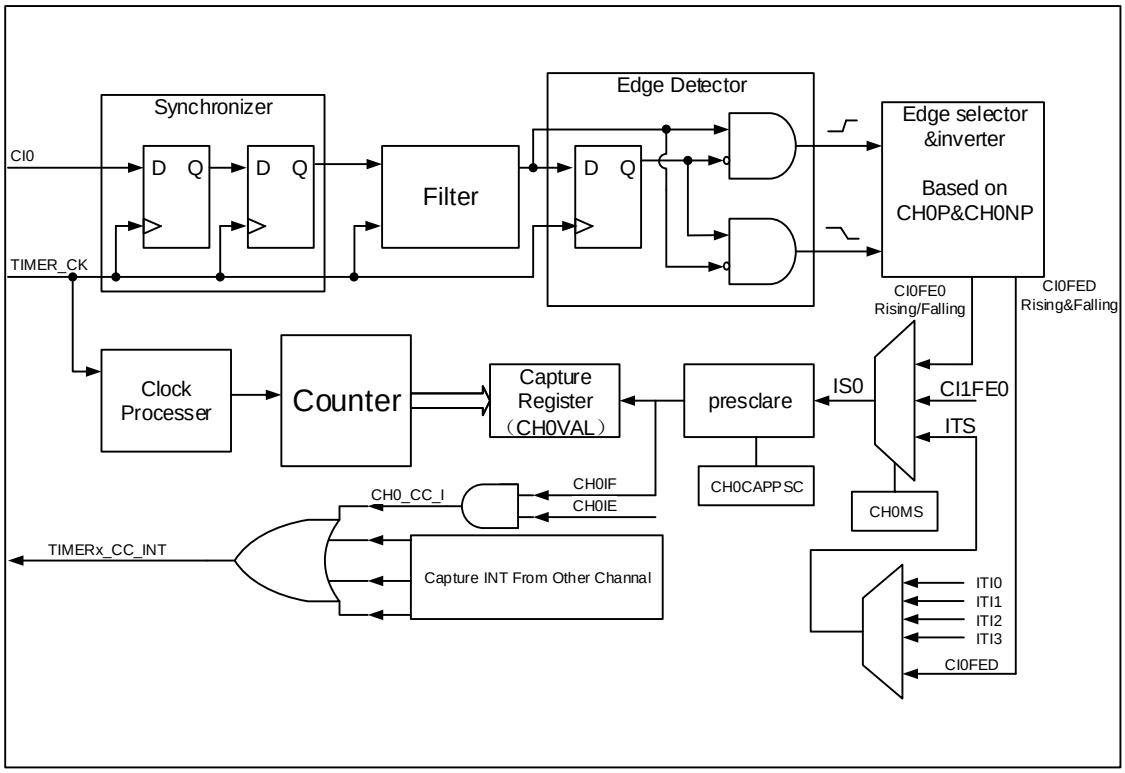
Capture/compare channels

The general level0 TIMER has four independent channels which can be used as capture inputs or compare match outputs. Each channel is built around a channel capture compare register including an input stage, channel controller and an output stage.

- **Input capture mode**

Capture mode allows the channel to perform measurements such as pulse timing, frequency, period, duty cycle and so on. The input stage consists of a digital filter, a channel polarity selection, edge detection and a channel prescaler. When a selected edge occurs on the channel input, the current value of the counter is captured into the TIMERx_CHxCV register, at the same time the CHxIF bit is set and the channel interrupt is generated if enabled by CHxIE = 1.

Figure 16-40. Input capture logic



One of channels' input signals (CIx) can be chosen from the TIMERx_CHx signal or the Excusive-OR function of the TIMERx_CH0, TIMERx_CH1 and TIMERx_CH2 signals. First, the channel input signal (CIx) is synchronized to TIMER_CK domain, and then sampled by a digital filter to generate a filtered input signal. Then through the edge detector, the rising and fall edge are detected. You can select one of them by CHxP. One more selector is for the other channel and trig, controlled by CHxMS. The IC_prescaler make several the input event generate one effective capture event. On the capture event, CHxVAL will restore the value of Counter.

So the process can be divided to several steps as below:

Step1: Filter Configuration. (CHxCAPFLT in TIMERx_CHCTL0)

Based on the input signal and requested signal quality, configure compatible CHxCAPFLT.

Step2: Edge Selection. (CHxP/CHxNP in TIMERx_CHCTL2)

Rising or falling edge, choose one by CHxP/CHxNP.

Step3: Capture source Selection. (CHxMS in TIMERx_CHCTL0)

As soon as you select one input capture source by CHxMS, you have set the channel to input mode (CHxMS!=0x0) and TIMERx_CHxCV cannot be written any more.

Step4: Interrupt enable. (CHxIE and CHxDEN in TIMERx_DMAINTEN)

Enable the related interrupt enable; you can got the interrupt and DMA request.

Step5: Capture enables. (CHxEN in TIMERx_CHCTL2)

Result: When you wanted input signal is got, TIMERx_CHxCV will be set by counter's value. And CHxIF is asserted. If the CHxIF is high, the CHxOF will be asserted also. The interrupt and DMA request will be asserted based on the your configuration of CHxIE and CHxDEN in TIMERx_DMAINTEN

Direct generation: If you want to generate a DMA request or interrupt, you can set CHxG by software directly.

The input capture mode can be also used for pulse width measurement from signals on the TIMERx_CHx pins. For example, PWM signal connect to CI0 input. Select channel 0 capture signals to CI0 by setting CH0MS to 2'b01 in the channel control register (TIMERx_CHCTL0) and set capture on rising edge. Select channel 1 capture signal to CI0 by setting CH1MS to 2'b10 in the channel control register (TIMERx_CHCTL0) and set capture on falling edge. The counter set to restart mode and restart on channel 0 rising edge. Then the TIMERX_CH0CV can measure the PWM period and the TIMERx_CH1CV can measure the PWM duty.

- **Output compare mode**

In Output Compare mode, the TIMERx can generate timed pulses with programmable position, polarity, duration, and frequency. When the counter matches the value in the CHxVAL register of an output compare channel, the channel (n) output can be set, cleared, or toggled based on CHxCOMCTL. when the counter reaches the value in the CHxVAL register, the CHxIF bit is set and the channel (n) interrupt is generated if CHxIE = 1. And the DMA request will be assert, if CHxDEN =1.

So the process can be divided to several steps as below:
Step1: Clock configuration. Such as clock source, clock prescaler and so on.

Step2: Compare mode configuration.
* Set the shadow enable mode by CHxCOMSEN
* Set the output mode (Set/Clear/Toggle) by CHxCOMCTL.
* Select the active high polarity by CHxP/CHxNP
* Enable the output by CHxEN

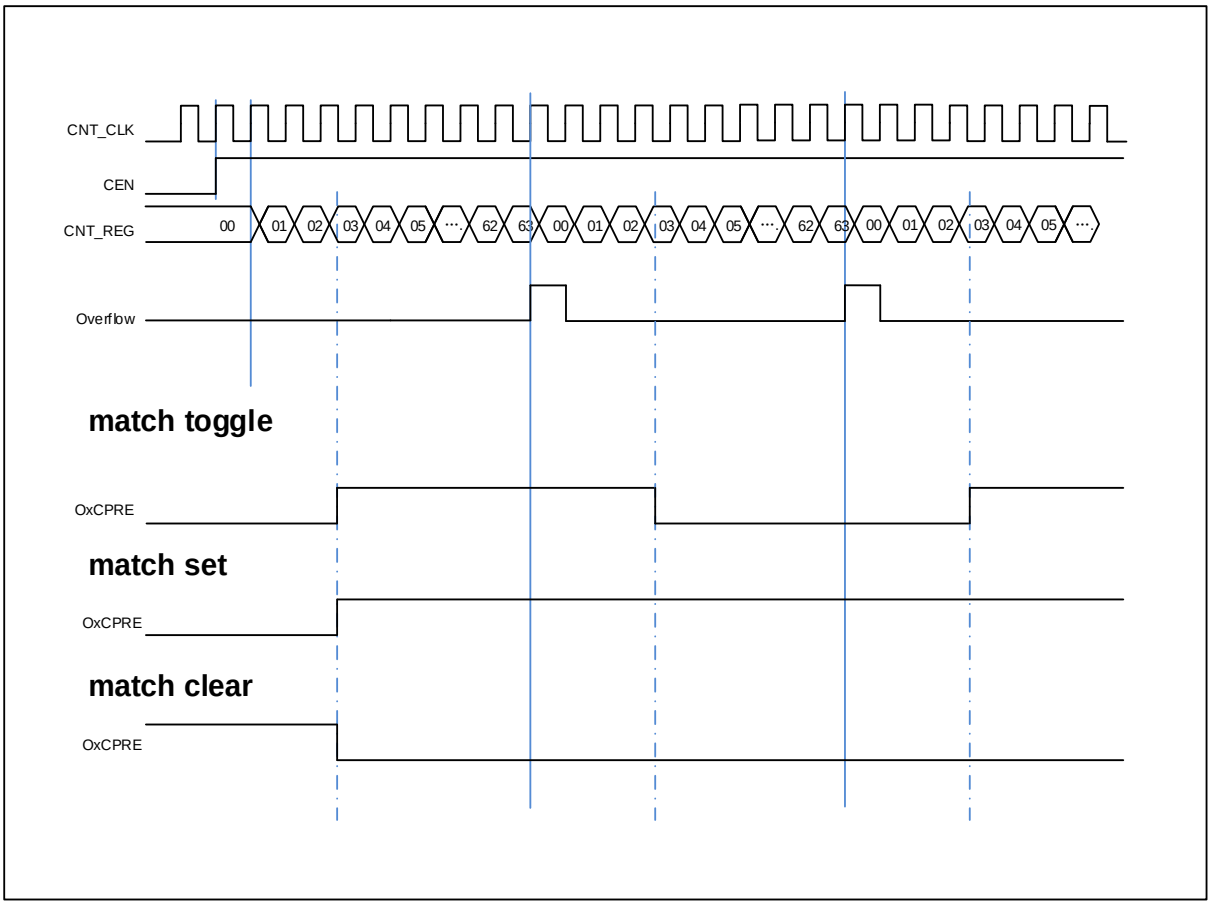
Step3: Interrupt/DMA-request enables configuration by CHxIE/ CHxDEN

Step4: Compare output timing configuration by TIMERx_CAR and TIMERx_CHxCV.
About the CHxVAL, you can change it on the go to meet the waveform you expected.

Step5: Start the counter by CEN.

The timechart below show the three compare modes toggle/set/clear. CAR=0x63, CHxVAL=0x3

Figure 16-41. Output-compare under three modes



PWM mode

In the output PWM mode (by setting the CHxCOMCTL bits to 3'b110 (PWM mode0) or to 3'b 111(PWM mode1), the channel can outputs PWM waveform according to the TIMERx_CAR registers and TIMERx_CHxCV registers.

Based on the counter mode, we have can also divide PWM into EAPWM (Edge aligned PWM) and CAPWM (Centre aligned PWM).

The EAPWM period is determined by TIMERx_CAR and duty cycle is by TIMERx_CHxCV. ***Figure 16-42. EAPWM timechart*** shows the EAPWM output and interrupts waveform.

The CAPWM period is determined by 2*TIMERx_CAR, and duty cycle is determined by 2*TIMERx_CHxCV. ***Figure 16-43. CAPWM timechart*** shows the CAPWM output and interrupts waveform.

If TIMERx_CHxCV is greater than TIMERx_CAR, the output will be always active under PWM mode0 (CHxCOMCTL==3'b110).
And if TIMERx_CHxCV is equal to zero, the output will be always inactive under PWM mode0 (CHxCOMCTL==3'b110).

Figure 16-42. EAPWM timechart

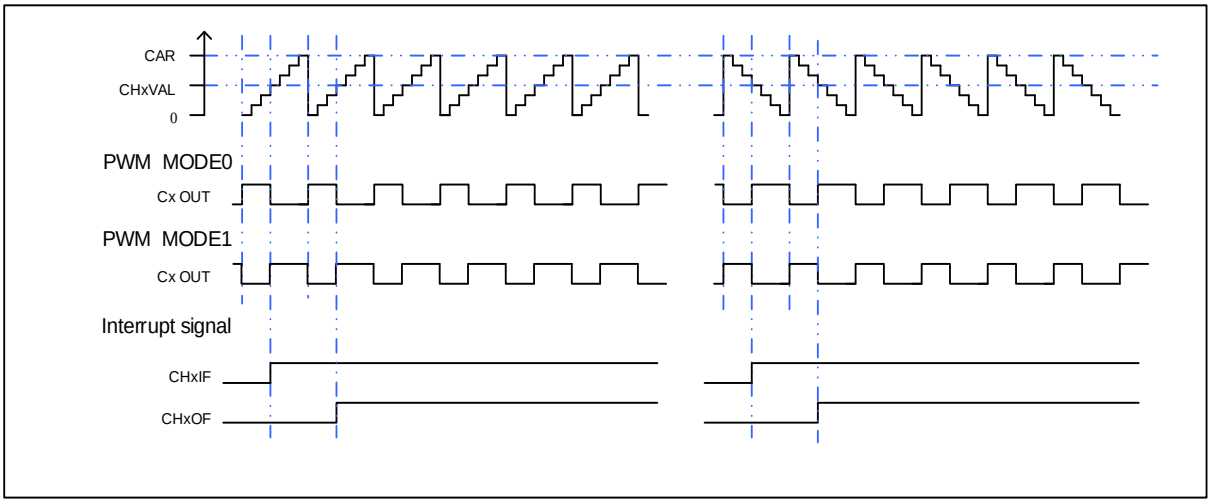
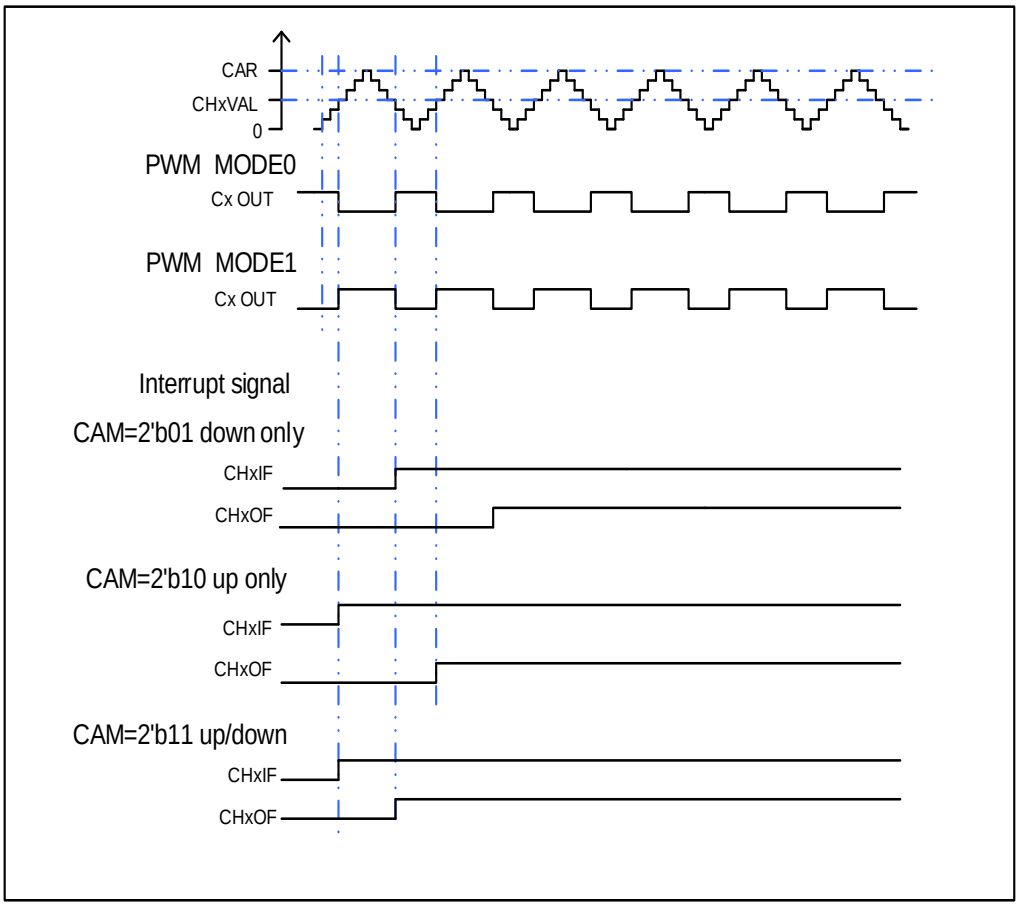


Figure 16-43. CAPWM timechart



Channel output reference signal

When the TIMERx is used in the compare match output mode, the OxCPRE signal (Channel x Output prepare signal) is defined by setting the CHxCOMCTL filed. The OxCPRE signal has several types of output function. These include, keeping the original level by setting the CHxCOMCTL field to 0x00, set to 1 by setting the CHxCOMCTL field to 0x01, set to 0 by setting the CHxCOMCTL field to 0x02 or signal toggle by setting the CHxCOMCTL field to 0x03 when the counter value matches the content of the TIMERx_CHxCV register.

The PWM mode 0 and PWM mode 1 outputs are also another kind of OxCPRE output which is setup by setting the CHxCOMCTL field to 0x06/0x07. In these modes, the OxCPRE signal level is changed according to the counting direction and the relationship between the counter value and the TIMERx_CHxCV content. With regard to a more detail description refer to the relative bit definition.

Another special function of the OxCPRE signal is a forced output which can be achieved by setting the CHxCOMCTL field to 0x04/0x05. Here the output can be forced to an inactive/active level irrespective of the comparison condition between the counter and the TIMERx_CHxCV values.

The OxCPRE signal can be forced to 0 when the ETIFE signal is derived from the external ETI pin and when it is set to a high level by setting the CHxCOMCEN bit to 1 in the TIMERx_CHCTL0 register. The OxCPRE signal will not return to its active level until the next update event occurs.

Quadrature decoder

The quadrature decoder function uses two quadrature inputs CI0 and CI1 derived from the TIMERx_CH0 and TIMERx_CH1 pins respectively to interact to generate the counter value. The DIR bit is modified by hardware automatically during each input source transition. The input source can be either CI0 only, CI1 only or both CI0 and CI1, the selection made by setting the SMC [2:0] to 0x01, 0x02 or 0x03. The mechanism for changing the counter direction is shown in the following table. The quadrature decoder can be regarded as an external clock with a directional selection. This means that the counter counts continuously in the interval between 0 and the counter-reload value. Therefore, users must configure the TIMERx_CAR register before the counter starts to count.

Table 16-5. Counting direction versus encoder signals

Counting mode	Level	CI0FE0		CI1FE1	
		Rising	Falling	Rising	Falling
CI0 only counting	CI1FE1=High	Down	Up	-	-
	CI1FE1=Low	Up	Down	-	-
CI1 only counting	CI0FE0=High	-	-	Up	Down
	CI0FE0=Low	-	-	Down	Up

CI0 and CI1 counting	CI1FE1=High	Down	Up	X	X
	CI1FE1=Low	Up	Down	X	X
	CI0FE0=High	X	X	Up	Down
	CI0FE0=Low	X	X	Down	Up

Note:"-" means "no counting"; "X" means impossible.

Figure 16-44. Example of counter operation in encoder interface mode

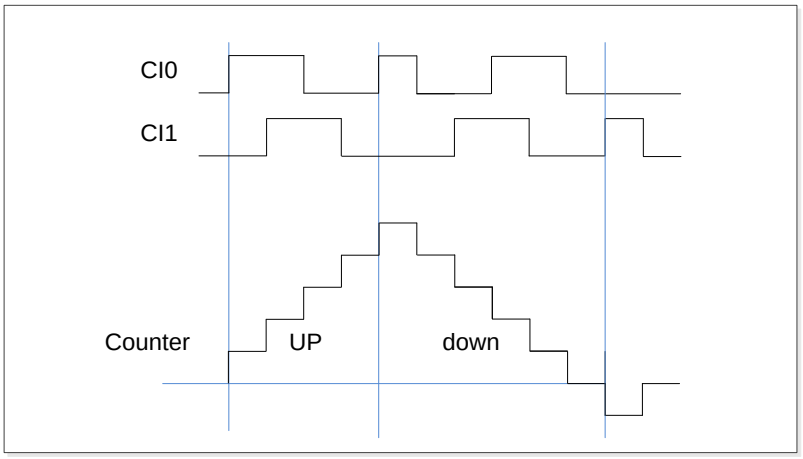
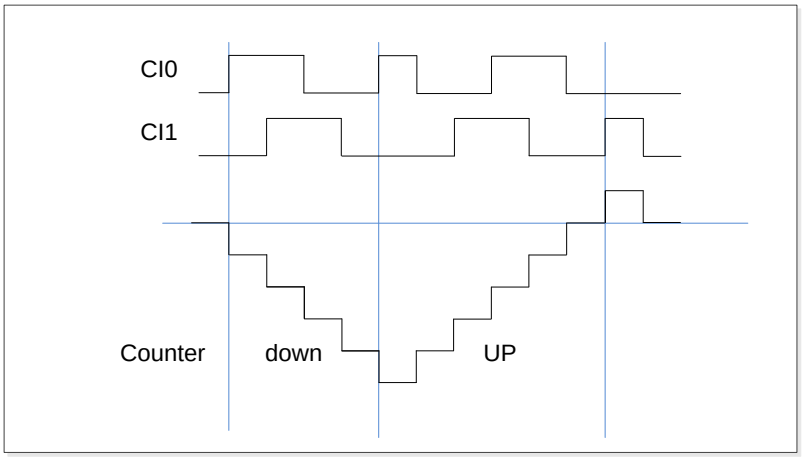


Figure 16-45. Example of encoder interface mode with CI0FE0 polarity inverted

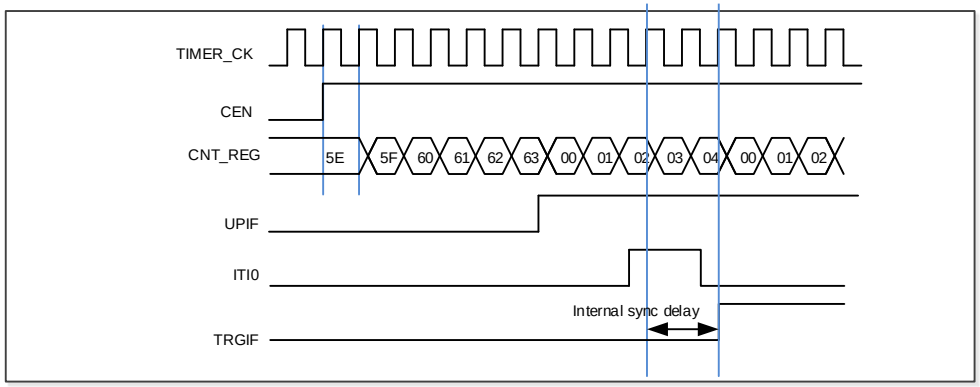


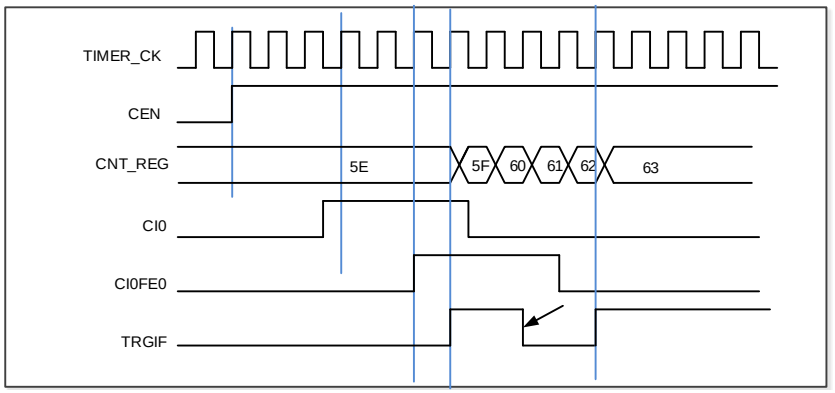
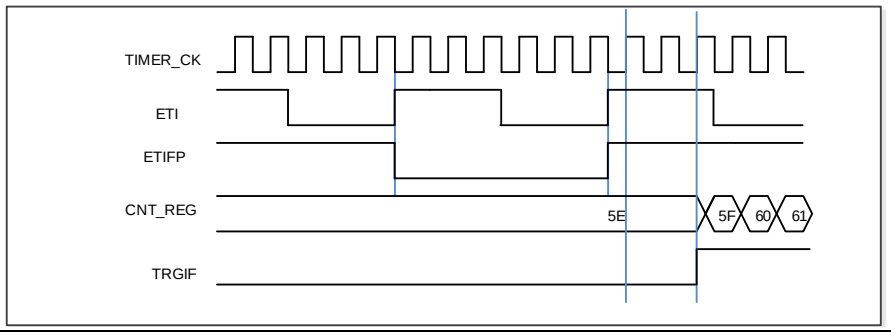
Slave controller

The TIMERx can be synchronized with a trigger in several modes including the restart mode, the pause mode and the event mode which is selected by the SMC [2:0] in the TIMERx_SMCFG register. The trigger input of these modes can be selected by the TRGS [2:0] in the TIMERx_SMCFG register.

Table 16-6. Counting direction versus encoder signals

	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler

	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler
LIST	SMC[2:0] 3'b100 (restart mode) 3'b101 (pause mode) 3'b110 (event mode)	TRGS[2:0] 000: ITI0 001: ITI1 010: ITI2 011: ITI3 100: CI0F_ED 101: CI0FE0 110: CI1FE1 111: ETIFP	If you choose the CI0FE0 or CI1FE1, configure the CHxP and CHxNP for the polarity selection and inversion. If you choose the ETIF, configure the ETP for polarity selection and inversion.	For the ITIx no filter and prescaler can be used. For the CIx, configure Filter by CHxCAPFLT, no prescaler can be used. For the ETIF, configure Filter by ETFC and Prescaler by ETPSC.
Exam1	Restart mode The counter can be clear and restart when a rising trigger input.	TRGS[2:0]=3'b000 ITI0 is the selection.	For ITI0, no polarity selector can be used.	For the ITI0, no filter and prescaler can be used.
	Figure 16-46. Restart mode 			
Exam2	Pause mode The counter can be paused when the trigger input is low.	TRGS[2:0]=3'b101 CI0FE0 is the selection.	TI0S=0.(Non-xor) [CH0NP==0, CH0P==0] no inverted. Capture will be sensitive to the rising edge only.	Filter is bypass in this example.

	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler
	Figure 16-47. Pause mode 			
Exam3	Event mode The counter will start to count when a rising trigger input.	TRGS[2:0]=3'b 111 ETIF is the selection.	ETP = 0 no polarity change.	ETPSC = 1, divided by 2. ETFC = 0 , no filter
	Figure 16-48. Event mode 			

Single pulse mode

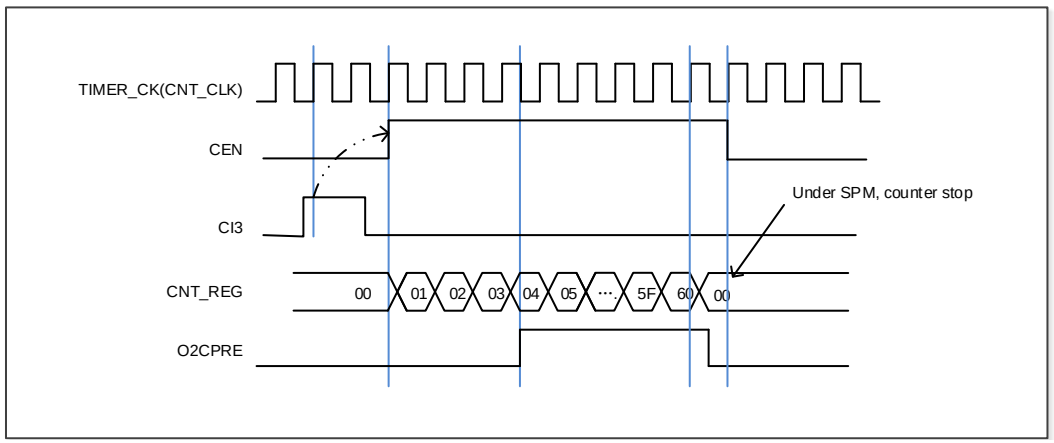
Single pulse mode is opposite to the repetitive mode, which can be enabled by setting SPM in TIMERx_CTL0. When you set SPM, the counter will be clear and stop when the next update event automatically. In order to get pulse waveform, you can set the TIMERx to PWM mode or compare by CHxCOMCTL.

Once the timer is set to operate in the single pulse mode, it is not necessary to set the timer enable bit CEN in the TIMERx_CTL0 register to 1 to enable the counter. The trigger to generate a pulse can be sourced from the trigger signals edge or by setting the CEN bit to 1 using software. Setting the CEN bit to 1 or a trigger from the trigger signals edge can generate a pulse and then keep the CEN bit at a high state until the update event occurs or the CEN bit is written to 0 by software. If the CEN bit is cleared to 0 using software, the counter will be stopped and its value held. If the CEN bit is automatically cleared to 0 by a

hardware update event, the counter will be reinitialized.

In the single pulse mode, the trigger active edge which sets the CEN bit to 1 will enable the counter. However, there exist several clock delays to perform the comparison result between the counter value and the TIMERx_CHxCV value. In order to reduce the delay to a minimum value, the user can set the CHxCOMFEN bit in each TIMERx_CHCTL0/1 register. After a trigger rising occurs in the single pulse mode, the OxCPRE signal will immediately be forced to the state which the OxCPRE signal will change to, as the compare match event occurs without taking the comparison result into account. The CHxCOMFEN bit is available only when the output channel is configured to operate in the PWM0 or PWM1 output mode and the trigger source is derived from the trigger signal.

Figure 16-49. Single pulse mode TIMERx_CHxCV = 0x04 TIMERx_CAR=0x60



Timers interconnection

Refer to ***Advanced timer (TIMERx, x=0)***.

Table 16-7. TIMERx(x=1,2) interconnection

Slave TIMER	ITI0(TRGS = 000)	ITI1(TRGS = 001)	ITI2(TRGS = 010)	ITI3(TRGS = 011)
TIMER1	TIMER0	TIMER14	TIMER2	Reserved
TIMER2	TIMER0	TIMER1	TIMER14	Reserved

Timer DMA mode

Timer's DMA mode is the function that configures timer's register by DMA module. The relative registers are TIMERx_DMACFG and TIMERx_DMATB; Of course, you have to enable a DMA request which will be asserted by some internal interrupt event. When the interrupt event was asserted, TIMERx will send a request to DMA, which is configured to M2P mode and PADDR is TIMERx_DMATB, then DMA will access the TIMERx_DMATB. In fact, register TIMERx_DMATB is only a buffer; timer will map the TIMERx_DMATB to an

internal register, appointed by the field of DMATA in TIMERx_DMACFG . If the field of DMATC in TIMERx_DMACFG is 0(1 transfer), then the timer's DMA request is finished. While if TIMERx_DMATC is not 0, such as 3(4 transfers), then timer will send 3 more requests to DMA, and DMA will access timer's registers DMASAR+0x4, DMASAR+0x8, DMASAR+0xc at the next 3 accesses to TIMERx_DMATB. In one word, one time DMA internal interrupt event assert, DMATC+1 times request will be send by TIMERx.

If one more time DMA request event coming, TIMERx will repeat the process as above.

Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL0 register set to 1, the TIMERx counter stops.

16.2.5. TIMERx registers(x=1, 2)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CKDIV[1:0]		ARSE	CAM[1:0]		DIR	SPM	UPS	UPDIS	CEN
						rw		rw	rw		rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9:8	CKDIV[1:0]	Clock division The CKDIV bits can be configured by software to specify division ratio between the timer clock (TIMER_CK) and the dead-time and sampling clock (DTS), which is used by the dead-time generators and the digital filters. 00: $f_{DTS}=f_{TIMER\_CK}$ 01: $f_{DTS}= f_{TIMER\_CK}$ /2 10: $f_{DTS}= f_{TIMER\_CK}$ /4 11: Reserved
7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:5	CAM[1:0]	Counter aligns mode selection 00: No center-aligned mode (edge-aligned mode). The direction of the counter is specified by the DIR bit.

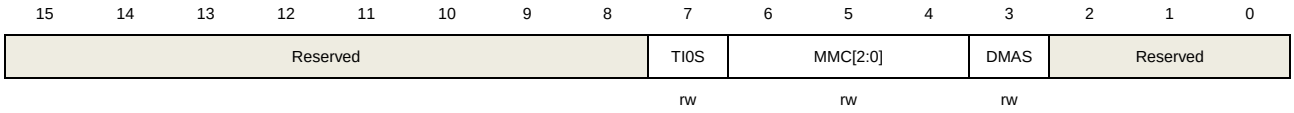
		01: Center-aligned and counting down assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Only when the counter is counting down, compare interrupt flag of channels can be set. 10: Center-aligned and counting up assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Only when the counter is counting up, compare interrupt flag of channels can be set. 11: Center-aligned and counting up/down assert mode. The counter counts under center-aligned and channel is configured in output mode (CHxMS=00 in TIMERx_CHCTL0 register). Both when the counter is counting up and counting down, compare interrupt flag of channels can be set. After the counter is enabled, cannot be switched from 0x00 to non 0x00.
4	DIR	Direction 0: Count up 1: Count down This bit is read only when the timer is configured in Center-aligned mode or Encoder mode.
3	SPM	Single pulse mode. 0: Counter continues after update event. 1: The CEN is cleared by hardware and the counter stops at next update event.
2	UPS	Update source This bit is used to select the update event sources by software. 0: When enabled, any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: When enabled, only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.

0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Control register 1 (TIMERx_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7	TI0S	Channel 0 trigger input selection 0: The TIMERx_CH0 pin input is selected as channel 0 trigger input. 1: The result of combinational XOR of TIMERx_CH0, CH1 and CH2 pins is selected as channel 0 trigger input.
6:4	MMC[2:0]	Master mode control These bits control the selection of TRGO signal, which is sent in master mode to slave timers for synchronization function. 000: Reset. When the UPG bit in the TIMERx_SWEVG register is set or a reset is generated by the slave mode controller, a TRGO pulse occurs. And in the latter case, the signal on TRGO is delayed compared to the actual reset. 001: Enable. This mode is useful to start several timers at the same time or to control a window in which a slave timer is enabled. In this mode the master mode controller selects the counter enable signal TIMERx_EN as TRGO. The counter enable signal is set when CEN control bit is set or the trigger input in pause mode is high. There is a delay between the trigger input in pause mode and the TRGO output, except if the master-slave mode is selected. 010: Update. In this mode the master mode controller selects the update event as TRGO. 011: Capture/compare pulse. In this mode the master mode controller generates a TRGO pulse when a capture or a compare match occurred. 100: Compare. In this mode the master mode controller selects the O0CPRE signal is used as TRGO 101: Compare. In this mode the master mode controller selects the O1CPRE signal is

		used as TRGO 110: Compare. In this mode the master mode controller selects the O2CPRE signal is used as TRGO 111: Compare. In this mode the master mode controller selects the O3CPRE signal is used as TRGO
3	DMAS	DMA request source selection 0: DMA request of channel x is sent when channel x event occurs. 1: DMA request of channel x is sent when update event occurs.
2:0	Reserved	Must be kept at reset value.

Slave mode configuration register (TIMERx_SMCFG)

Address offset: 0x08
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ETP	SMC1	ETPSC[1:0]		ETFC[3:0]				MSM	TRGS[2:0]			OCRC	SMC[2:0]		
rw	rw	rw		rw				rw	rw				rw		

Bits	Fields	Descriptions
15	ETP	External trigger polarity This bit specifies the polarity of ETI signal 0: ETI is active at high level or rising edge. 1: ETI is active at low level or falling edge.
14	SMC1	Part of SMC for enable External clock mode1. In external clock mode 1, the counter is clocked by any active edge on the ETIF signal. 0: External clock mode 1 disabled 1: External clock mode 1 enabled. It is possible to simultaneously use external clock mode 1 with the restart mode, pause mode or event mode. But the TRGS bits must not be 3'b111 in this case. The external clock input will be ETIF if external clock mode 0 and external clock mode 1 are enabled at the same time. **Note:** External clock mode 0 enable is in this register's SMC bit-filed.
13:12	ETPSC[1:0]	External trigger prescaler The frequency of external trigger signal ETI must not be at higher than 1/4 of TIMER_CK frequency. When the external trigger signal is a fast clock, the prescaler can be enabled to reduce ETI frequency. 00: Prescaler disable 01: ETI frequency will be divided by 2 10: ETI frequency will be divided by 4

		11: ETI frequency will be divided by 8
11:8	ETFC[3:0]	External trigger filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample ETI signal and the length of the digital filter applied to ETI. 0000: Filter disabled. f_{SAMP}= f_{DTS}, N=1. 0001: f_{SAMP}= f_{TIMER_CK}, N=2. 0010: f_{SAMP}= f_{TIMER_CK}, N=4. 0011: f_{SAMP}= f_{TIMER_CK}, N=8. 0100: f_{SAMP}=f_{DTS}/2, N=6. 0101: f_{SAMP}=f_{DTS}/2, N=8. 0110: f_{SAMP}=f_{DTS}/4, N=6. 0111: f_{SAMP}=f_{DTS}/4, N=8. 1000: f_{SAMP}=f_{DTS}/8, N=6. 1001: f_{SAMP}=f_{DTS}/8, N=8. 1010: f_{SAMP}=f_{DTS}/16, N=5. 1011: f_{SAMP}=f_{DTS}/16, N=6. 1100: f_{SAMP}=f_{DTS}/16, N=8. 1101: f_{SAMP}=f_{DTS}/32, N=5. 1110: f_{SAMP}=f_{DTS}/32, N=6. 1111: f_{SAMP}=f_{DTS}/32, N=8.
7	MSM	Master-slave mode This bit can be used to synchronize selected timers to begin counting at the same time. The TRGI is used as the start event, and through TRGO, timers are connected together. 0: Master-slave mode disable 1: Master-slave mode enable
6:4	TRGS[2:0]	Trigger selection This bit-field specifies which signal is selected as the trigger input, which is used to synchronize the counter. 000: Internal trigger input 0 (ITI0) 001: Internal trigger input 1 (ITI1) 010: Internal trigger input 2 (ITI2) 011: Reserved 100: CI0 edge flag (CI0F_ED) 101: channel 0 input Filtered output (CI0FE0) 110: channel 1 input Filtered output (CI1FE1) 111: External trigger input filter output(ETIFP) These bits must not be changed when slave mode is enabled.
3	OCRC	OCPRE clear source selection 0: OCPRE_CLR_INT is connected to the OCPRE_CLR input

		1: OCPRE_CLR_INT is connected to ETIF
2:0	SMC[2:0]	Slave mode control 000: Disable mode. The slave mode is disabled; The prescaler is clocked directly by the internal clock (TIMER_CK) when CEN bit is set high. 001: Quadrature decoder mode 0.The counter counts on CI1FE1 edge, while the direction depends on CI0FE0 level. 010: Quadrature decoder mode 1.The counter counts on CI0FE0 edge, while the direction depends on CI1FE1 level. 011: Quadrature decoder mode 2.The counter counts on both CI0FE0 and CI1FE1 edge, while the direction depends on each other. 100: Restart mode. The counter is reinitialized and the shadow registers are updated on the rising edge of the selected trigger input. 101: Pause mode. The trigger input enables the counter clock when it is high and disables the counter when it is low. 110: Event mode. A rising edge of the trigger input enables the counter. The counter cannot be disabled by the slave mode controller. 111: External clock mode0. The counter counts on the rising edges of the selected trigger.

DMA and interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	TRGDEN	Reserved	CH3DEN	CH2DEN	CH1DEN	CH0DEN	UPDEN	Reserved	TRGIE	Reserved	CH3IE	CH2IE	CH1IE	CH0IE	UPIE
	rw		rw	rw	rw	rw	rw		rw		rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15	Reserved	Must be kept at reset value.
14	TRGDEN	Trigger DMA request enable 0: disabled 1: enabled
13	Reserved	Must be kept at reset value.
12	CH3DEN	Channel 3 capture/compare DMA request enable 0: disabled 1: enabled
11	CH2DEN	Channel 2 capture/compare DMA request enable 0: disabled

		1: enabled
10	CH1DEN	Channel 1 capture/compare DMA request enable 0: disabled 1: enabled
9	CH0DEN	Channel 0 capture/compare DMA request enable 0: disabled 1: enabled
8	UPDEN	Update DMA request enable 0: disabled 1: enabled
7	Reserved	Must be kept at reset value.
6	TRGIE	Trigger interrupt enable 0: disabled 1: enabled
5	Reserved	Must be kept at reset value.
4	CH3IE	Channel 3 capture/compare interrupt enable 0: disabled 1: enabled
3	CH2IE	Channel 2 capture/compare interrupt enable 0: disabled 1: enabled
2	CH1IE	Channel 1 capture/compare interrupt enable 0: disabled 1: enabled
1	CH0IE	Channel 0 capture/compare interrupt enable 0: disabled 1: enabled
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			CH3OF	CH2OF	CH1OF	CH0OF	Reserved		TRGIF	Reserved	CH3IF	CH3IF	CH1IF	CH0IF	UPIF
			rc_w0	rc_w0	rc_w0	rc_w0			rc_w0		rc_w0	rc_w0	rc_w0	rc_w0	rc_w0

Bits	Fields	Descriptions
15:13	Reserved	Must be kept at reset value.
12	CH3OF	Channel 3 over capture flag Refer to CH0OF description
11	CH2OF	Channel 2 over capture flag Refer to CH0OF description
10	CH1OF	Channel 1 over capture flag Refer to CH0OF description
9	CH0OF	Channel 0 over capture flag When channel 0 is configured in input mode, this flag is set by hardware when a capture event occurs while CH0IF flag has already been set. This flag is cleared by software. 0: No over capture interrupt occurred 1: Over capture interrupt occurred
8:7	Reserved	Must be kept at reset value.
6	TRGIF	Trigger interrupt flag This flag is set by hardware on trigger event and cleared by software. When the slave mode controller is enabled in all modes but pause mode, an active edge on trigger input generates a trigger event. When the slave mode controller is enabled in pause mode both edges on trigger input generates a trigger event. 0: No trigger event occurred. 1: Trigger interrupt occurred.
5	Reserved	Must be kept at reset value.
4	CH3IF	Channel 3 ‘s capture/compare interrupt enable Refer to CH0IF description
3	CH2IF	Channel 2 ‘s capture/compare interrupt enable Refer to CH0IF description
2	CH1IF	Channel 1 ‘s capture/compare interrupt flag Refer to CH0IF description
1	CH0IF	Channel 0 ‘s capture/compare interrupt flag This flag is set by hardware and cleared by software. When channel 0 is in input mode, this flag is set when a capture event occurs. When channel 0 is in output mode, this flag is set when a compare event occurs.

		0: No Channel 1 interrupt occurred 1: Channel 1 interrupt occurred
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved									TRGG	Reserved	CH3G	CH2G	CH1G	CH0G	UPG
									w		w	w	w	w	w

Bits	Fields	Descriptions
15:7	Reserved	Must be kept at reset value.
6	TRGG	Trigger event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the TRGIF flag in TIMERx_STAT register is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a trigger event 1: Generate a trigger event
5	Reserved	Must be kept at reset value.
4	CH3G	Channel 3's capture or compare event generation Refer to CH0G description
3	CH2G	Channel 2's capture or compare event generation Refer to CH0G description
2	CH1G	Channel 1's capture or compare event generation Refer to CH0G description
1	CH0G	Channel 0's capture or compare event generation This bit is set by software in order to generate a capture or compare event in channel 0, it is automatically cleared by hardware. When this bit is set, the CH1IF flag is set, the corresponding interrupt or DMA request is sent if enabled. In addition, if channel 1 is

		configured in input mode, the current value of the counter is captured in TIMERx_CH0CV register, and the CH0OF flag is set if the CH0IF flag was already high. 0: No generate a channel 1 capture or compare event 1: Generate a channel 1 capture or compare event
0	UPG	This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared if the center-aligned or up counting mode is selected, else (down counting) it takes the auto-reload value. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Channel control register 0 (TIMERx_CHCTL0)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH1COMCEN	CH1COMCTL[2:0]			CH1COMSEN	CH1COMFEN	CH1MS[1:0]		CH0COMCEN	CH0COMCTL[2:0]			CH0COMSEN	CH0COMFEN	CH0MS[1:0]	
CH1CAPFLT[3:0]				CH1CAPPSC[1:0]				CH0CAPFLT[3:0]				CH0CAPPSC[1:0]			
Rw				rw		rw		rw				rw		rw	

Output compare mode:

Bits	Fields	Descriptions
15	CH1COMCEN	Channel 1 output compare clear enable Refer to CH0COMCEN description
14:12	CH1COMCTL[2:0]	Channel 1 compare output control Refer to CH0COMCTL description
11	CH1COMSEN	Channel 1 output compare shadow enable Refer to CH0COMSEN description
10	CH1COMFEN	Channel 1 output compare fast enable Refer to CH0COMSEN description
9:8	CH1MS[1:0]	Channel 1 mode selection This bit-field specifies the direction of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH1EN bit in TIMERx_CHCTL2 register is reset). 00: Channel 1 is configured as output 01: Channel 1 is configured as input, IS1 is connected to CI0FE1

		10: Channel 1 is configured as input, IS1 is connected to CI1FE1 11: Channel 1 is configured as input, IS1 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.
7	CH0COMCEN	Channel 0 output compare clear enable. When this bit is set, the O0CPRE signal is cleared when High level is detected on ETIF input. 0: Channel 0 output compare clear disable 1: Channel 0 output compare clear enable
6:4	CH0COMCTL[2:0]	Channel 0 compare output control This bit-field controls the behavior of the output reference signal O0CPRE which drives CH0_O and CH0_ON. O0CPRE is active high, while CH0_O and CH0_ON active level depends on CH0P and CH0NP bits. 000: Frozen. The O0CPRE signal keeps stable, independent of the comparison between the register TIMERx_CH0CV and the counter TIMERx_CNT. 001: Set the channel output. O0CPRE signal is forced high when the counter matches the output compare register TIMERx_CH0CV. 010: Clear the channel output. O0CPRE signal is forced low when the counter matches the output compare register TIMERx_CH0CV. 011: Toggle on match. O0CPRE toggles when the counter matches the output compare register TIMERx_CH0CV. 100: Force low. O0CPRE is forced low level. 101: Force high. O0CPRE is forced high level. 110: PWM mode0. When counting up, O0CPRE is high as long as the counter is smaller than TIMERx_CH0CV else low. When counting down, O0CPRE is low as long as the counter is larger than TIMERx_CH0CV else high. 111: PWM mode1. When counting up, O0CPRE is low as long as the counter is smaller than TIMERx_CH0CV else high. When counting down, O0CPRE is high as long as the counter is larger than TIMERx_CH0CV else low. When configured in PWM mode, the O0CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00(COMPARE MODE).
3	CH0COMSEN	Channel 0 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH0CV register, which updates at each update event, will be enabled. 0: Channel 0 output compare shadow disable 1: Channel 0 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set).

		This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH0COMFEN	Channel 0 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM0 or PWM1 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH0_O is set to the compare level independently from the result of the comparison. 0: Channel 0 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH0_O output is 5 clock cycles. 1: Channel 0 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH0_O output is 3 clock cycles.
1:0	CH0MS[1:0]	Channel 0 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH0EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 0 is configured as output 01: Channel 0 is configured as input, IS0 is connected to CI0FE0 10: Channel 0 is configured as input, IS0 is connected to CI1FE0 11: Channel 0 is configured as input, IS0 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:12	CH1CAPFLT[3:0]	Channel 1 input capture filter control Refer to CH0CAPFLT description
11:10	CH1CAPPSC[1:0]	Channel 1 input capture prescaler Refer to CH0CAPPSC description
9:8	CH1MS[1:0]	Channel 1 mode selection Same as Output compare mode
7:4	CH0CAPFLT[3:0]	Channel 0 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI0 input signal and the length of the digital filter applied to CI0. 0000: Filter disabled, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6

		0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH0CAPPSC[1:0]	Channel 0 input capture prescaler This bit-field specifies the factor of the prescaler on channel 0 input. The prescaler is reset when CH0EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4 channel input edges 11: Capture is done every 8 channel input edges
1:0	CH0MS[1:0]	Channel 0 mode selection Same as Output compare mode

Channel control register 1 (TIMERx_CHCTL1)

Address offset: 0x1C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3COMCEN	CH3COMCTL[2:0]			CH3COMSEN	CH3COMFEN	CH3MS[1:0]		CH2COMCEN	CH2COMCTL[2:0]			CH2COMSEN	CH2COMFEN	CH2MS[1:0]	
CH3CAPFLT[3:0]				CH3CAPPSC[1:0]				CH2CAPFLT[3:0]				CH2CAPPSC[1:0]			
Rw				rw		rw		rw				rw		rw	

Output compare mode:

Bits	Fields	Descriptions
15	CH3COMCEN	Channel 3 output compare clear enable Refer to CH0COMCEN description
14:12	CH3COMCTL[2:0]	Channel 3 compare output control Refer to CH0COMCTL description
11	CH3COMSEN	Channel 3 output compare shadow enable

		Refer to CH0COMSEN description
10	CH3COMFEN	Channel 3 output compare fast enable Refer to CH0COMSEN description
9:8	CH3MS[1:0]	Channel 3 mode selection This bit-field specifies the direction of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH3EN bit in TIMERx_CHCTL2 register is reset). 00: Channel 3 is configured as output 01: Channel 3 is configured as input, IS3 is connected to CI2FE3 10: Channel 3 is configured as input, IS3 is connected to CI3FE3 11: Channel 3 is configured as input, IS3 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.
7	CH2COMCEN	Channel 2 output compare clear enable. When this bit is set, the O2CPRE signal is cleared when High level is detected on ETIF input. 0: Channel 2 output compare clear disable 1: Channel 2 output compare clear enable
6:4	CH2COMCTL[2:0]	Channel 2 compare output control This bit-field controls the behavior of the output reference signal O2CPRE which drives CH2_O and CH2_ON. O2CPRE is active high, while CH2_O and CH2_ON active level depends on CH2P and CH2NP bits. 000: Frozen. The O2CPRE signal keeps stable, independent of the comparison between the output compare register TIMERx_CH2CV and the counter TIMERx_CNT. 001: Set high on match. O2CPRE signal is forced high when the counter matches the output compare register TIMERx_CH2CV. 010: Set low on match. O2CPRE signal is forced low when the counter matches the output compare register TIMERx_CH2CV. 011: Toggle on match. O2CPRE toggles when the counter matches the output compare register TIMERx_CH2CV. 100: Force low. O2CPRE is forced low level. 101: Force high. O2CPRE is forced high level. 110: PWM mode 0. When counting up, O2CPRE is high as long as the counter is smaller than TIMERx_CH2CV else low. When counting down, O2CPRE is low as long as the counter is larger than TIMERx_CH2CV else high. 111: PWM mode 1. When counting up, O2CPRE is low as long as the counter is smaller than TIMERx_CH2CV else high. When counting down, O2CPRE is high as long as the counter is larger than TIMERx_CH2CV else low. When configured in PWM mode, the O2CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of

		the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH2MS bit-filed is 00(COMPARE MODE).
3	CH2COMSEN	Channel 2 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH2CV register, which updates at each update event will be enabled. 0: Channel 2 output compare shadow disable 1: Channel 2 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH2COMFEN	Channel 2 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM1 or PWM2 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH2_O is set to the compare level independently from the result of the comparison. 0: Channel 2 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH2_O output is 5 clock cycles. 1: Channel 2 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH2_O output is 3 clock cycles.
1:0	CH2MS[1:0]	Channel 2 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH2EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 2 is configured as output 01: Channel 2 is configured as input, IS2 is connected to CI2FE2 10: Channel 2 is configured as input, IS2 is connected to CI3FE2 11: Channel 2 is configured as input, IS2 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:12	CH3CAPFLT[3:0]	Channel 3 input capture filter control Refer to CH0CAPFLT description
11:10	CH3CAPPSC[1:0]	Channel 3 input capture prescaler Refer to CH0CAPPSC description
9:8	CH3MS[1:0]	Channel 3 mode selection

		Same as Output compare mode
7:4	CH2CAPFLT[3:0]	Channel 2 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI2 input signal and the length of the digital filter applied to CI2. 0000: Filter disable, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6 0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH2CAPPSC[1:0]	Channel 2 input capture prescaler This bit-field specifies the factor of the prescaler on channel 2 input. The prescaler is reset when CH2EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4 channel input edges 11: Capture is done every 8 channel input edges
1:0	CH2MS[1:0]	Channel 2 mode selection Same as output compare mode

Channel control register 2 (TIMERx_CHCTL2)

Address offset: 0x20
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3NP	Reserved	CH3P	CH3EN	CH2NP	Reserved	CH2P	CH2EN	CH1NP	Reserved	CH1P	CH1EN	CH0NP	Reserved	CH0P	CH0EN
rw		rw	rw	rw		rw	rw	rw		rw	rw	rw		rw	rw

Bits	Fields	Descriptions
15	CH3NP	Channel 3 complementary output polarity Refer to CH0NP description
14	Reserved	Must be kept at reset value
13	CH3P	Channel 3 capture/compare function polarity Refer to CH0P description
12	CH3EN	Channel 3 capture/compare function enable Refer to CH0EN description
11	CH2NP	Channel 2 complementary output polarity Refer to CH0NP description
10	Reserved	Must be kept at reset value
9	CH2P	Channel 2 capture/compare function polarity Refer to CH0P description
8	CH2EN	Channel 2 capture/compare function enable Refer to CH0EN description
7	CH1NP	Channel 1 complementary output polarity Refer to CH0NP description
6	Reserved	Must be kept at reset value
5	CH1P	Channel 1 capture/compare function polarity Refer to CH0P description
4	CH1EN	Channel 1 capture/compare function enable Refer to CH0EN description
3	CH0NP	Channel 0 complementary output polarity When channel 0 is configured in output mode, this bit should be keep reset value. When channel 0 is configured in input mode, In conjunction with CH0P, this bit is used to define the polarity of CI0. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
2	Reserved	Must be kept at reset value
1	CH0P	Channel 0 capture/compare function polarity When channel 0 is configured in output mode, this bit specifies the output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, this bit specifies the CI0 signal polarity. [CH0NP, CH0P] will select the active trigger or capture polarity for CI0FE0 or CI1FE0.

		[CH0NP==0, CH0P==0]: CIxFE0's rising edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will not be inverted. [CH0NP==0, CH0P==1]: CIxFE0's falling edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will be inverted. [CH0NP==1, CH0P==0]: Reserved. [CH0NP==1, CH0P==1]: CIxFE0's falling and rising edge are both the active signal for capture or trigger operation in slave mode. And CIxFE0 will be not inverted. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
0	CH0EN	Channel 0 capture/compare function enable When channel 0 is configured in output mode, setting this bit enables CH0_O signal in active state. When channel 0 is configured in input mode, setting this bit enables the capture event in channel0. 0: Channel 0 disabled 1: Channel 0 enabled

Counter register (TIMERx_CNT) (x=1)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CNT[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CNT[31:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Counter register (TIMERx_CNT) (x=2)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

CNT[15:0]

rw

Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															

rw

Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR) (x=1)

Address offset: 0x2C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CARL[31:16]															

rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CARL[15:0]															

rw

Bits	Fields	Descriptions
31:0	CARL[31:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Counter auto reload register (TIMERx_CAR) (x=2)

Address offset: 0x2C

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CARL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Channel 0 capture/compare value register (TIMERx_CH0CV) (x=1)

Address offset: 0x34
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CH0VAL[31:16]															
rw															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH0VAL[15:0]															
rw															

Bits	Fields	Descriptions
31:0	CH0VAL[31:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 0 capture/compare value register (TIMERx_CH0CV) (x=2)

Address offset: 0x34
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH0VAL[15:0]															
rw															

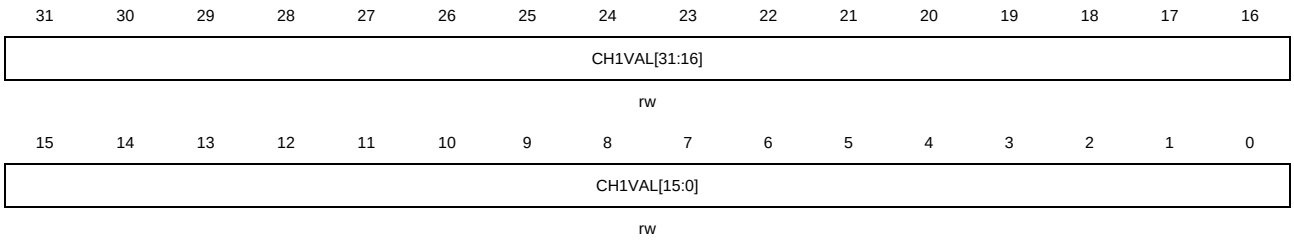
Bits	Fields	Descriptions
15:0	CH0VAL[15:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 1 capture/compare value register (TIMERx_CH1CV) (x=1)

Address offset: 0x38

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



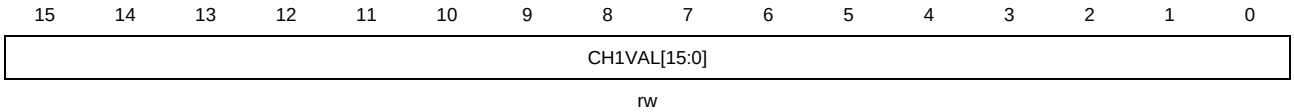
Bits	Fields	Descriptions
31:0	CH1VAL[31:0]	Capture or compare value of channel1 When channel 1 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 1 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 1 capture/compare value register (TIMERx_CH1CV) (x=2)

Address offset: 0x38

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



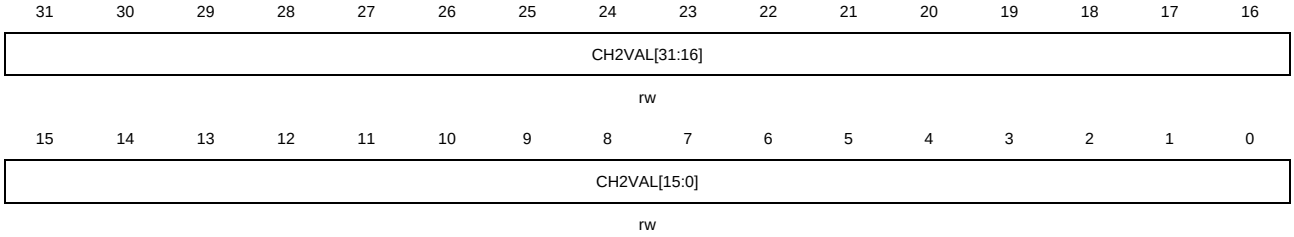
Bits	Fields	Descriptions
15:0	CH1VAL[15:0]	Capture or compare value of channel1 When channel 1 is configured in input mode, this bit-filed indicates the counter value

corresponding to the last capture event. And this bit-filed is read-only.
When channel 1 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 2 capture/compare value register (TIMERx_CH2CV) (x=1)

Address offset: 0x3C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

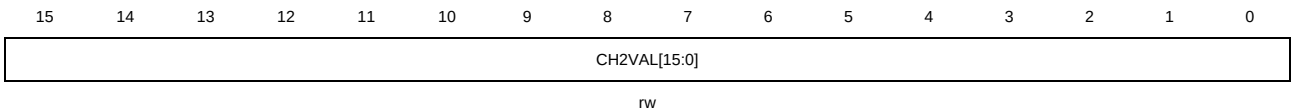


Bits	Fields	Descriptions
31:0	CH2VAL[31:0]	Capture or compare value of channel 2 When channel 2 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 2 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 2 capture/compare value register (TIMERx_CH2CV) (x=2)

Address offset: 0x3C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:0	CH2VAL[15:0]	Capture or compare value of channel 2 When channel 2 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 2 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the

shadow register updates every update event.

Channel 3 capture/compare value register (TIMERx_CH3CV) (x=1)

Address offset: 0x40
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CH3VAL[31:16]															
rw															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3VAL[15:0]															
rw															

Bits	Fields	Descriptions
31:0	CH3VAL[31:0]	Capture or compare value of channel 3 When channel3 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 3 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 3 capture/compare value register (TIMERx_CH3CV) (x=2)

Address offset: 0x40
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

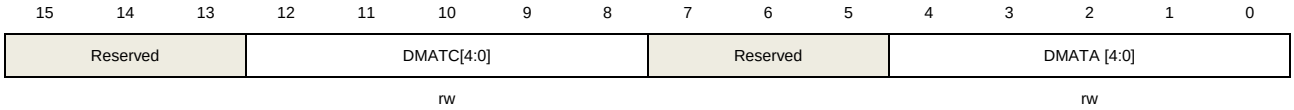
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH3VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH3VAL[15:0]	Capture or compare value of channel 3 When channel3 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 3 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

DMA configuration register (TIMERx_DMACFG)

Address offset: 0x48
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

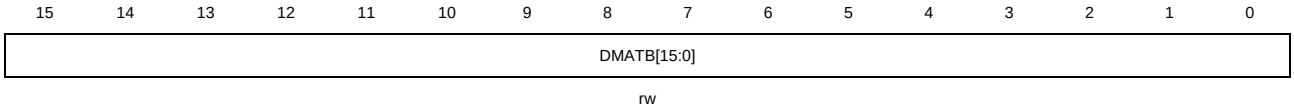


Bits	Fields	Descriptions
15:13	Reserved	Must be kept at reset value.
12:8	DMATC [4:0]	DMA transfer count This filed is defined the number of DMA will access(R/W) the register of TIMERx_DMATB
7:5	Reserved	Must be kept at reset value.
4:0	DMATA [4:0]	DMA transfer access start address This filed define the first address for the DMA access the TIMERx_DMATB. When access is done through the TIMERx_DMA address first time, this bit-field specifies the address you just access. And then the second access to the TIMERx_DMATB, you will access the address of start address + 0x4. 5'b0_0000: TIMERx_CTL0 5'b0_0001: TIMERx_CTL1 … In a word: Start Address = TIMERx_CTL0 + DMASAR*4

DMA transfer buffer register (TIMERx_DMATB)

Address offset: 0x4C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:0	DMATB[15:0]	DMA transfer buffer When a read or write operation is assigned to this register, the register located at the address range (Start Addr + Transfer Timer* 4) will be accessed.

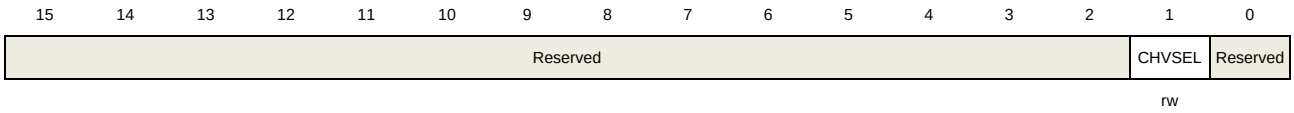
The transfer Timer is calculated by hardware, and ranges from 0 to DMATC.

Configuration register (TIMERx_CFG)

Address offset: 0xFC

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1	CHVSEL	Write CHxVAL register selection This bit-field set and reset by software. 1: If write the CHxVAL register, the write value is same as the CHxVAL value, the write access ignored 0: No effect
0	Reserved	Must be kept at reset value

16.3. General level2 timer (TIMERx, x=13)

16.3.1. Overview

The general level2 timer module (TIMER 13) is a one-channel timer that supports input capture, output compare. They can generate PWM signals to control motor or be used for power management applications. The general level2 time reference is a 16-bit counter that can be used as an unsigned counter.

In addition, the general level2 timers can be programmed and be used to count or time external events that drive other timers.

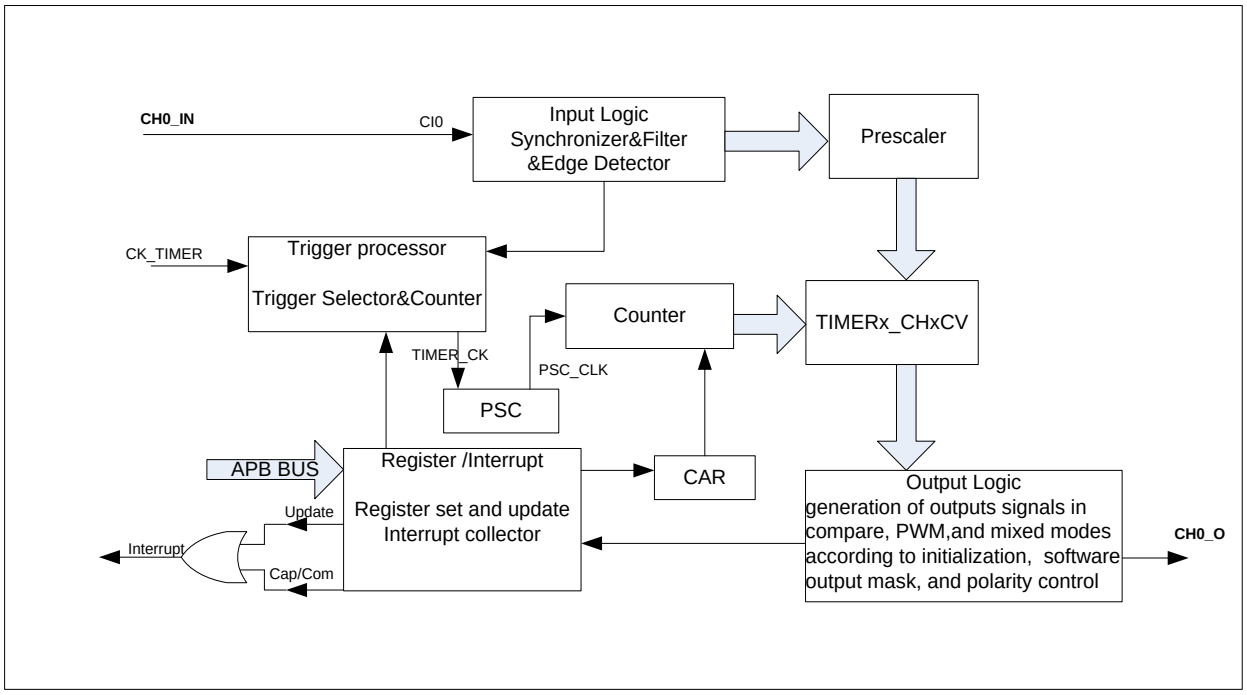
16.3.2. Characteristics

- Total channel num: 1.
- Counter width: 16bit.
- Source of count clock: internal clock.
- Counter mode: count up only.
- Programmable prescaler: 16 bit. Factor can be changed on the go.
- Each channel is user-configurable:
  Input capture mode, output compare mode, programmable and PWM mode.
- Auto-reload function.
- Interrupt output on: update, compare/capture event.

16.3.3. Block diagram

Figure 16-50. General level2 timer block diagram provides details on the internal configuration of the general level2 timer.

Figure 16-50. General level2 timer block diagram



16.3.4. Function overview

Clock selection

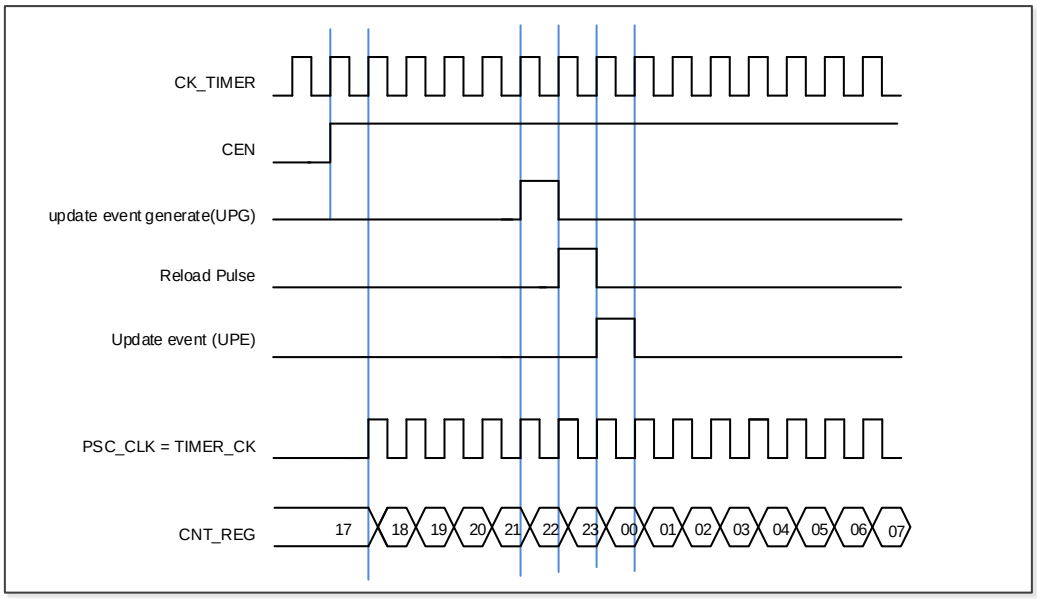
The general level2 TIMER can only being clocked by the CK_TIMER.

- Internal timer clock CK_TIMER which is from module RCU

The general level2 TIMER has only one clock source which is the internal CK_TIMER, used to drive the counter prescaler. When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

The TIMER_CK, driven counter's prescaler to count, is equal to CK_TIMER which is from RCU

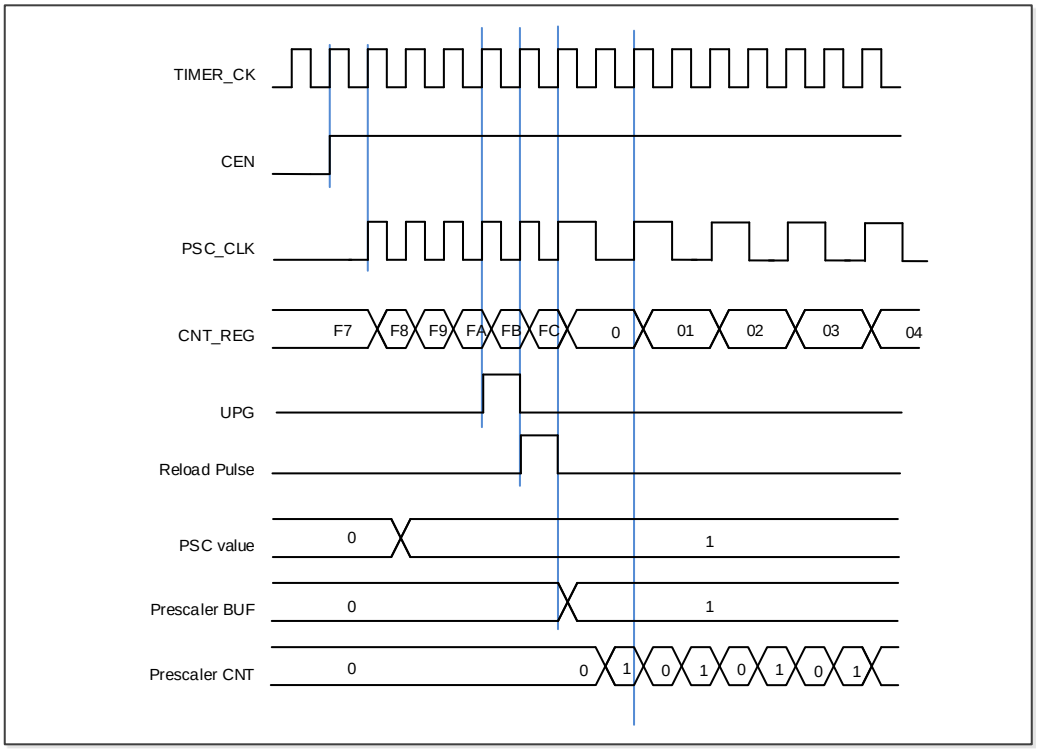
Figure 16-51. Normal mode, internal clock divided by 1



Prescaler

The prescaler can divide the timer clock (TIMER_CK) to the counter clock (PSC_CLK by any factor between 1 and 65536. It is controlled through prescaler register (TIMERx_PSC) which can be changed on the go but be taken into account at the next update event.

Figure 16-52. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts to count once again from 0. The update event is generated at each counter overflow. The counting direction bit DIR in the TIMERx_CTL1 register should be set to 0 for the up counting mode.

When the update event is set by the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If the UPDIS bit in TIMERx_CTL0 register is set, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

The following figures show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-53. Up-counter timechart, PSC=0/1

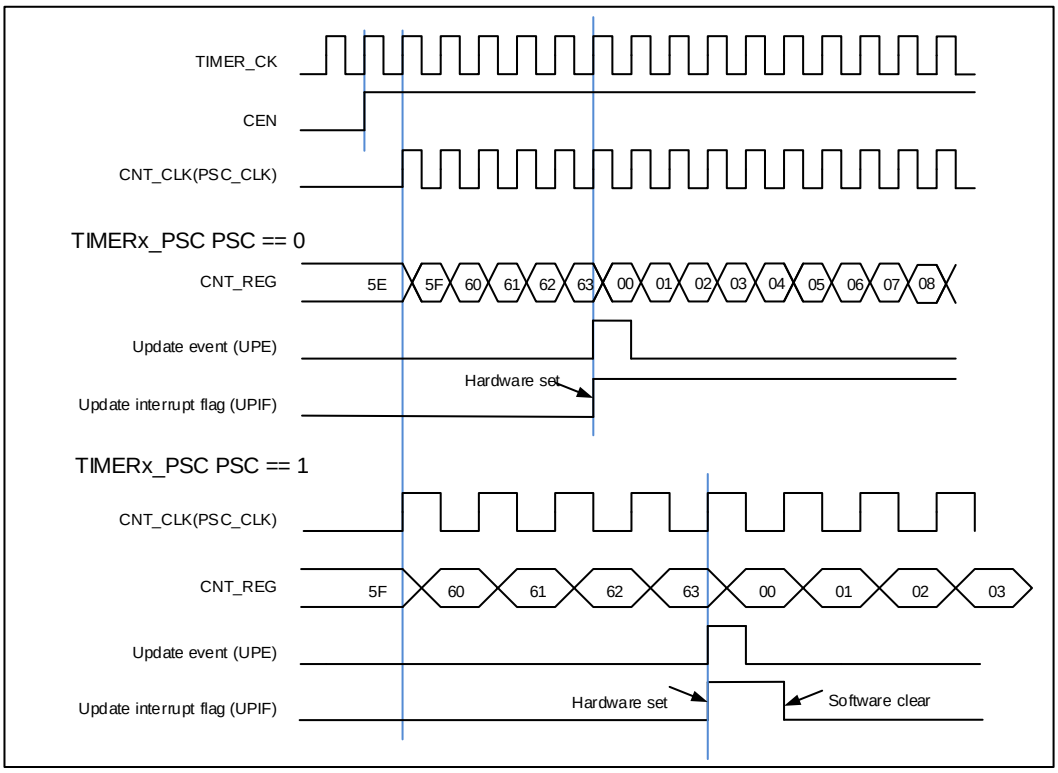
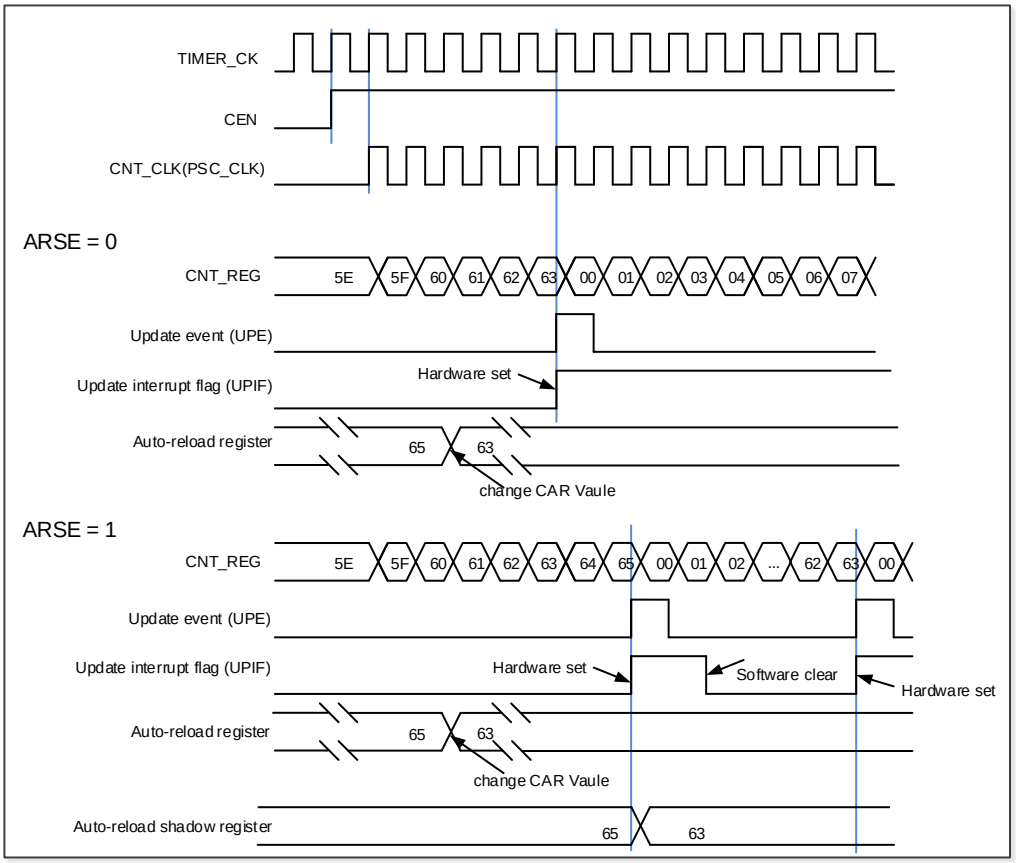


Figure 16-54. Up-counter timechart, change TIMERx_CAR on the go



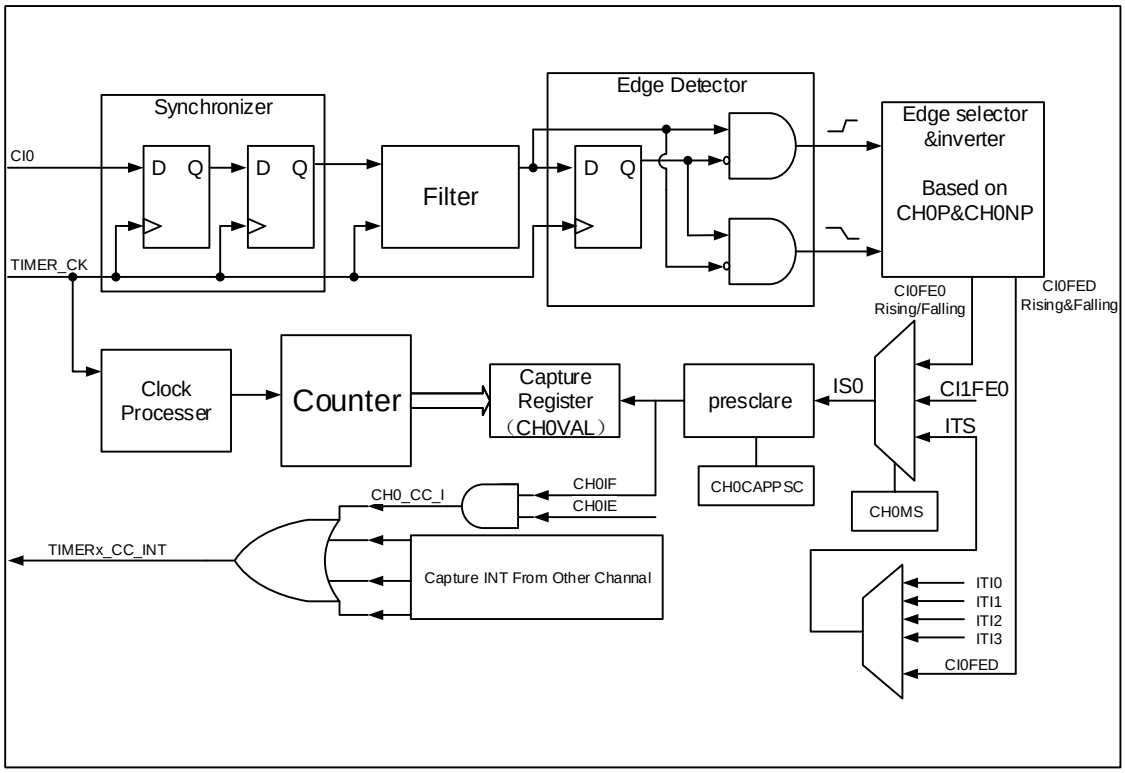
Capture/compare channels

The general level2 timer has one independent channel which can be used as capture inputs or compare match outputs. Each channel is built around a channel capture compare register including an input stage, channel controller and an output stage.

- **Input capture mode**

Capture mode allows the channel to perform measurements such as pulse timing, frequency, period, duty cycle and so on. The input stage consists of a digital filter, a channel polarity selection, edge detection and a channel prescaler. When a selected edge occurs on the channel input, the current value of the counter is captured into the TIMERx_CHxCV register, at the same time the CHxIF bit is set and the channel interrupt is generated if enabled by CHxIE = 1.

Figure 16-55. Input capture logic



First, the channel input signal (CIx) is synchronized to TIMER_CK domain, and then sampled by a digital filter to generate a filtered input signal. Then through the edge detector, the rising and fall edge are detected. You can select one of them by CHxP. One more selector is for the other channel and trig, controlled by CHxMS. The IC_prescaler make several the input event generate one effective capture event. On the capture event, CHxVAL will restore the value of Counter.

So the process can be divided to several steps as below:

Step1: Filter configuration. (CHxCAPFLT in TIMERx_CHCTL0)

Based on the input signal and requested signal quality, configure compatible CHxCAPFLT.

Step2: Edge selection. (CHxP/CHxNP in TIMERx_CHCTL2)

Rising or falling edge, choose one by CHxP/CHxNP.

Step3: Capture source selection. (CHxMS in TIMERx_CHCTL0)

As soon as you select one input capture source by CHxMS, you have set the channel to input mode (CHxMS!=0x0) and TIMERx_CHxCV cannot be written any more.

Step4: Interrupt enable. (CHxIE in TIMERx_DMAINTEN)

Enable the related interrupt enable; you can got the interrupt.

Step5: Capture enables. (CHxEN in TIMERx_CHCTL2)

Result: When you wanted input signal is got, TIMERx_CHxCV will be set by Counter's value.

And CHxIF is asserted. If the CHxIF is high, the CHxOF will be asserted also. The interrupt will be asserted based on the your configuration of CHxIE in TIMERx_DMAINTEN

Direct generation: If you want to generate a DMA request or Interrupt, you can set CHxG by software directly.

- **Output compare mode**

In Output Compare mode, the TIMERx can generate timed pulses with programmable position, polarity, duration, and frequency. When the counter matches the value in the CHxVAL register of an output compare channel, the channel (n) output can be set, cleared, or toggled based on CHxCOMCTL. when the counter reaches the value in the CHxVAL register, the CHxIF bit is set and the channel (n) interrupt is generated if CHxIE = 1.

So the process can be divided to several steps as below:
Step1: Clock configuration. Such as clock source, clock prescaler and so on.

Step2: Compare mode configuration.
* Set the shadow enable mode by CHxCOMSEN
* Set the output mode (Set/Clear/Toggle) by CHxCOMCTL.
* Select the active high polarity by CHxP/CHxNP
* Enable the output by CHxEN

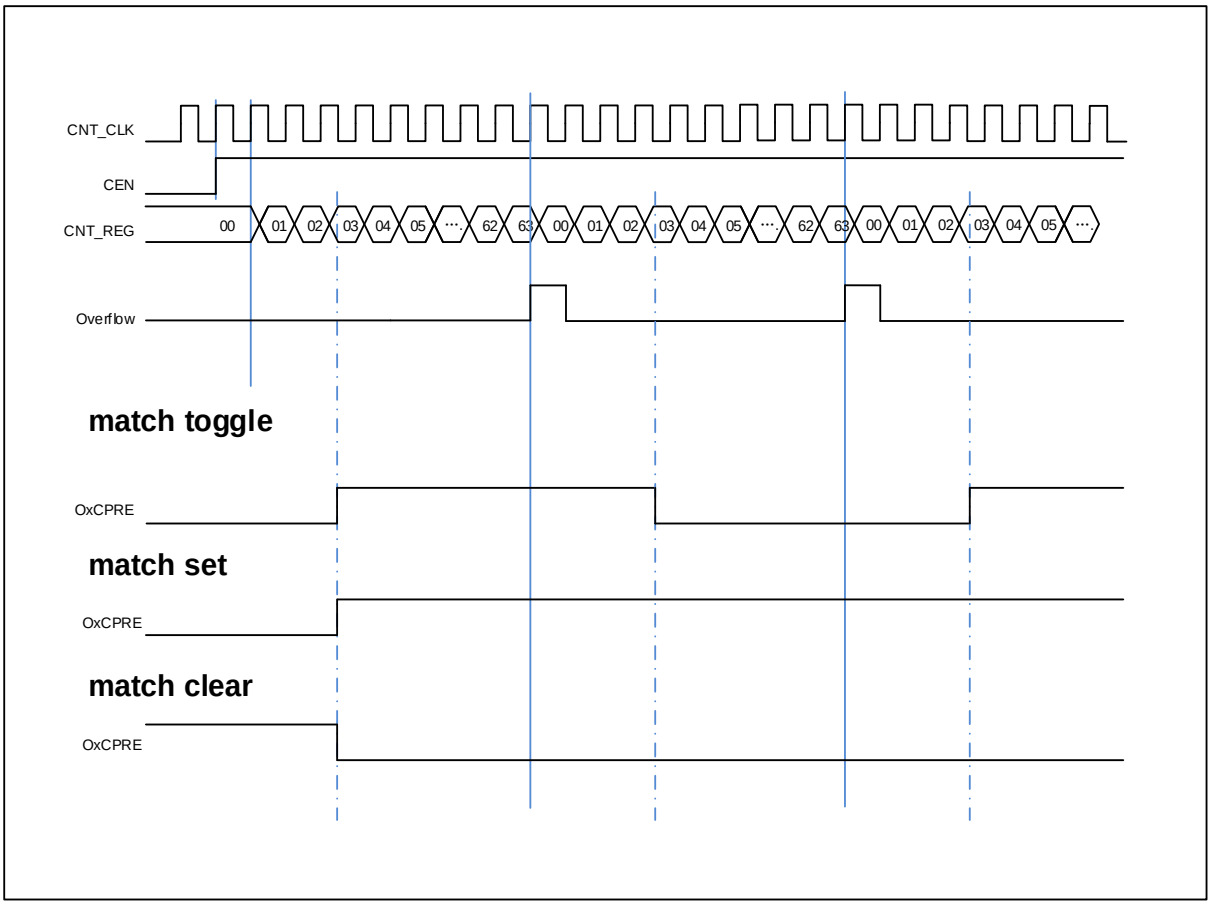
Step3: Interrupt/DMA-request enables configuration by CHxIE

Step4: Compare output timing configuration by TIMERx_CAR and TIMERx_CHxCV.
About the CHxVAL, you can change it on the go to meet the waveform you expected.

Step5: Start the counter by CEN.

The timechart ***Figure 16-56. Output-compare under three modes*** show the three compare modes toggle/set/clear. CAR=0x63, CHxVAL=0x3

Figure 16-56. Output-compare under three modes



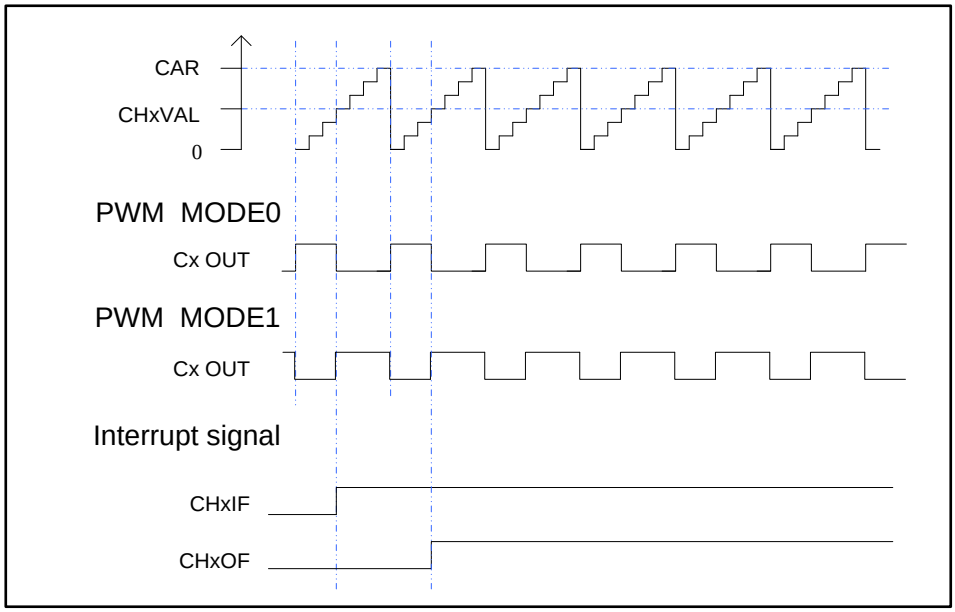
PWM mode

In the output PWM mode (by setting the CHxCOMCTL bits to 3'b110 (PWM mode0) or to 3'b 111(PWM mode1), the channel can generate PWM waveform according to the TIMERx_CAR registers and TIMERx_CHxCV registers.

The period is determined by TIMERx_CAR and duty cycle is determined by TIMERx_CHxCV. ***Figure 16-57. PWM mode timechart*** shows the PWM output mode and interrupts waveform.

If TIMERx_CHxCV is greater than TIMERx_CAR, the output will be always active under PWM mode0 (CHxCOMCTL==3'b110).
And if TIMERx_CHxCV is equal to zero, the output will be always inactive under PWM mode0 (CHxCOMCTL==3'b110).

Figure 16-57. PWM mode timechart



Channel output reference signal

When the TIMERx is used in the compare match output mode, the OxCPRE signal (Channel x Output prepare signal) is defined by setting the CHxCOMCTL filed. The OxCPRE signal has several types of output function. These include, keeping the original level by setting the CHxCOMCTL field to 0x00, set to 1 by setting the CHxCOMCTL field to 0x01, set to 0 by setting the CHxCOMCTL field to 0x02 or signal toggle by setting the CHxCOMCTL field to 0x03 when the counter value matches the content of the TIMERx_CHxCV register.

The PWM mode 0 and PWM mode 1 outputs are also another kind of OxCPRE output which is setup by setting the CHxCOMCTL field to 0x06/0x07. In these modes, the OxCPRE signal level is changed according to the counting direction and the relationship between the counter value and the TIMERx_CHxCV content. With regard to a more detail description refer to the relative bit definition.

Another special function of the OxCPRE signal is a forced output which can be achieved by setting the CHxCOMCTL field to 0x04/0x05. Here the output can be forced to an inactive/active level irrespective of the comparison condition between the counter and the TIMERx_CHxCV values.

Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL0 register set to 1, the TIMERx counter stops.

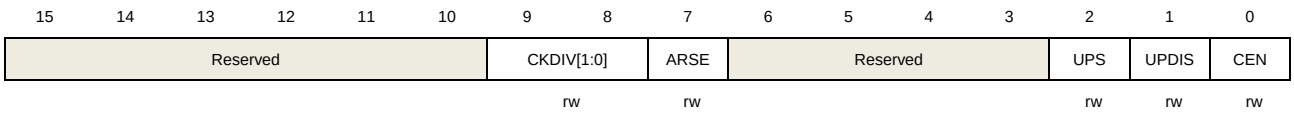
16.3.5. TIMERx registers(x=13)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9:8	CKDIV[1:0]	Clock division The CKDIV bits can be configured by software to specify division ratio between the timer clock (TIMER_CK) and the dead-time and sampling clock (DTS), which is used by the dead-time generators and the digital filters. 00: $f_{DTS}=f_{TIMER\_CK}$ 01: $f_{DTS}= f_{TIMER\_CK}$ /2 10: $f_{DTS}= f_{TIMER\_CK}$ /4 11: Reserved
7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:3	Reserved	Must be kept at reset value
2	UPS	Update source This bit is used to select the update event sources by software. 0: When enabled, any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: When enabled, only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set

- The counter generates an overflow or underflow event
- The slave mode controller generates an update event.

1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.

0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														CH0IE	UPIE
														rw	rw

Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value.
1	CH0IE	Channel 0 capture/compare interrupt enable 0: disabled 1: enabled
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

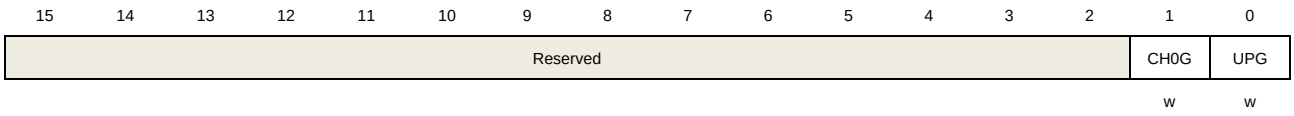
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CH0OF	Reserved.							CH0IF	UPIF
						rc_w0								rc_w0	rc_w0

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value.
9	CH0OF	Channel 0 over capture flag When channel 0 is configured in input mode, this flag is set by hardware when a capture event occurs while CH0IF flag has already been set. This flag is cleared by software. 0: No over capture interrupt occurred 1: Over capture interrupt occurred
8:2	Reserved	Must be kept at reset value.
1	CH0IF	Channel 0 ‘s capture/compare interrupt flag This flag is set by hardware and cleared by software. When channel 0 is in input mode, this flag is set when a capture event occurs. When channel 0 is in output mode, this flag is set when a compare event occurs. 0: No Channel 1 interrupt occurred 1: Channel 1 interrupt occurred
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



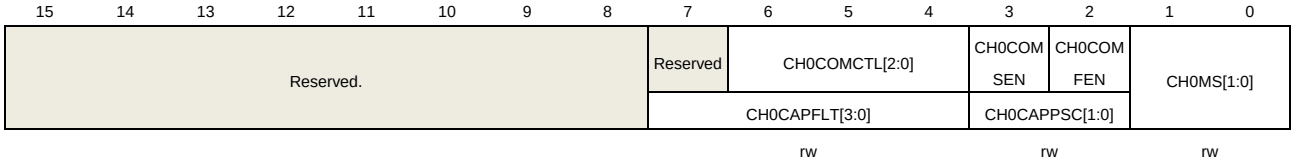
Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value.
1	CH0G	Channel 0’s capture or compare event generation This bit is set by software in order to generate a capture or compare event in channel 0, it is automatically cleared by hardware. When this bit is set, the CH1IF flag is set, the corresponding interrupt or DMA request is sent if enabled. In addition, if channel 1 is configured in input mode, the current value of the counter is captured in TIMERx_CH0CV register, and the CH0OF flag is set if the CH0IF flag was already high. 0: No generate a channel 1 capture or compare event

		1: Generate a channel 1 capture or compare event
0	UPG	This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Channel control register 0 (TIMERx_CHCTL0)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Output compare mode:

Bits	Fields	Descriptions
15:7	Reserved	Must be kept at reset value.
6:4	CH0COMCTL[2:0]	Channel 0 compare output control This bit-field controls the behavior of the output reference signal O0CPRE which drives CH0_O and CH0_ON. O0CPRE is active high, while CH0_O and CH0_ON active level depends on CH0P and CH0NP bits. 000: Frozen. The O0CPRE signal keeps stable, independent of the comparison between the register TIMERx_CH0CV and the counter TIMERx_CNT. 001: Set the channel output. O0CPRE signal is forced high when the counter matches the output compare register TIMERx_CH0CV. 010: Clear the channel output. O0CPRE signal is forced low when the counter matches the output compare register TIMERx_CH0CV. 011: Toggle on match. O0CPRE toggles when the counter matches the output compare register TIMERx_CH0CV. 100: Force low. O0CPRE is forced low level. 101: Force high. O0CPRE is forced high level. 110: PWM mode0. When counting up, O0CPRE is high as long as the counter is smaller than TIMERx_CH0CV else low. When counting down, O0CPRE is low as long as the counter is larger than TIMERx_CH0CV else high. 111: PWM mode1. When counting up, O0CPRE is low as long as the counter is smaller than TIMERx_CH0CV else high. When counting down, O0CPRE is high as long as the counter is larger than TIMERx_CH0CV else low. When configured in PWM mode, the O0CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the

		comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00(COMPARE MODE).
3	CH0COMSEN	Channel 0 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH0CV register, which updates at each update event, will be enabled. 0: Channel 0 output compare shadow disable 1: Channel 0 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH0COMFEN	Channel 0 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM0 or PWM1 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH0_O is set to the compare level independently from the result of the comparison. 0: Channel 0 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH0_O output is 5 clock cycles. 1: Channel 0 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH0_O output is 3 clock cycles.
1:0	CH0MS[1:0]	Channel 0 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH0EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 0 is configured as output 01: Channel 0 is configured as input, IS0 is connected to CI0FE0 10: Channel 0 is configured as input, IS0 is connected to CI1FE0 11: Channel 0 is configured as input, IS0 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

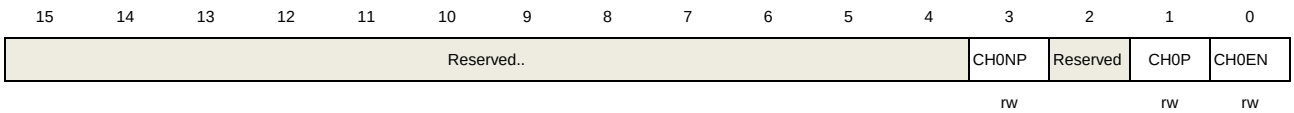
Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value.
7:4	CH0CAPFLT[3:0]	Channel 0 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI0 input signal and the length of the digital filter applied to CI0.

		0000: Filter disabled, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6 0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH0CAPPSC[1:0]	Channel 0 input capture prescaler This bit-field specifies the factor of the prescaler on channel 0 input. The prescaler is reset when CH0EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4 channel input edges 11: Capture is done every 8 channel input edges
1:0	CH0MS[1:0]	Channel 0 mode selection Same as output compare mode

Channel control register 2 (TIMERx_CHCTL2)

Address offset: 0x20
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word(32-bit)



Bits	Fields	Descriptions
15:4	Reserved	Must be kept at reset value
3	CH0NP	Channel 0 complementary output polarity When channel 0 is configured in output mode, this bit specifies the complementary output signal polarity.

		0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, In conjunction with CH0P, this bit is used to define the polarity of CI0. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
2	Reserved	Must be kept at reset value
1	CH0P	Channel 0 capture/compare polarity When channel 0 is configured in output mode, this bit specifies the output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, this bit specifies the CI0 signal polarity. [CH0NP, CH0P] will select the active trigger or capture polarity for CI0FE0 or CI1FE0. [CH0NP==0, CH0P==0]: CIxFE0's rising edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will not be inverted. [CH0NP==0, CH0P==1]: CIxFE0's falling edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will be inverted. [CH0NP==1, CH0P==0]: Reserved. [CH0NP==1, CH0P==1]: CIxFE0's falling and rising edge are both the active signal for capture or trigger operation in slave mode. And CIxFE0 will be not inverted. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
0	CH0EN	Channel 0 capture/compare function enable When channel 0 is configured in input mode, setting this bit enables CH0_O signal in active state. When channel 0 is configured in output mode, setting this bit enables the capture event in channel0. 0: Channel 0 disabled 1: Channel 0 enabled

Counter register (TIMERx_CNT)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the

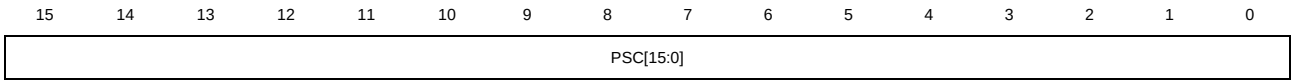
value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



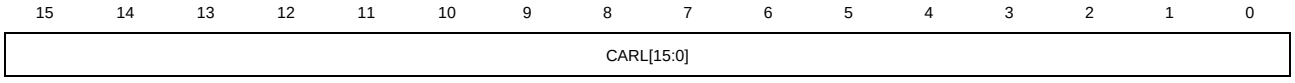
Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR)

Address offset: 0x2C

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



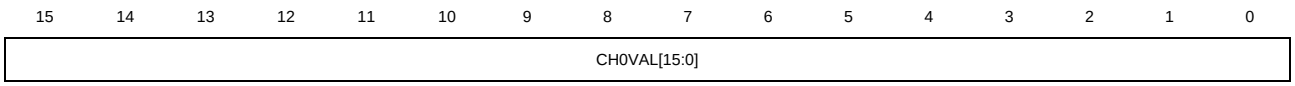
Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Channel 0 capture/compare value register (TIMERx_CH0CV)

Address offset: 0x34

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions

15:0	CH0VAL[15:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel input remap register(TIMERx_IRMP)

Address offset: 0x50
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														CI0_RMP[1:0]	
														rw	

Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1:0	CI0_RMP[1:0]	Channel 0 input remap 00: Channel 0 input is connected to GPIO(TIMER13_CH0) 01: Channel 0 input is connected to the RTCCLK 10: Channel 0 input is connected to HXTAL/32 clock 11: Channel 0 input is connected to CKOUTSEL

Configuration register (TIMERx_CFG)

Address offset: 0xFC
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

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

Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1	CHVSEL	Write CHxVAL register selection This bit-field set and reset by software. 1: If write the CHxVAL register, the write value is same as the CHxVAL value, the write access ignored

		0: No effect
0	Reserved	Must be kept at reset value

16.4. General level3 timer (TIMERx, x=14)

16.4.1. Overview

The general level3 timer module (TIMER14) is a two-channel timer that supports both input capture and output compare. They can generate PWM signals to control motor or be used for power management applications. The general level3 timer has a 16-bit counter that can be used as an unsigned counter.

In addition, the general level3timers can be programmed and be used for counting, their external events can be used to drive other timers.

Timer also includes a dead-time Insertion module which issuitable for motor control applications.

Timers are completely independent with each other, but they may be synchronized to provide a larger timer with their counters incrementing in unison.

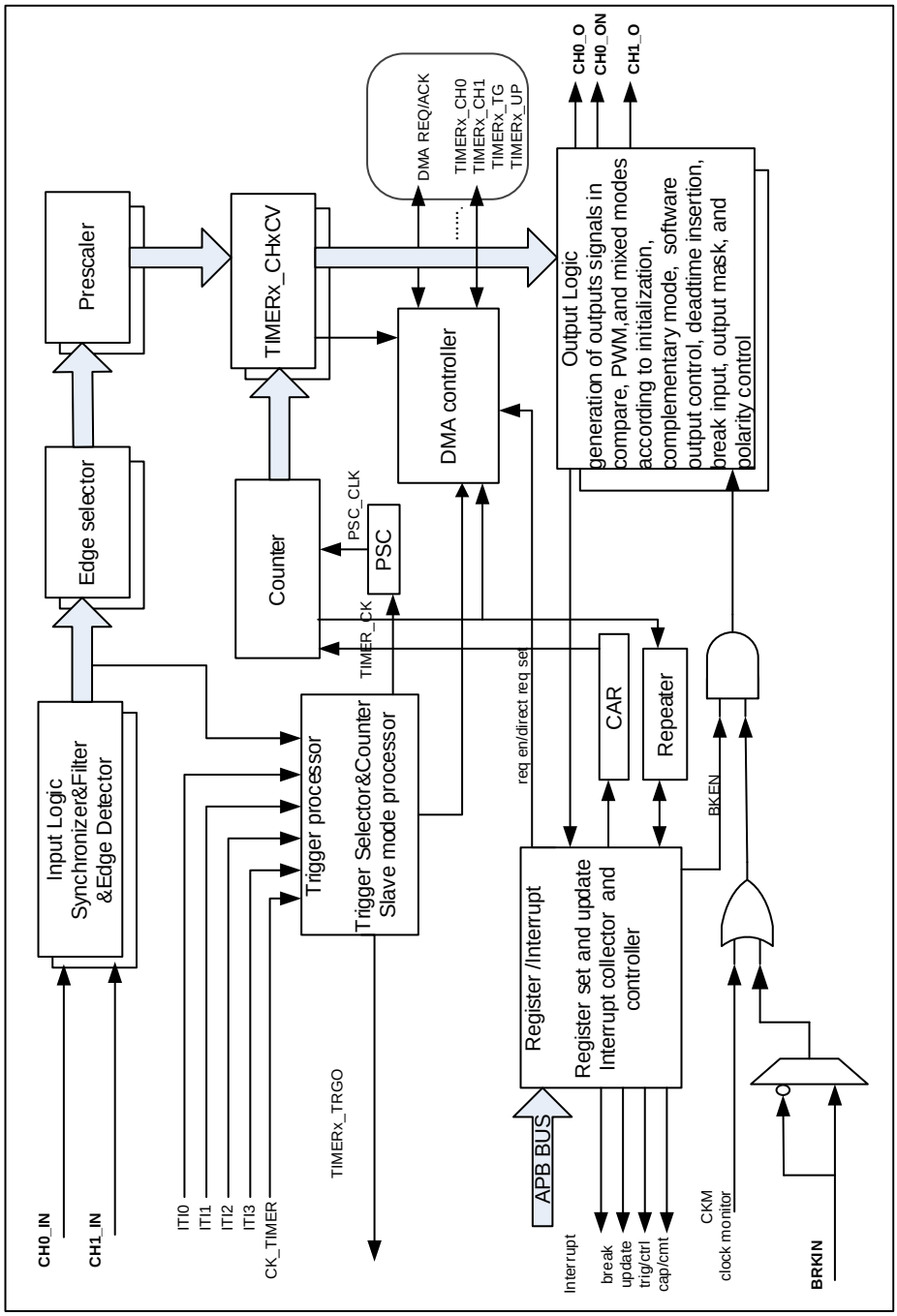
16.4.2. Characteristics

- Total channel num: 2.
- Counter width: 16 bit.
- Source of counter clock is selectable:
  internal clock, internal trigger, external input.
- Counter modes: count up only.
- Programmable prescaler: 16 bit.The factor can be changed on the go.
- Each channel is user-configurable:
  input capture mode, output compare mode, programmable PWM mode, single pulse mode
- Programmable dead time insertion.
- Auto reload function.
- Programmable counter repetition function.
- Break input.
- Interrupt output or DMA request on: update, trigger event, compare/capture event, and break input.
- Daisy chaining of timer modules allows a single timer to initiate multiple timers.
- Timer synchronization allows selected timers to start counting on the same clock cycle.
- Timer Master/Slave mode controller.

16.4.3. Block diagram

Figure 16-58. General level3 timer block diagram provides details of the internal configuration of the general level3 timer.

Figure 16-58. General level3 timer block diagram



16.4.4. Function overview

Clock selection

The general level3 timer has the capability of being clocked by either the TIMER_CK or an alternate clock source controlled by SMC (TIMERx_SMCFG bit [2:0]).

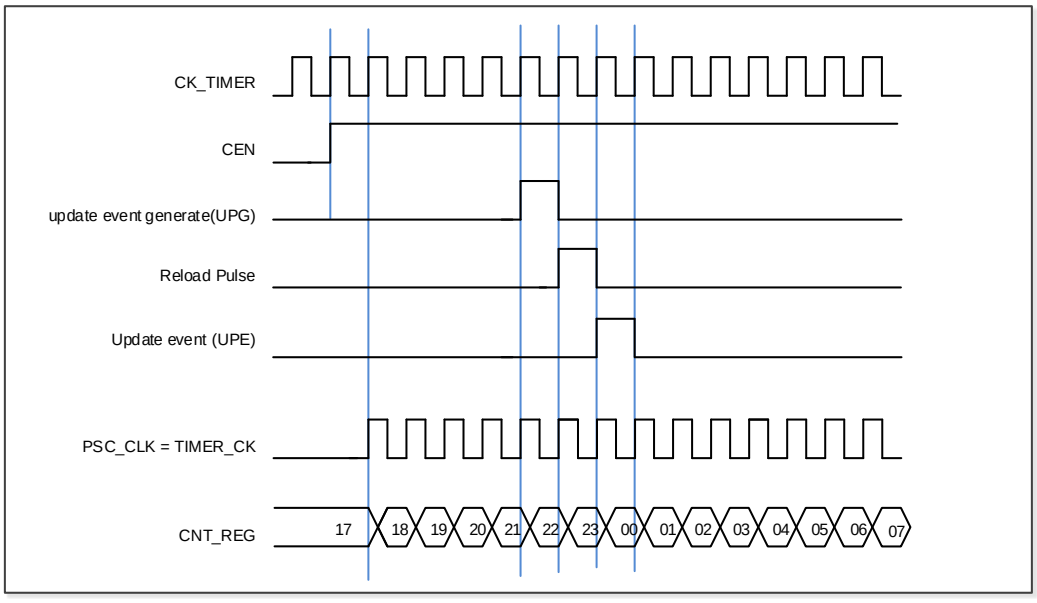
- SMC [2:0] == 3'b000. Internal clock CK_TIMER is selected as timer clock source which is from module RCU.

The default clock source is the CK_TIMER for driving the counter prescaler when the slave mode is disabled (SMC [2:0] == 3'b000). When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

In this mode, the TIMER_CK, which drives counter's prescaler to count, is equal to CK_TIMER which is from RCU.

If the slave mode controller is enabled by setting SMC [2:0] in the TIMERx_SMCFG register to an available value 0x7, the prescaler is clocked by other clock sources selected by the TRGS [2:0] in the TIMERx_SMCFG register, details as follows. When the slave mode selection bits SMC [2:0] are set to 0x4, 0x5 or 0x6, the internal clock TIMER_CK is the counter prescaler driving clock source.

Figure 16-59. Normal mode, internal clock divided by 1



- SMC [2:0] == 3'b111 (external clock mode 0). External input pin is selected as timer clock source

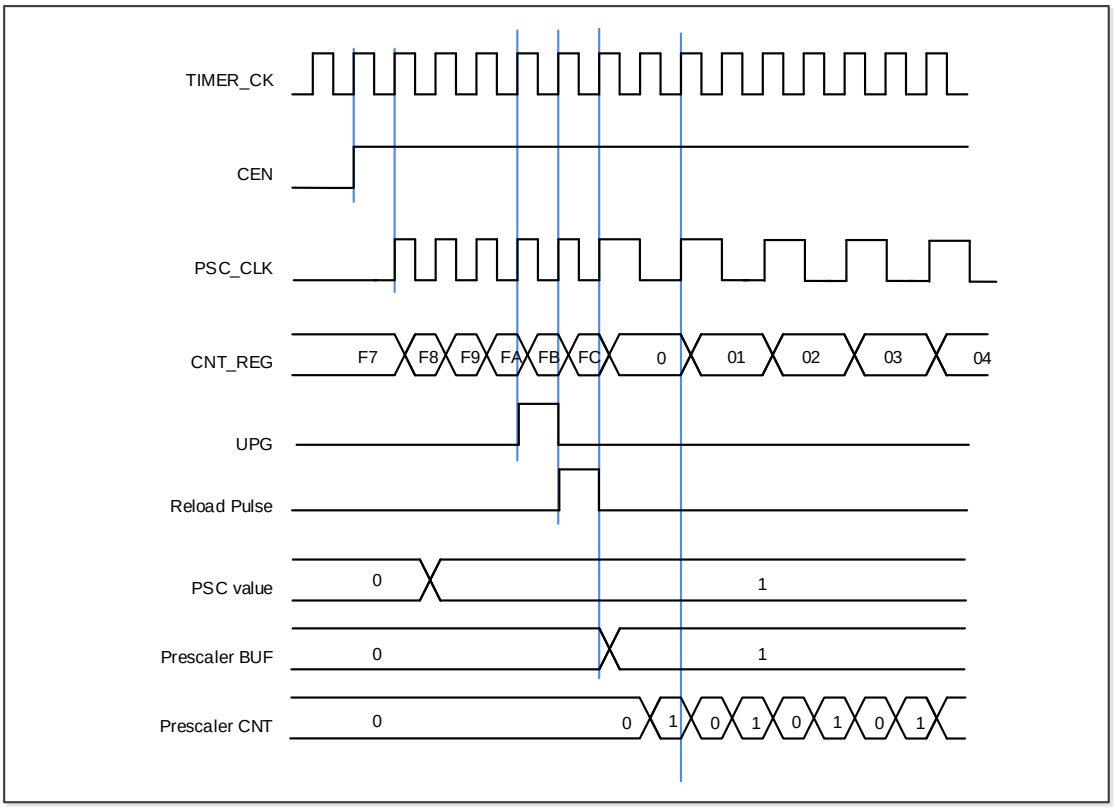
The TIMER_CK, which drives counter's prescaler to count, can be triggered by the event of rising or falling edge on the external pin TIMERx_CH0/TIMERx_CH1. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x4, 0x5 or 0x6.

And, the counter prescaler can also be driven by rising edge on the internal trigger input pin ITI0/1/2/3. This mode can be selected by setting SMC [2:0] to 0x7 and the TRGS [2:0] to 0x0, 0x1, 0x2 or 0x3.

Prescaler

The prescaler can divide the timer clock (TIMER_CK) to a counter clock (PSC_CLK) by any factor between 1 and 65536. It is controlled by prescaler register (TIMERx_PSC) which can be changed on the go but is taken into account at the next update event.

Figure 16-60. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts from 0. If the repetition counter is set, the update events will be generated after (TIMERx_CREP+1) times of overflow. Otherwise the update event is generated each time when overflows. The counting direction bit DIR in the TIMERx_CTL0 register should be set to 0 for the up counting mode.

Whenever, if the update event software trigger is enabled by setting the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If set the UPDIS bit in TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

Figure 16-61. Up-counter timechart, PSC=0/1 show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-61. Up-counter timechart, PSC=0/1

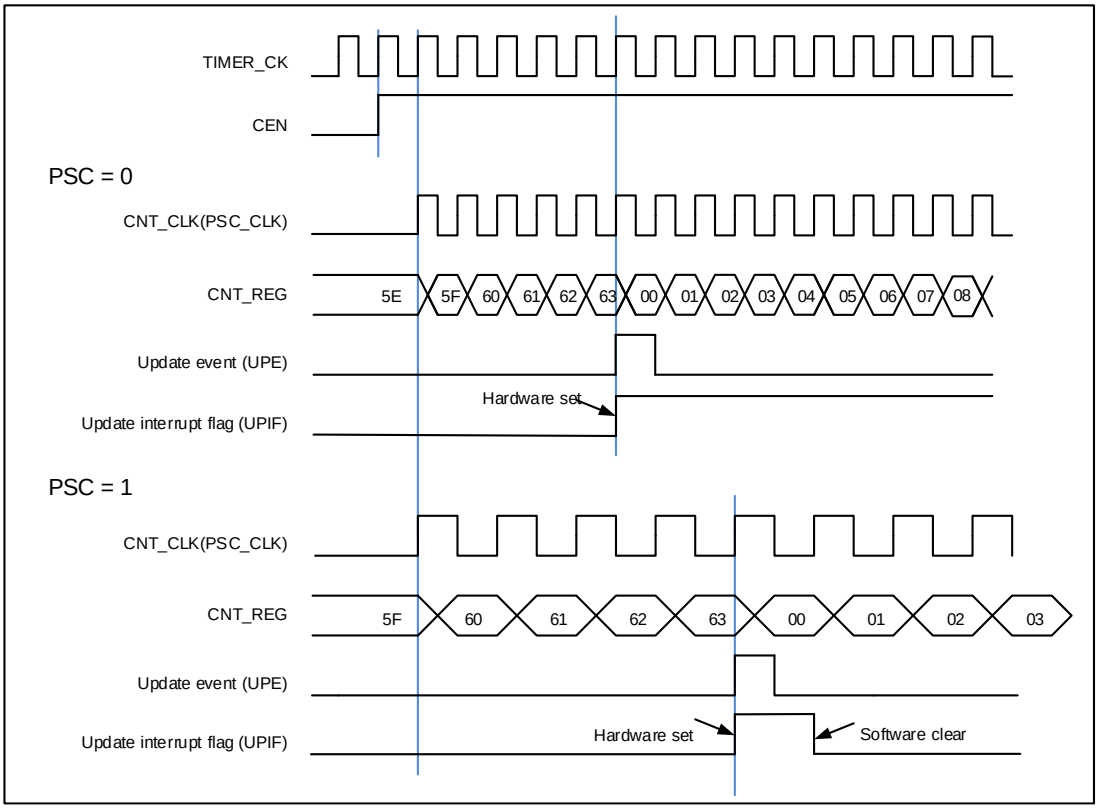
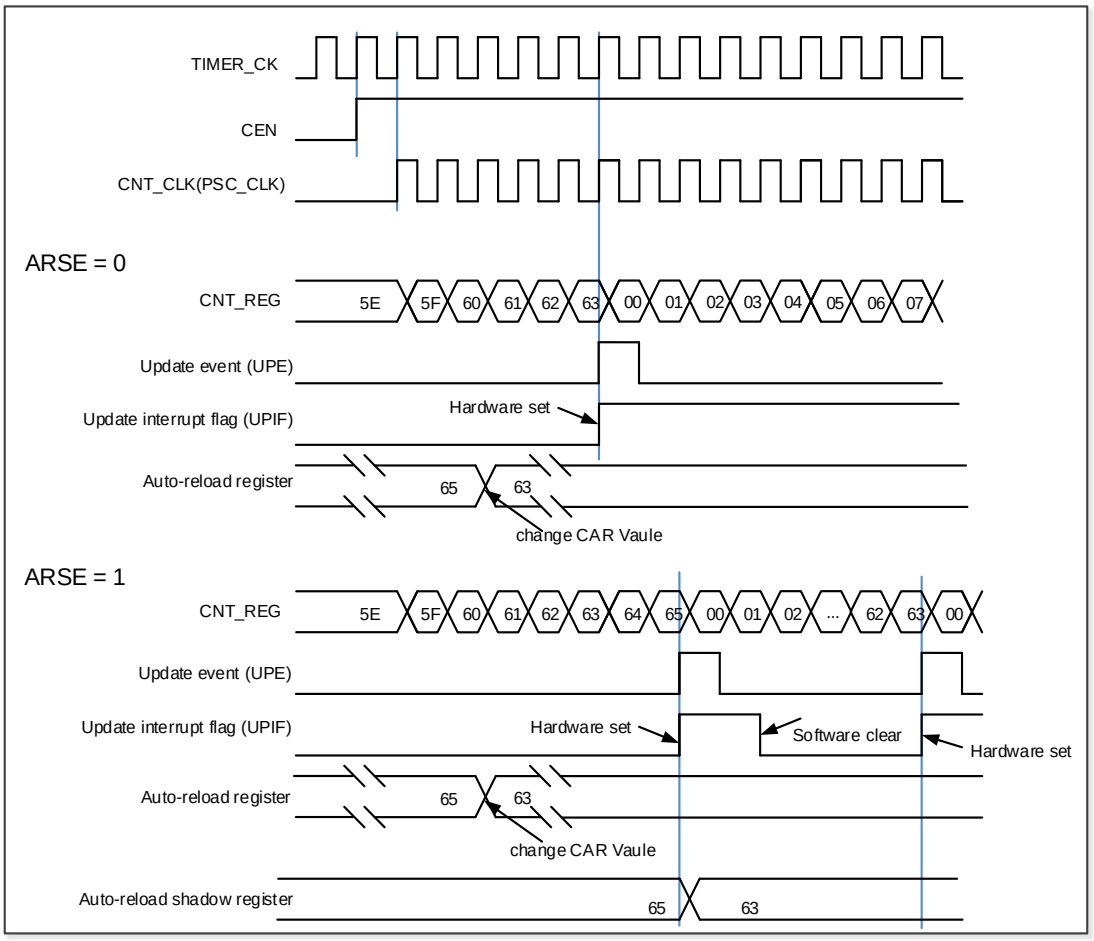


Figure 16-62. Up-counter timechart, change TIMERx_CAR on the go

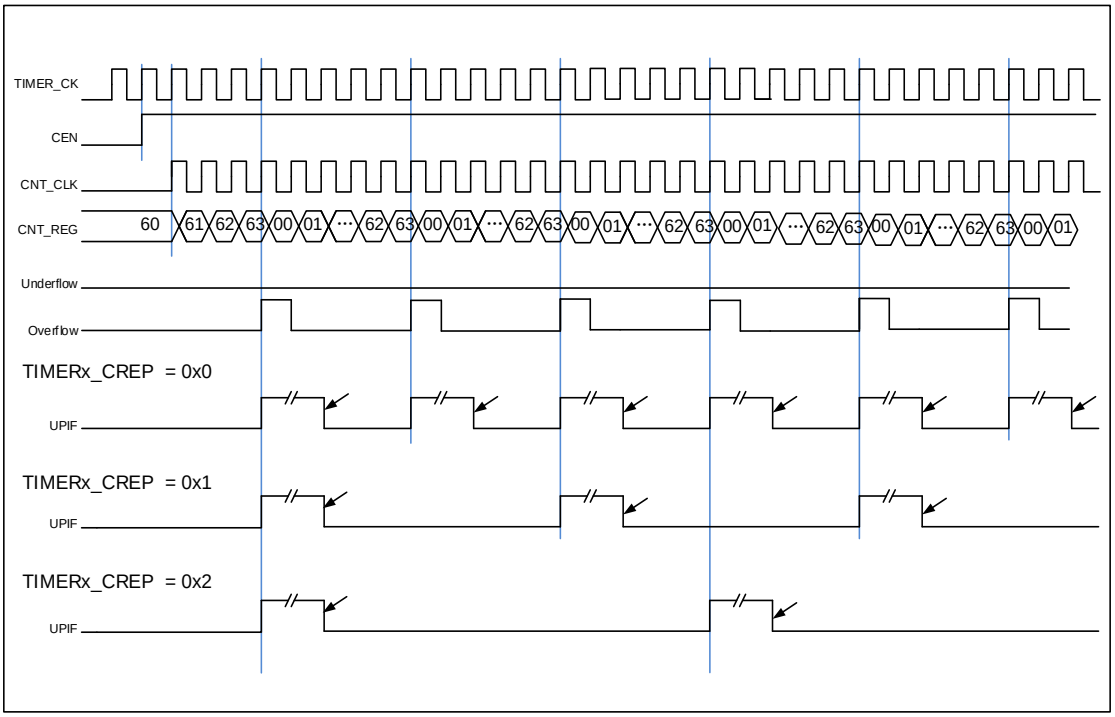


Counter repetition

Counter Repetition is used to generator update event or updates the timer registers only after a given number (N+1) of cycles of the counter, where N is CREP in TIMERx_CREP register. The repetition counter is decremented at each counter overflow in up-counting mode.

Setting the UPG bit in the TIMERx_SWEVG register will reload the content of CREP in TIMERx_CREP register and generator an update event.

Figure 16-63. Repetition timechart for up-counter



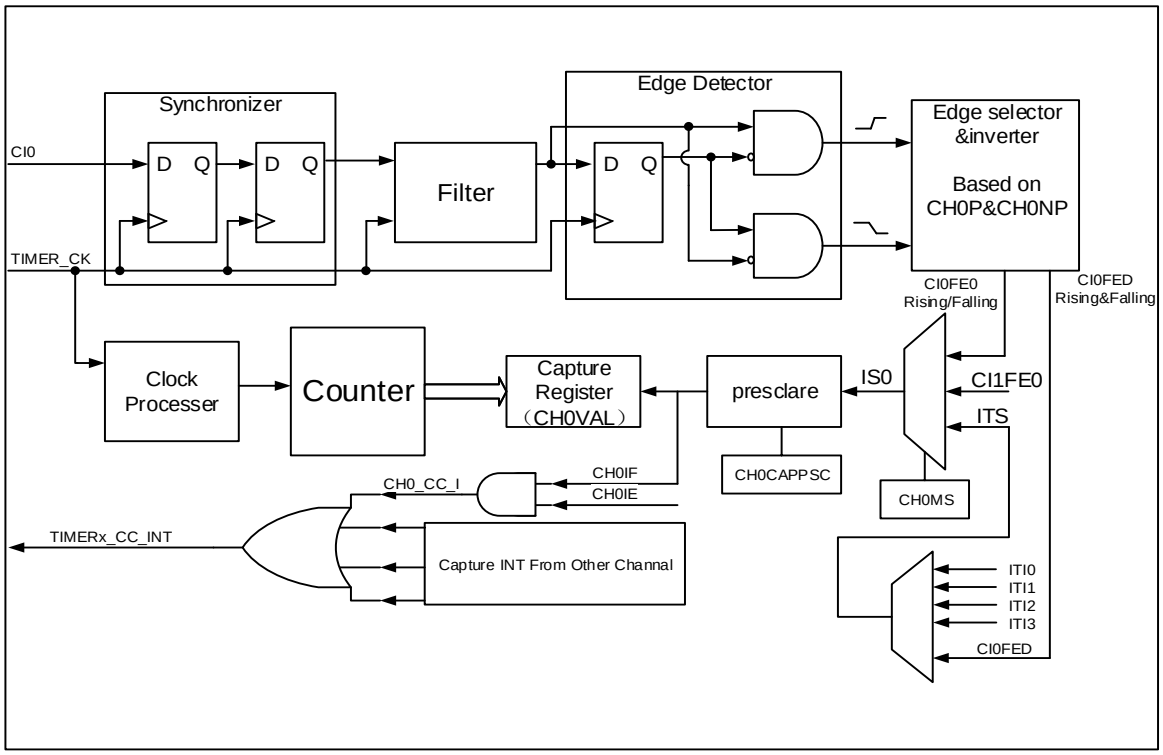
Capture/compare channels

The general level3 timer has two independent channels which can be used as capture inputs or compare match outputs. Each channel is built around a channel capture compare register including an input stage, channel controller and an output stage.

- **Input capture mode**

Capture mode allows the channel to perform measurements such as pulse timing, frequency, period, duty cycle and so on. The input stage consists of a digital filter, a channel polarity selection, edge detection and a channel prescaler. When a selected edge occurs on the channel input, the current value of the counter is captured into the TIMERx_CHxCV register, at the same time the CHxIF bit is set and the channel interrupt is generated if enabled by CHxIE = 1.

Figure 16-64. Input capture logic



Channels' input signals (CIx) is the TIMERx_CHx signal. First, the channel input signal (CIx) is synchronized to TIMER_CK domain, and then sampled by a digital filter to generate a filtered input signal. Then through the edge detector, the rising and falling edge are detected. You can select one of them by CHxP. One more selector is for the other channel and trig, controlled by CHxMS. The IC_prescaler make several the input event generate one effective capture event. On the capture event, CHxVAL will restore the value of Counter.

So the process can be divided to several steps as below:

Step1: Filter configuration. (CHxCAPFLT in TIMERx_CHCTL0)

Based on the input signal and requested signal quality, configure compatible CHxCAPFLT.

Step2: Edge selection. (CHxP/CHxNP in TIMERx_CHCTL2)

Rising or falling edge, choose one by CHxP/CHxNP.

Step3: Capture source selection. (CHxMS in TIMERx_CHCTL0)

As soon as you select one input capture source by CHxMS, you have set the channel to input mode (CHxMS!=0x0) and TIMERx_CHxCV cannot be written any more.

Step4: Interrupt enable. (CHxIE and CHxDEN in TIMERx_DMAINTEN)

Enable the related interrupt enable; you can got the interrupt and DMA request.

Step5: Capture enables. (CHxEN in TIMERx_CHCTL2)

Result: when you wanted input signal is got, TIMERx_CHxCV will be set by counter's

value. And CHxIF is asserted. If the CHxIF is high, the CHxOF will be asserted also. The interrupt and DMA request will be asserted based on the configuration of CHxIE and CHxDEN in TIMERx_DMAINTEN

Direct generation: if you want to generate a DMA request or Interrupt, you can set CHxG by software directly.

The input capture mode can be also used for pulse width measurement from signals on the TIMERx_CHx pins. For example, PWM signal connect to CI0 input. Select channel 0 capture signals to CI0 by setting CH0MS to 2'b01 in the channel control register (TIMERx_CHCTL0) and set capture on rising edge. Select channel 1 capture signal to CI0 by setting CH1MS to 2'b10 in the channel control register (TIMERx_CHCTL0) and set capture on falling edge. The counter set to restart mode and restart on channel 0 rising edge. Then the TIMERX_CH0CV can measure the PWM period and the TIMERx_CH1CV can measure the PWM duty.

- **Output compare mode**

In output compare mode, the TIMERx can generate timed pulses with programmable position, polarity, duration and frequency. When the counter matches the value in the CHxVAL register of an output compare channel, the channel (n) output can be set, cleared, or toggled based on CHxCOMCTL. When the counter reaches the value in the CHxVAL register, the CHxIF bit is set and the channel (n) interrupt is generated if CHxIE = 1. And the DMA request will be assert, if CHxDEN =1.

So the process can be divided to several steps as below:

Step1: Clock Configuration. Such as clock source, clock prescaler and so on.

Step2: Compare mode configuration.

* Set the shadow enable mode by CHxCOMSEN
* Set the output mode (Set/Clear/Toggle) by CHxCOMCTL.
* Select the active high polarity by CHxP/CHxNP
* Enable the output by CHxEN

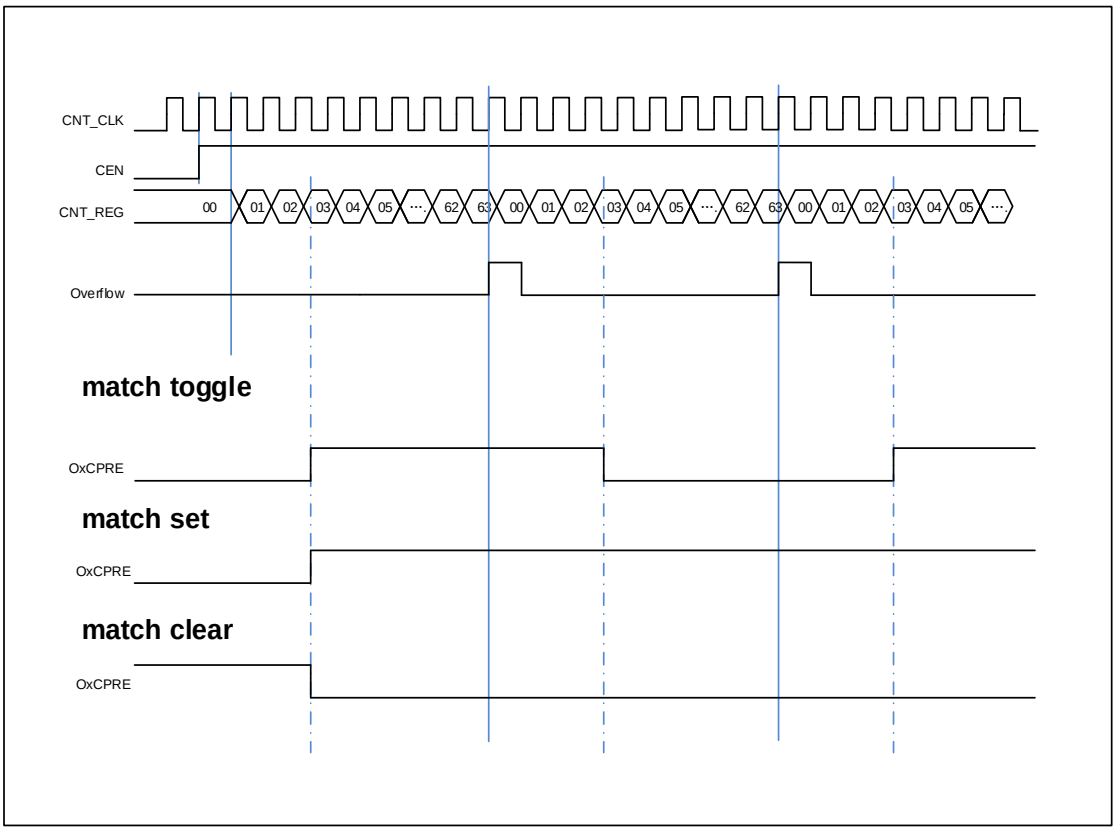
Step3: Interrupt/DMA-request enables configuration by CHxIE/ CHxDEN

Step4: Compare output timing configuration by TIMERx_CAR and TIMERx_CHxCV
About the CHxVAL; you can change it on the go to meet the waveform you expected.

Step5: Start the counter by CEN.

The timechart below show the three compare modes toggle/set/clear. CAR=0x63, CHxVAL=0x3

Figure 16-65. Output-compare under three modes



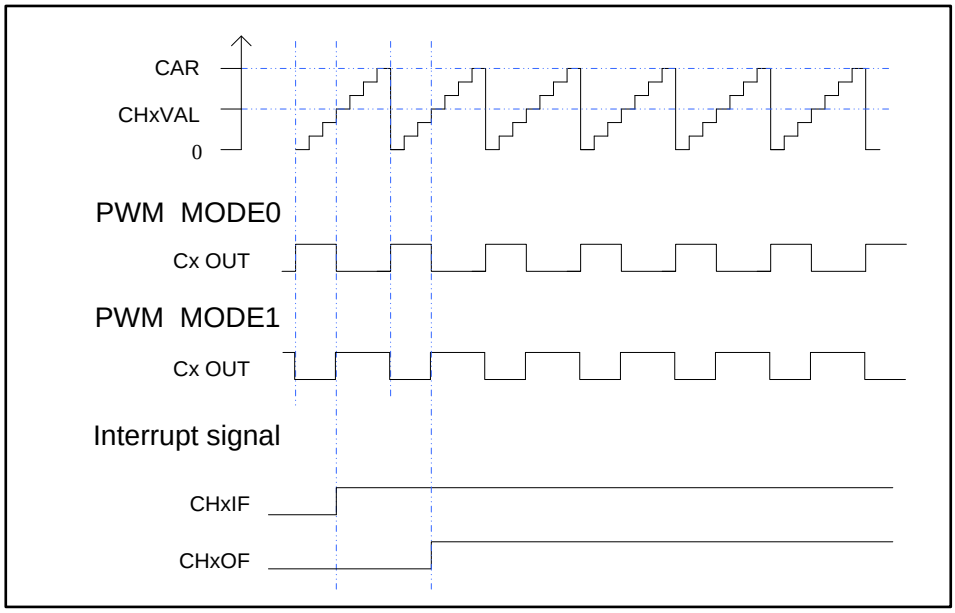
PWM mode

In the output PWM mode (by setting the CHxCOMCTL bits to 3'b110 (PWM mode0) or to 3'b 111(PWM mode1), the channel can generate PWM waveform according to the TIMERx_CAR registers and TIMERx_CHxCV registers.

The period is determined by TIMERx_CAR and duty cycle is determined by TIMERx_CHxCV. ***Figure 16-57. PWM mode timechart*** shows the PWM output mode and interrupts waveform.

If TIMERx_CHxCV is greater than TIMERx_CAR, the output will be always active under PWM mode0 (CHxCOMCTL==3'b110).
And if TIMERx_CHxCV is equal to zero, the output will be always inactive under PWM mode0 (CHxCOMCTL==3'b110).

Figure 16-66. PWM mode timechart



Channel output reference signal

When the TIMERx is used in the compare match output mode, the OxCPRE signal (Channel x Output prepare signal) is defined by setting the CHxCOMCTL filed. The OxCPRE signal has several types of output function. These include, keeping the original level by setting the CHxCOMCTL field to 0x00, set to 1 by setting the CHxCOMCTL field to 0x01, set to 0 by setting the CHxCOMCTL field to 0x02 or signal toggle by setting the CHxCOMCTL field to 0x03 when the counter value matches the content of the TIMERx_CHxCV register.

The PWM mode 0 and PWM mode 1 outputs are also another kind of OxCPRE output which is setup by setting the CHxCOMCTL field to 0x06/0x07. In these modes, the OxCPRE signal level is changed according to the counting direction and the relationship between the counter value and the TIMERx_CHxCV content. With regard to a more detail description refer to the relative bit definition.

Another special function of the OxCPRE signal is a forced output which can be achieved by setting the CHxCOMCTL field to 0x04/0x05. Here the output can be forced to an inactive/active level irrespective of the comparison condition between the counter and the TIMERx_CHxCV values.

Outputs complementary

Function of complementary is for a pair of CHx_O and CHx_ON. Those two output signals cannot be active at the same time. The TIMERx has 2 channels, but only the first channel have this function. The complementary signals CHx_O and CHx_ON are controlled by a group of parameters: the CHxEN and CHxNEN bits in the TIMERx_CHCTL2 register and the POEN, ROS, IOS, ISOx and ISOxN bits in the TIMERx_CCHP and TIMERx_CTL1 registers.

The outputs polarity is determined by CHxP and CHxNP bits in the TIMERx_CHCTL2 register.

Table 16-8. Complementary outputs controlled by parameters

Complementary Parameters					Output Status	
POEN	ROS	IOS	CHxEN	CHxNEN	CHx_O	CHx_ON
0	0/1	0	0	0	CHx_O / CHx_ON = LOW CHx_O / CHx_ON output disable.	
				1	CHx_O = CHxP CHx_ON = CHxNP CHx_O/CHx_ON output disable.	
			1	0		
				1	If clock is enable: CHx_O = ISOx CHx_ON = ISOxN	
		1	0	0	CHx_O = CHxP CHx_ON = CHxNP CHx_O/CHx_ON output disable.	
				1	CHx_O = CHxP CHx_ON = CHxNP CHx_O/CHx_ON output enable.	
			1	0		
				1	If clock is enable: CHx_O = ISOx CHx_ON = ISOxN	
1	0	0/1	0	0	CHx_O/CHx_ON = LOW CHx_O/CHx_ON output disable.	
				1	CHx_O = LOW CHx_O output disable.	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
			1	0	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON = LOW CHx_ON output disable.
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
	1		0	0	CHx_O = CHxP CHx_O output disable.	CHx_ON = CHxNP CHx_ON output disable.
				1	CHx_O = CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
			1	0	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON = CHxNP CHx_ON output enable.
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable.

Dead time insertion

The dead time insertion is enabled when both CHxEN and CHxNEN are 1'b1, and set POEN is also necessary. The field named DTCFG defines the dead time delay that can be used for channel 0. The detail about the delay time, refer to the register TIMERx_CCHP.

The dead time delay insertion ensures that no two complementary signals drive the active state at the same time.

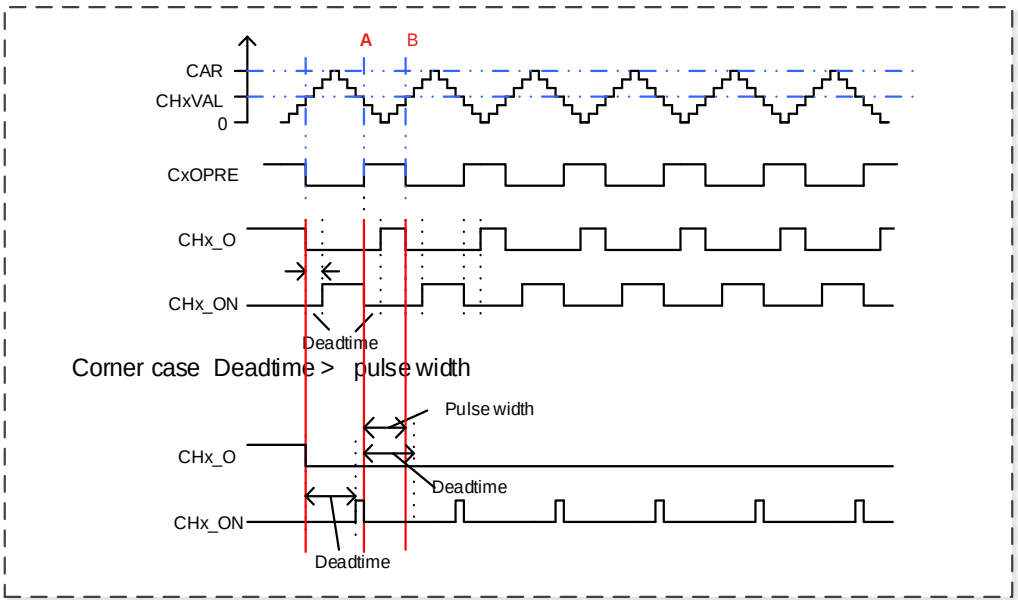
When the channel (x) match (TIMERx counter = CHxVAL) occurs, OxCPRE will be toggled because under PWM0 mode. At point A in the ***Figure 16-67. Complementary output with dead-time insertion.*** CHx_O signal remains at the low value until the end of the deadtime delay, while CHx_ON will be cleared at once. Similarly, At point B when counter match (counter = CHxVAL) occurs again, OxCPRE is cleared, CHx_O signal will be cleared at once, while CHx_ON signal remains at the low value until the end of the dead time delay.

Sometimes, we can see corner cases about the dead time insertion. For example:

The dead time delay is greater than or equal to the CHx_O duty cycle, then the CHx_O signal is always the inactive value. (as show in the ***Figure 16-67. Complementary output with dead-time insertion.***)

The dead time delay is greater than or equal to the CHx_ON duty cycle, then the CHx_ON signal is always the inactive value.

Figure 16-67. Complementary output with dead-time insertion.



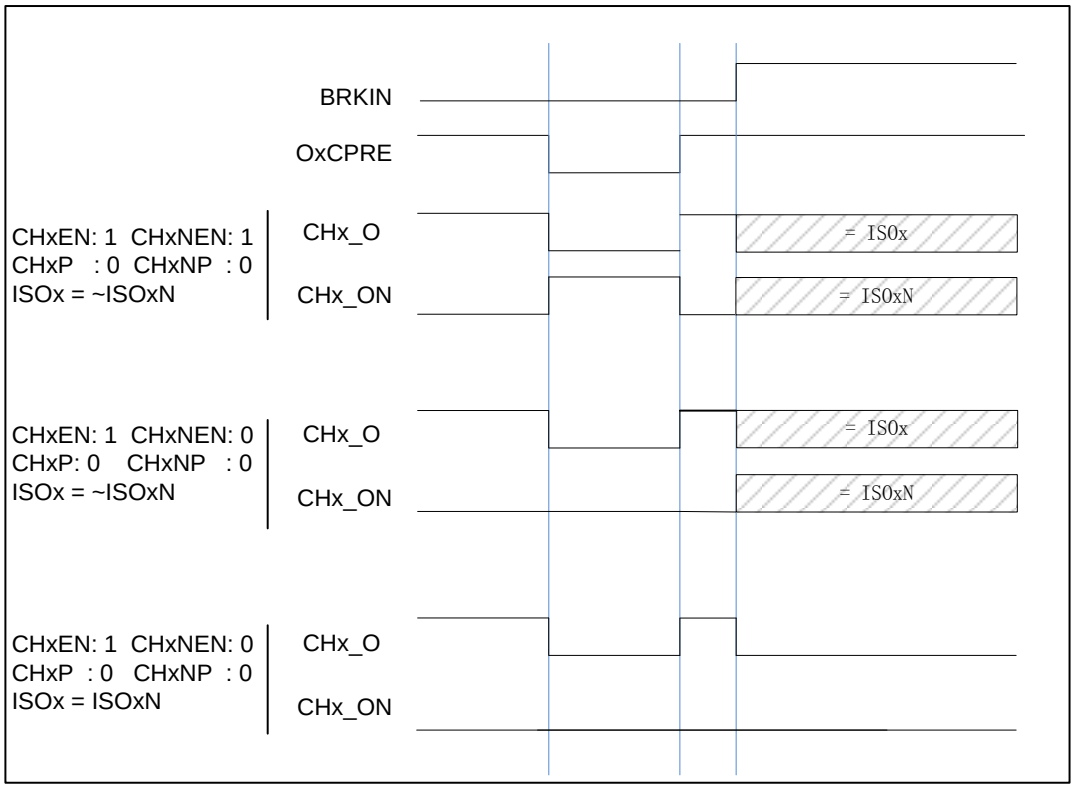
Break function

In this function, the output CHx_O and CHx_ON are controlled by the POEN, IOS and ROS bits in the TIMERx_CCHP register, ISOx and ISOxN bits in the TIMERx_CTL1 register and cannot be set both to active level when break occurs. The break sources are input break pin and HXTAL stuck event by Clock Monitor (CKM) in RCU. The break function enabled by setting the BRKEN bit in the TIMERx_CCHP register. The break input polarity is setting by the BRKP bit in TIMERx_CCHP.

When a break occurs, the POEN bit is cleared asynchronously, the output CHx_O and CHx_ON are driven with the level programmed in the ISOx bit and ISOxN in the TIMERx_CTL1 register as soon as POEN is 0. If IOS is 0 then the timer releases the enable output else the enable output remains high. The complementary outputs are first put in reset state, and then the dead-time generator is reactivated in order to drive the outputs with the level programmed in the ISOx and ISOxN bits after a dead-time.

When a break occurs, the BRKIF bit in the TIMERx_INTF register is set. If BRKIE is 1, an interrupt generated.

Figure 16-68. Output behavior in response to a break(The break high active)

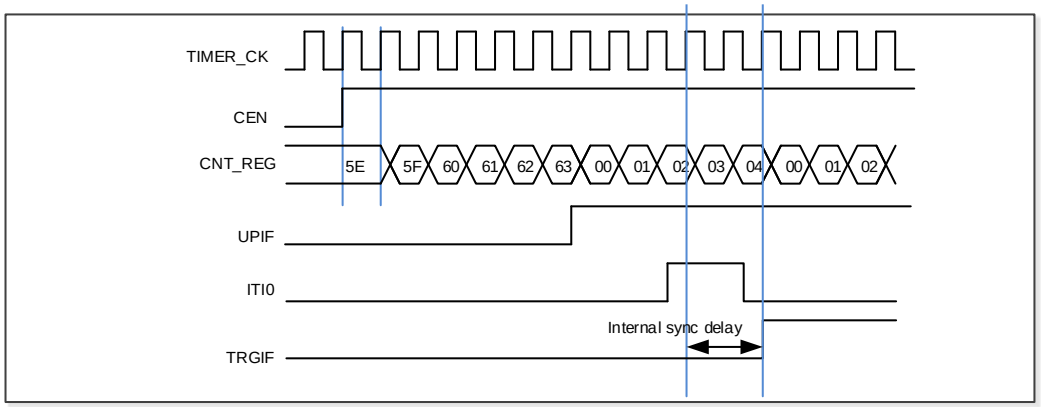


Slave controller

The TIMERx can be synchronized with a trigger in several modes including the restart mode, the pause mode and the event mode which is selected by the SMC [2:0] in the

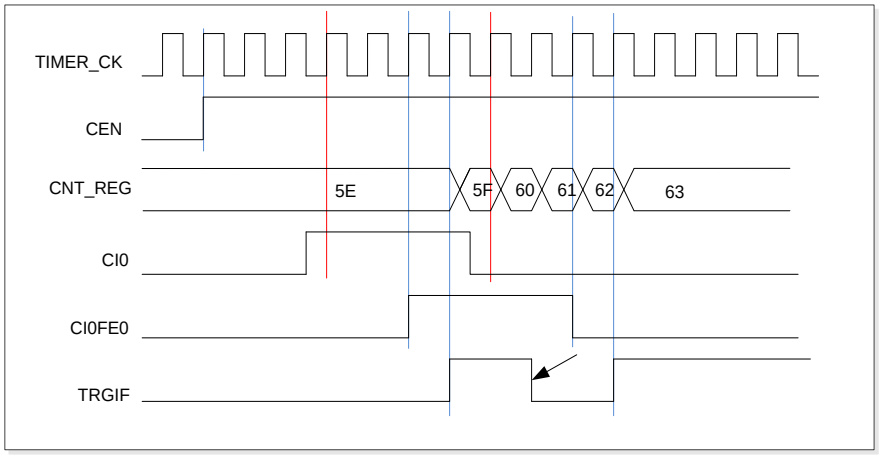
TIMERx_SMCFG register. The trigger input of these modes can be selected by the TRGS [2:0] in the TIMERx_SMCFG register.

Table 16-9. Slave mode example table

	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler
LIST	SMC[2:0] 3'b100 (restart mode) 3'b101 (pause mode) 3'b110 (event mode)	TRGS[2:0] 000: ITI0 001: ITI1 010: ITI2 011: ITI3 100: CI0F_ED 101: CI0FE0 110: CI1FE1 111: Reserved	If you choose the CI0FE0 or CI1FE1, configure the CHxP and CHxNP for the polarity selection and inversion.	For the ITIx no filter and prescaler can be used. For the CIx, configure Filter by CHxCAPFLT, no prescaler can be used.
Exam1	Restart mode The counter can be clear and restart when a rising trigger input.	TRGS[2:0]=3'b000 ITI0 is the selection.	- For ITI0, no polarity selector can be used.	- For the ITI0, no filter and prescaler can be used.
	Figure 16-69. Restart mode 			
Exam2	Pause mode The counter can be paused when the trigger input is	TRGS[2:0]=3'b101 CI0FE0 is the selection.	TI0S=0.(Non-xor) [CH0NP==0, CH0P==0] no inverted. Capture will be sensitive to the rising edge only.	Filter is bypass in this example.

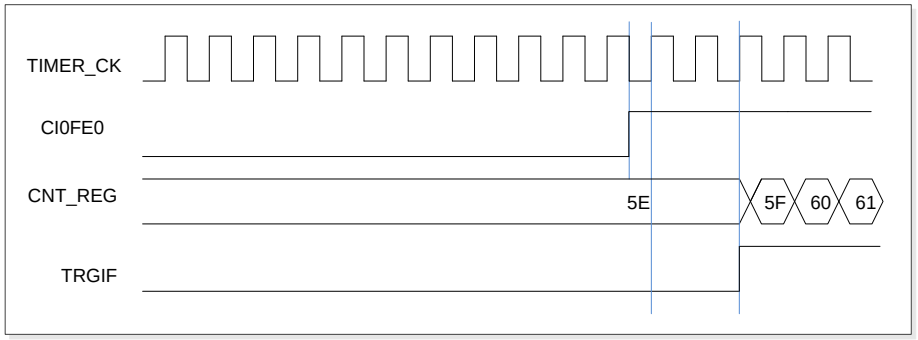
	Mode Selection	Source Selection	Polarity Selection	Filter and Prescaler
	low.			

Figure 16-70. Pause mode



Exam3	Event mode The counter will start to count when a rising trigger input.	TRGS[2:0]=3'b101 CI0FE0 is the selection.	TI0S=0.(Non-xor) [CH0NP==0, CH0P==0] no inverted.	Filter is bypass in this example.

Figure 16-71. Event mode



Single pulse mode

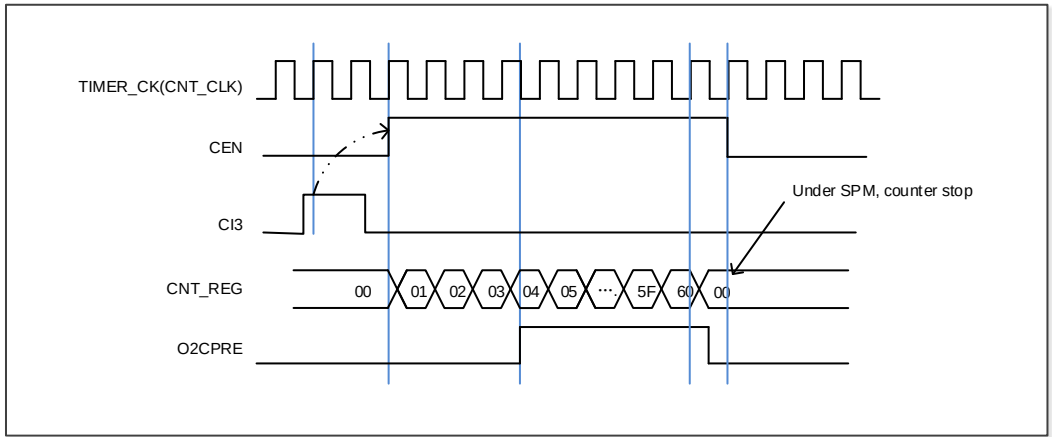
Single pulse mode is opposite to the repetitive mode, which can be enabled by setting SPM in TIMERx_CTL0. When you set SPM, the counter will be clear and stop when the next

update event automatically. In order to get pulse waveform, you can set the TIMERx to PWM mode or compare by CHxCOMCTL.

Once the timer is set to operate in the single pulse mode, it is not necessary to set the timer enable bit CEN in the TIMERx_CTL0 register to 1 to enable the counter. The trigger to generate a pulse can be sourced from the trigger signals edge or by setting the CEN bit to 1 using software. Setting the CEN bit to 1 or a trigger from the trigger signals edge can generate a pulse and then keep the CEN bit at a high state until the update event occurs or the CEN bit is written to 0 by software. If the CEN bit is cleared to 0 using software, the counter will be stopped and its value held. If the CEN bit is automatically cleared to 0 by a hardware update event, the counter will be reinitialized.

In the single pulse mode, the trigger active edge which sets the CEN bit to 1 will enable the counter. However, there exist several clock delays to perform the comparison result between the counter value and the TIMERx_CHxCV value. In order to reduce the delay to a minimum value, the user can set the CHxCOMFEN bit in each TIMERx_CHCTL0/1 register. After a trigger rising occurs in the single pulse mode, the OxCPRE signal will immediately be forced to the state which the OxCPRE signal will change to, as the compare match event occurs without taking the comparison result into account. The CHxCOMFEN bit is available only when the output channel is configured to operate in the PWM0 or PWM1 output mode and the trigger source is derived from the trigger signal.

Figure 16-72. Single pulse mode TIMERx_CHxCV = 0x04 TIMERx_CAR=0x60



Timers interconnection

Refer to ***Advanced timer (TIMERx, x=0)***.

Table 16-10. TIMERx(x=14) interconnection

Slave TIMER	ITI0(TRGS = 000)	ITI1(TRGS = 001)	ITI2(TRGS = 010)	ITI3(TRGS = 011)
TIMER14	TIMER1	TIMER2	Reserved	Reserved

Timer DMA mode

Timer's DMA mode is the function that configures timer's register by DMA module. The relative registers are TIMERx_DMACFG and TIMERx_DMATB. Of course, you have to enable a DMA request which will be asserted by some internal event. When the interrupt event was asserted, TIMERx will send a request to DMA, which is configured to M2P mode and PADDR is TIMERx_DMATB, then DMA will access the TIMERx_DMATB. In fact, register TIMERx_DMATB is only a buffer; timer will map the TIMERx_DMATB to an internal register, appointed by the field of DMATA in TIMERx_DMACFG . If the field of DMATC in TIMERx_DMACFG is 0(1 transfer), then the timer's DMA request is finished. While if TIMERx_DMATC is not 0, such as 3(4 transfers), then timer will send 3 more requests to DMA, and DMA will access timer's registers DMATA+0x4, DMATA+0x8, DMATA+0xc at the next 3 accesses to TIMERx_DMATB. In one word, one time DMA internal interrupt event assert, DMATC+1 times request will be send by TIMERx.

If one more time DMA request event coming, TIMERx will repeat the process as above.

Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL1 register set to 1, the TIMERx counter stops.

16.4.5. TIMERx registers(x=14)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CKDIV[1:0]		ARSE	Reserved			SPM	UPS	UPDIS	CEN
						rw		rw				rw	rw	rw	rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9:8	CKDIV[1:0]	Clock division The CKDIV bits can be configured by software to specify division ratio between the timer clock (TIMER_CK) and the dead-time and sampling clock (DTS), which is used by the dead-time generators and the digital filters. 00: $f_{DTS}=f_{TIMER\_CK}$ 01: $f_{DTS}= f_{TIMER\_CK}$ /2 10: $f_{DTS}= f_{TIMER\_CK}$ /4

		11: Reserved
7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:4	Reserved	Must be kept at reset value
3	SPM	Single pulse mode. 0: Counter continues after update event. 1: The CEN is cleared by hardware and the counter stops at next update event.
2	UPS	Update source This bit is used to select the update event sources by software. 0: Any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: Only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.
0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Control register 1 (TIMERx_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved					ISO1	ISO0N	ISO0	Reserved	MMC[2:0]			DMAS	CCUC	Reserved	CCSE

rw rw rw rw rw rw rw

Bits	Fields	Descriptions
15:11	Reserved	Must be kept at reset value
10	ISO1	Idle state of channel 1 output Refer to ISO0 bit
9	ISO0N	Idle state of channel 0 complementary output 0: When POEN bit is reset, CH0_ON is set low. 1: When POEN bit is reset, CH0_ON is set high This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
8	ISO0	Idle state of channel 0 output 0: When POEN bit is reset, CH0_O is set low. 1: When POEN bit is reset, CH0_O is set high The CH0_O output changes after a dead-time if CH0_ON is implemented. This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
7	Reserved	Must be kept at reset value
6:4	MMC[2:0]	Master mode control These bits control the selection of TRGO signal, which is sent in master mode to slave timers for synchronization function. 000: Reset. When the UPG bit in the TIMERx_SWEVG register is set or a reset is generated by the slave mode controller, a TRGO pulse occurs. And in the latter case, the signal on TRGO is delayed compared to the actual reset. 001: Enable. This mode is useful to start several timers at the same time or to control a window in which a slave timer is enabled. In this mode the master mode controller selects the counter enable signal as TRGO. The counter enable signal is set when CEN control bit is set or the trigger input in pause mode is high. There is a delay between the trigger input in pause mode and the TRGO output, except if the master-slave mode is selected. 010: Update. In this mode the master mode controller selects the update event as TRGO. 011: Capture/compare pulse. In this mode the master mode controller generates a TRGO pulse when a capture or a compare match occurred in channal0. 100: Compare. In this mode the master mode controller selects the O0CPRE signal is used as TRGO 101: Compare. In this mode the master mode controller selects the O1CPRE signal is used as TRGO 110: Compare. In this mode the master mode controller selects the O2CPRE signal is used as TRGO 111: Compare. In this mode the master mode controller selects the O3CPRE signal is used as TRGO

3	DMAS	DMA request source selection 0: DMA request of channel x is sent when capture/compare event occurs. 1: DMA request of channel x is sent when update event occurs.
2	CCUC	Commutation control shadow register update control When the commutation control shadow enable (for CHxEN, CHxNEN and CHxCOMCTL bits) are set (CCSE=1), these shadow registers update are controlled as below: 0: The shadow registers update by when CMTG bit is set. 1: The shadow registers update by when CMTG bit is set or a rising edge of TRGI occurs. When a channel does not have a complementary output, this bit has no effect.
1	Reserved	Must be kept at reset value.
0	CCSE	Commutation control shadow enable 0: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are disabled. 1: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are enabled. After these bits have been written, they are updated based when commutation event coming. When a channel does not have a complementary output, this bit has no effect.

Slave mode configuration register (TIMERx_SMCFG)

Address offset: 0x08

Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								MSM	TRGS[2:0]			Reserved.	SMC[2:0]		
								rw	rw				rw		

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7	MSM	Master-slave mode This bit can be used to synchronize selected timers to begin counting at the same time. The TRGI is used as the start event, and through TRGO, timers are connected together. 0: Master-slave mode disable 1: Master-slave mode enable
6:4	TRGS[2:0]	Trigger selection This bit-field specifies which signal is selected as the trigger input, which is used to

		synchronize the counter. 000: Internal trigger input 0 (ITI0) TIMER1 001: Internal trigger input 1 (ITI1) TIERM2 010: Reserved 011: Reserved 100: CI0 edge flag (CI0F_ED) 101: Channel 0 input filtered output (CI0FE0) 110: Channel 1 input filtered output (CI1FE1) 111: Reserved These bits must not be changed when slave mode is enabled.
3	Reserved	Must be kept at reset value
2:0	SMC[2:0]	Slave mode control 000: Disable mode. The slave mode is disabled; The prescaler is clocked directly by the internal clock (TIMER_CK) when CEN bit is set high. 001: Reserved 010: Reserved 011: Reserved 100: Restart Mode. The counter is reinitialized and the shadow registers are updated on the rising edge of the selected trigger input. 101: Pause Mode. The trigger input enables the counter clock when it is high and disables the counter when it is low. 110: Event Mode. A rising edge of the trigger input enables the counter. The counter cannot be disabled by the slave mode controller. 111: External Clock Mode 0. The counter counts on the rising edges of the selected trigger. Because CI0F_ED outputs 1 pulse for each transition on CI0F, and the pause mode checks the level of the trigger signal, when CI0F_ED is selected as the trigger input, the pause mode must not be used.

DMA and interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	TRGDEN	CMTDEN	Reserved		CH1DEN	CH0DEN	UPDEN	BRKIE	TRGIE	CMTIE	Reserved		CH1IE	CH0IE	UPIE
	rw	rw			rw	rw	rw	rw	rw	rw			rw	rw	rw

Bits	Fields	Descriptions
15	Reserved	Must be kept at reset value
14	TRGDEN	Trigger DMA request enable 0: disabled

		1: enabled
13	CMTDEN	Commutation DMA request enable 0: disabled 1: enabled
12:11	Reserved	Must be kept at reset value.
10	CH1DEN	Channel 1 capture/compare DMA request enable 0: disabled 1: enabled
9	CH0DEN	Channel 0 capture/compare DMA request enable 0: disabled 1: enabled
8	UPDEN	Update DMA request enable 0: disabled 1: enabled
7	BRKIE	Break interrupt enable 0: disabled 1: enabled
6	TRGIE	Trigger interrupt enable 0: disabled 1: enabled
5	CMTIE	commutation interrupt enable 0: disabled 1: enabled
4:3	Reserved	Must be kept at reset value
2	CH1IE	Channel 1 capture/compare interrupt enable 0: disabled 1: enabled
1	CH0IE	Channel 0 capture/compare interrupt enable 0: disabled 1: enabled
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10

Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved					CH1OF	CH0OF	Reserved.	BRKIF	TRGIF	CMTIF	Reserved.		CH1IF	CH0IF	UPIF
					rc_w0	rc_w0		rc_w0	rc_w0	rc_w0			rc_w0	rc_w0	rc_w0

Bits	Fields	Descriptions
15:11	Reserved	Must be kept at reset value
10	CH1OF	Channel 1 over capture flag Refer to CH0OF description
9	CH0OF	Channel 0 over capture flag When channel 0 is configured in input mode, this flag is set by hardware when a capture event occurs while CH0IF flag has already been set. This flag is cleared by software. 0: No over capture interrupt occurred 1: Over capture interrupt occurred
8	Reserved	Must be kept at reset value.
7	BRKIF	Break interrupt flag This flag is set by hardware when the break input goes active, and cleared by software if the break input is not active. 0: No active level break has been detected. 1: An active level has been detected.
6	TRGIF	Trigger interrupt flag This flag is set by hardware on trigger event and cleared by software. When the slave mode controller is enabled in all modes but pause mode, an active edge on trigger input generates a trigger event. When the slave mode controller is enabled in pause mode both edges on trigger input generates a trigger event. 0: No trigger event occurred. 1: Trigger interrupt occurred.
5	CMTIF	Channel commutation interrupt flag This flag is set by hardware when channel's commutation event occurs, and cleared by software 0: No channel commutation interrupt occurred 1: Channel commutation interrupt occurred
4:3	Reserved	Must be kept at reset value
2	CH1IF	Channel 1 's capture/compare interrupt flag Refer to CH0IF description
1	CH0IF	Channel 0 's capture/compare interrupt flag

		This flag is set by hardware and cleared by software. When channel 0 is in input mode, this flag is set when a capture event occurs. When channel 0 is in output mode, this flag is set when a compare event occurs. 0: No Channel 0 interrupt occurred 1: Channel 0 interrupt occurred
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								BRKG	TRGG	CMTG	Reserved		CH1G	CH0G	UPG
								w	w	w			w	w	w

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7	BRKG	Break event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the POEN bit is cleared and BRKIF flag is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a break event 1: Generate a break event
6	TRGG	Trigger event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the TRGIF flag in TIMERx_INTF register is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a trigger event 1: Generate a trigger event
5	CMTG	Channel commutation event generation This bit is set by software and cleared by hardware automatically. When this bit is set, channel's capture/compare control registers (CHxEN, CHxNEN and CHxCOMCTL bits) are updated based on the value of CCSE (in the TIMERx_CTL1). 0: No affect 1: Generate channel's c/c control update event

4:3	Reserved	Must be kept at reset value
2	CH1G	Channel 1's capture or compare event generation Refer to CH0G description
1	CH0G	Channel 0's capture or compare event generation This bit is set by software in order to generate a capture or compare event in channel 0, it is automatically cleared by hardware. When this bit is set, the CH0IF flag is set, the corresponding interrupt or DMA request is sent if enabled. In addition, if channel 1 is configured in input mode, the current value of the counter is captured in TIMERx_CH0CV register, and the CH0OF flag is set if the CH0IF flag was already high. 0: No generate a channel 1 capture or compare event 1: Generate a channel 1 capture or compare event
0	UPG	Update event generation This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared if the center-aligned or up counting mode is selected, else (down counting) it takes the auto-reload value. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Channel control register 0 (TIMERx_CHCTL0)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved	CH1COMCTL[2:0]			CH1COMSEN	CH1COMFEN	CH1MS[1:0]		Reserved	CH0COMCTL[2:0]			CH0COMSEN	CH0COMFEN	CH0MS[1:0]	
CH1CAPFLT[3:0]				CH1CAPPSC[1:0]				CH0CAPFLT[3:0]				CH0CAPPSC[1:0]			
rw				rw		rw		rw				rw		rw	

Output compare mode:

Bits	Fields	Descriptions
15	Reserved	Must be kept at reset value
14:12	CH1COMCTL[2:0]	Channel 1 compare output control Refer to CH0COMCTL description
11	CH1COMSEN	Channel 1 output compare shadow enable Refer to CH0COMSEN description
10	CH1COMFEN	Channel 1 output compare fast enable

		Refer to CH0COMSEN description
9:8	CH1MS[1:0]	Channel 1 mode selection This bit-field specifies the direction of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH1EN bit in TIMERx_CHCTL2 register is reset). 00: Channel 1 is configured as output 01: Channel 1 is configured as input, IS1 is connected to CI1FE1 10: Channel 1 is configured as input, IS1 is connected to CI0FE1 11: Channel 1 is configured as input, IS1 is connected to ITS. This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.
7	Reserved	Must be kept at reset value
6:4	CH0COMCTL[2:0]	Channel 0 compare output control This bit-field controls the behavior of the output reference signal O0CPRE which drives CH0_O and CH0_ON. O0CPRE is active high, while CH0_O and CH0_ON active level depends on CH0P and CH0NP bits. 000: Frozen. The O0CPRE signal keeps stable, independent of the comparison between the register TIMERx_CH0CV and the counter TIMERx_CNT. 001: Set the channel output. O0CPRE signal is forced high when the counter matches the output compare register TIMERx_CH0CV. 010: Clear the channel output. O0CPRE signal is forced low when the counter matches the output compare register TIMERx_CH0CV. 011: Toggle on match. O0CPRE toggles when the counter matches the output compare register TIMERx_CH0CV. 100: Force low. O0CPRE is forced low level. 101: Force high. O0CPRE is forced high level. 110: PWM mode0. When counting up, O0CPRE is high as long as the counter is smaller than TIMERx_CH0CV else low. When counting down, O0CPRE is low as long as the counter is larger than TIMERx_CH0CV else high. 111: PWM mode1. When counting up, O0CPRE is low as long as the counter is smaller than TIMERx_CH0CV else high. When counting down, O0CPRE is high as long as the counter is larger than TIMERx_CH0CV else low. When configured in PWM mode, the O0CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00(COMPARE MODE).
3	CH0COMSEN	Channel 0 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH0CV register, which updates at each update event, will be enabled. 0: Channel 0 output compare shadow disable

		1: Channel 0 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH0COMFEN	Channel 0 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM0 or PWM1 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH0_O is set to the compare level independently from the result of the comparison. 0: Channel 0 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH0_O output is 5 clock cycles. 1: Channel 0 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH0_O output is 3 clock cycles.
1:0	CH0MS[1:0]	Channel 0 I/O mode selection This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH0EN bit in TIMERx_CHCTL2 register is reset).). 00: Channel 0 is configured as output 01: Channel 0 is configured as input, IS0 is connected to CI0FE0 10: Channel 0 is configured as input, IS0 is connected to CI1FE0 11: Channel 0 is configured as input, IS0 is connected to ITS, This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:12	CH1CAPFLT[3:0]	Channel 1 input capture filter control Refer to CH0CAPFLT description
11:10	CH1CAPPSC[1:0]	Channel 1 input capture prescaler Refer to CH0CAPPSC description
9:8	CH1MS[1:0]	Channel 1 mode selection Same as Output compare mode
7:4	CH0CAPFLT[3:0]	Channel 0 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI0 input signal and the length of the digital filter applied to CI0. 0000: Filter disabled, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2

		0010: f_{SAMP}= f_{TIMER_CK}, N=4 0011: f_{SAMP}= f_{TIMER_CK}, N=8 0100: f_{SAMP}=f_{DTS}/2, N=6 0101: f_{SAMP}=f_{DTS}/2, N=8 0110: f_{SAMP}=f_{DTS}/4, N=6 0111: f_{SAMP}=f_{DTS}/4, N=8 1000: f_{SAMP}=f_{DTS}/8, N=6 1001: f_{SAMP}=f_{DTS}/8, N=8 1010: f_{SAMP}=f_{DTS}/16, N=5 1011: f_{SAMP}=f_{DTS}/16, N=6 1100: f_{SAMP}=f_{DTS}/16, N=8 1101: f_{SAMP}=f_{DTS}/32, N=5 1110: f_{SAMP}=f_{DTS}/32, N=6 1111: f_{SAMP}=f_{DTS}/32, N=8
3:2	CH0CAPPSC[1:0]	Channel 0 input capture prescaler This bit-field specifies the factor of the prescaler on channel 0 input. The prescaler is reset when CH0EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4channel input edges 11: Capture is done every 8 channel input edges
1:0	CH0MS[1:0]	Channel 0 mode selection Same as Output compare mode

Channel control register 2 (TIMERx_CHCTL2)

Address offset: 0x20
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								CH1NP	Reserved.	CH1P	CH1EN	CH0NP	CH0NEN	CH0P	CH0EN
								rw		rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7	CH1NP	Channel 1 complementary output polarity Refer to CH0NP description
6	Reserved	Must be kept at reset value
5	CH1P	Channel 1 capture/compare function polarity Refer to CH0P description

4	CH1EN	Channel 1 capture/compare function enable Refer to CH0EN description
3	CH0NP	Channel 0 complementary output polarity When channel 0 is configured in output mode, this bit specifies the complementary output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, In conjunction with CH0P, this bit is used to define the polarity of CI0. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
2	CH0NEN	Channel 0 complementary output enable When channel 0 is configured in output mode, setting this bit enables the complementary output in channel0. 0: Channel 0 complementary output disabled 1: Channel 0 complementary output enabled
1	CH0P	Channel 0 capture/compare function polarity When channel 0 is configured in output mode, this bit specifies the output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, this bit specifies the CI0 signal polarity. [CH0NP, CH0P] will select the active trigger or capture polarity for CI0FE0 or CI1FE0. [CH0NP==0, CH0P==0]: CIxFE0's rising edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will not be inverted. [CH0NP==0, CH0P==1]: CIxFE0's falling edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will be inverted. [CH0NP==1, CH0P==0]: Reserved. [CH0NP==1, CH0P==1]: CIxFE0's falling and rising edge are both the active signal for capture or trigger operation in slave mode. And CIxFE0 will be not inverted. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
0	CH0EN	Channel 0 capture/compare function enable When channel 0 is configured in output mode, setting this bit enables CH0_O signal in active state. When channel 0 is configured in input mode, setting this bit enables the capture event in channel0. 0: Channel 0 disabled 1: Channel 0 enabled

Counter register (TIMERx_CNT)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															
rw															

Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR)

Address offset: 0x2C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

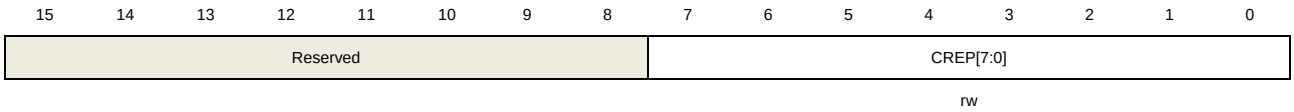
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CARL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Counter repetition register (TIMERx_CREP)

Address offset: 0x30
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

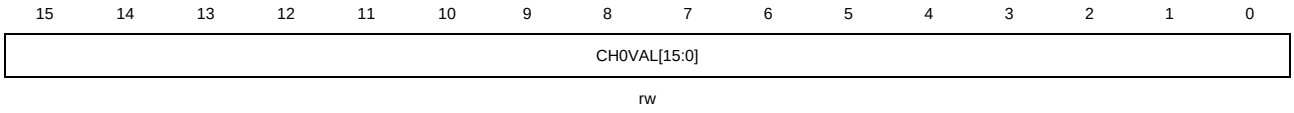


Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value.
7:0	CREP[7:0]	Counter repetition value This bit-filed specifies the update event generation rate. Each time the repetition counter counting down to zero, an update event is generated. The update rate of the shadow registers is also affected by this bit-filed when these shadow registers are enabled.

Channel 0 capture/compare value register (TIMERx_CH0CV)

Address offset: 0x34
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:0	CH0VAL[15:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel 1 capture/compare value register (TIMERx_CH1CV)

Address offset: 0x38
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CH1VAL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CH1VAL[15:0]	Capture or compare value of channel1 When channel 1 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only. When channel 1 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel complementary protection register (TIMERx_CCHP)

Address offset: 0x44

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
POEN	OAEN	BRKP	BRKEN	ROS	IOS	PROT[1:0]		DTCFG[7:0]							
rw	rw	rw	rw	rw	rw	rw		rw							

Bits	Fields	Descriptions
15	POEN	Primary output enable This bit s set by software or automatically by hardware depending on the OAEN bit. It is cleared asynchronously by hardware as soon as the break input is active. When one of channels is configured in output mode, setting this bit enables the channel outputs (CHx_O and CHx_ON) if the corresponding enable bits (CHxEN, CHxNEN in TIMERx_CHCTL2 register) have been set. 0: Channel outputs are disabled or forced to idle state. 1: Channel outputs are enabled.
14	OAEN	Output automatic enable This bit specifies whether the POEN bit can be set automatically by hardware. 0: POEN can be not set by hardware. 1: POEN can be set by hardware automatically at the next update event, if the break input is not active. This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
13	BRKP	Break polarity This bit specifies the polarity of the BRKIN input signal. 0: BRKIN input active low

		1; BRKIN input active high
12	BRKEN	Break enable This bit can be set to enable the BRKIN and CCS clock failure event inputs. 0: Break inputs disabled 1; Break inputs enabled This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
11	ROS	Run mode off-state configure When POEN bit is set, this bit specifies the output state for the channels which has a complementary output and has been configured in output mode. 0: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are disabled. 1: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10 or 11.
10	IOS	Idle mode off-state configure When POEN bit is reset, this bit specifies the output state for the channels which has been configured in output mode. 0: When POEN bit is reset, the channel output signals (CHx_O/CHx_ON) are disabled. 1: When POEN bit is reset, he channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10 or 11.
9:8	PROT[1:0]	Complementary register protect control This bit-filed specifies the write protection property of registers. 00: protect disable. No write protection. 01: PROT mode 0.The ISOx/ISOxN bits in TIMERx_CTL1 register and the BRKEN/BRKP/OAEN/DTCFG bits in TIMERx_CCHP register are writing protected. 10: PROT mode 1. In addition of the registers in PROT mode 0, the CHxP/CHxNP bits in TIMERx_CHCTL2 register (if related channel is configured in output mode) and the ROS/IOS bits in TIMERx_CCHP register are writing protected. 11: PROT mode 2. In addition of the registers in PROT mode 1, the CHxCOMCTL/ CHxCOMSEN bits in TIMERx_CHCTL0/1 registers (if the related channel is configured in output) are writing protected. This bit-field can be written only once after the reset. Once the TIMERx_CCHP register has been written, this bit-field will be writing protected.
7:0	DTCFG[7:0]	Dead time configure This bit-field controls the value of the dead-time, which is inserted before the output transitions. The relationship between DTCFG value and the duration of dead-time is as follow:

DTCFG [7:5] =3'b0xx: DTvalue =DTCFG [7:0]x t_{DT}, t_{DT}=t_{DTS}.
DTCFG [7:5] =3'b 10x: DTvalue = (64+DTCFG [5:0])xt_{DT}, t_{DT} =t_{DTS}*2.
DTCFG [7:5] =3'b 110: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT}=t_{DTS}*8.
DTCFG [7:5] =3'b 111: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT} =t_{DTS}*16.
This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.

DMA configuration register (TIMERx_DMACFG)

Address offset: 0x48
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			DMATC[4:0]					Reserved			DMATA [4:0]				
			rw								rw				

Bits	Fields	Descriptions
15:13	Reserved	Must be kept at reset value.
12:8	DMATC [4:0]	DMA transfer count This filed is defined the number of DMA will access(R/W) the register of TIMERx_DMATB
7:5	Reserved	Must be kept at reset value.
4:0	DMATA [4:0]	DMA transfer access start address This filed define the first address for the DMA access the TIMERx_DMATB. When access is done through the TIMERx_DMA address first time, this bit-field specifies the address you just access. And then the second access to the TIMERx_DMATB, you will access the address of start address + 0x4. 5'b0_0000: TIMERx_CTL0 5'b0_0001: TIMERx_CTL1 … In a word: Start Address = TIMERx_CTL0 + DMATA*4

DMA transfer buffer register (TIMERx_DMATB)

Address offset: 0x4C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DMATB[15:0]															

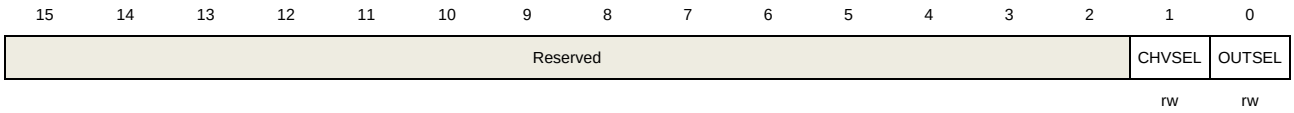
rw

Bits	Fields	Descriptions
15:0	DMATB[15:0]	DMA transfer buffer When a read or write operation is assigned to this register, the register located at the address range (Start Addr + Transfer Timer* 4) will be accessed. The transfer Timer is calculated by hardware, and ranges from 0 to DMATC.

Configuration register (TIMERx_CFG)

Address offset: 0xFC
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1	CHVSEL	Write CHxVAL register selection This bit-field set and reset by software. 1: If write the CHxVAL register, the write value is same as the CHxVAL value, the write access ignored 0: No effect
0	OUTSEL	The output value selection This bit-field set and reset by software 1: If POEN and IOS is 0, the output disabled 0: No effect

16.5. General level4 timer (TIMERx, x=15,16)

16.5.1. Overview

The general level4 timer module (TIMER15,TIMER16) is a one-channel timer that supports both input capture and output compare. They can generate PWM signals to control motor or be used for power management applications. The general level4 timer has a 16-bit counter that can be used as an unsigned counter.

In addition, the general level4 timers can be programmed and be used for counting, their external events can be used to drive other timers.

Timer also includes a dead-time Insertion module which issuitable for motor control applications.

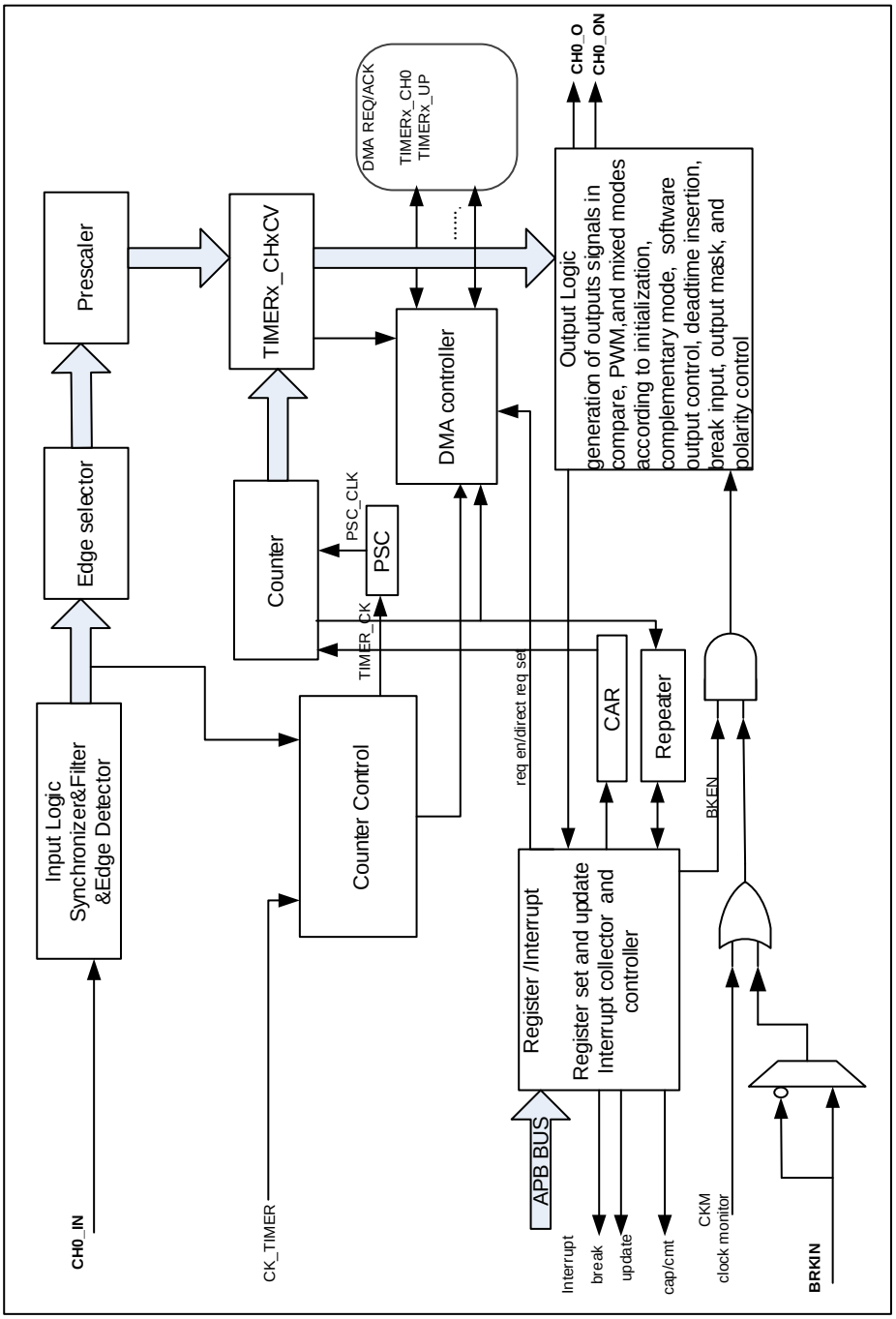
16.5.2. Characteristics

- Total channel num: 1.
- Counter width: 16 bit.
- Source of counter clock: internal clock.
- Counter modes: count up only.
- Programmable prescaler: 16 bit.The factor can be changed on the go.
- Each channel is user-configurable:
  input capture mode, output compare mode, programmable PWM mode, single pulse mode
- Programmable dead time insertion.
- Auto reload function.
- Programmable counter repetition function.
- Break input.
- Interrupt output or DMA request on: update, compare/capture event, and break input.

16.5.3. Block diagram

Figure 16-73. General level4 timer block diagram provides details of the internal configuration of the general level4 timer.

Figure 16-73. General level4 timer block diagram



16.5.4. Function overview

Clock selection

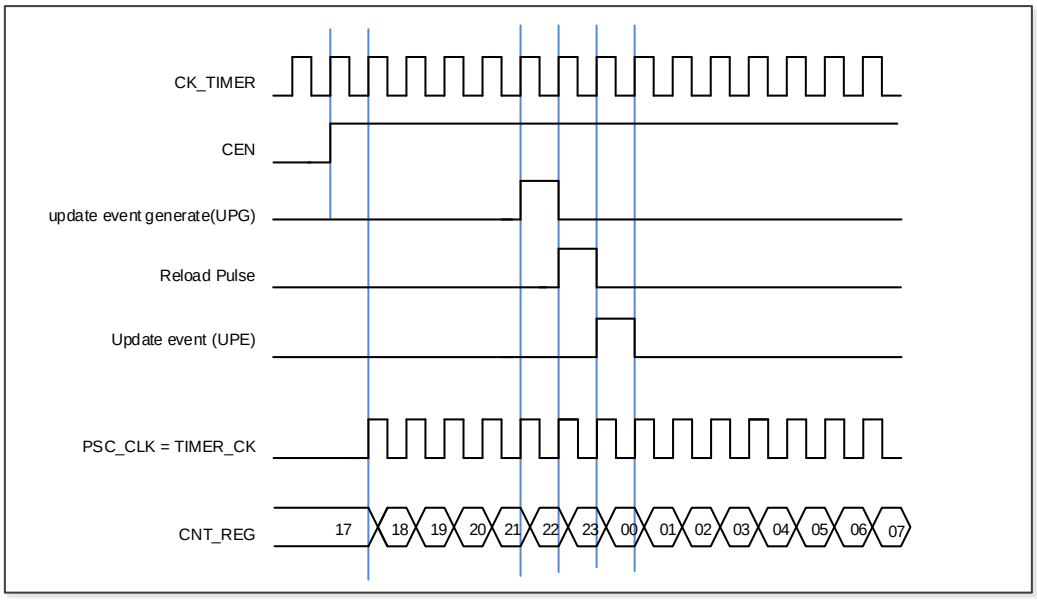
The general level4 TIMER can only being clocked by the CK_TIMER.

- Internal timer clock CK_TIMER which is from module RCU

The general level4 TIMER has only one clock source which is the internal CK_TIMER, used to drive the counter prescaler. When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

The TIMER_CK, driven counter's prescaler to count, is equal to CK_TIMER which is from RCU

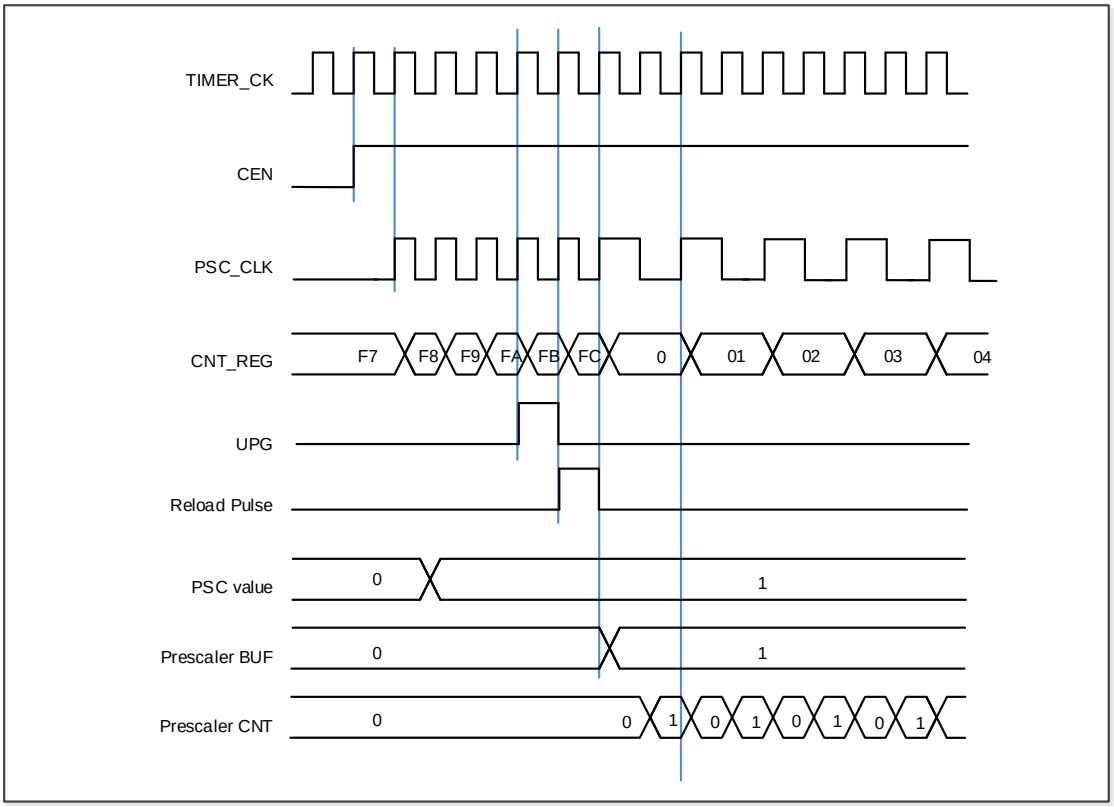
Figure 16-74. Normal mode, internal clock divided by 1



Prescaler

The prescaler can divide the timer clock (TIMER_CK) to a counter clock (PSC_CLK) by any factor between 1 and 65536. It is controlled by prescaler register (TIMERx_PSC) which can be changed on the go but is taken into account at the next update event.

Figure 16-75. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts from 0. If the repetition counter is set, the update events will be generated after (TIMERx_CREP+1) times of overflow. Otherwise the update event is generated each time when overflows. The counting direction bit DIR in the TIMERx_CTL0 register should be set to 0 for the up counting mode.

Whenever, if the update event software trigger is enabled by setting the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If set the UPDIS bit in TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

Figure 16-76. Up-counter timechart, PSC=0/1 show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-76. Up-counter timechart, PSC=0/1

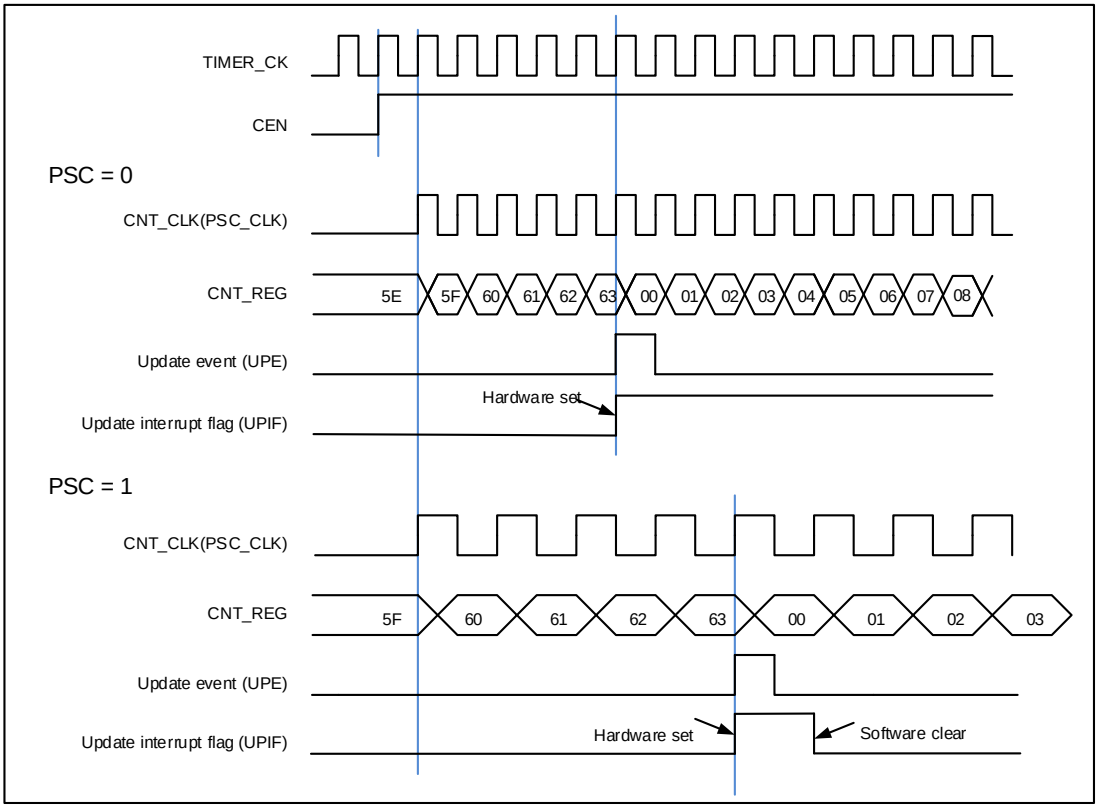
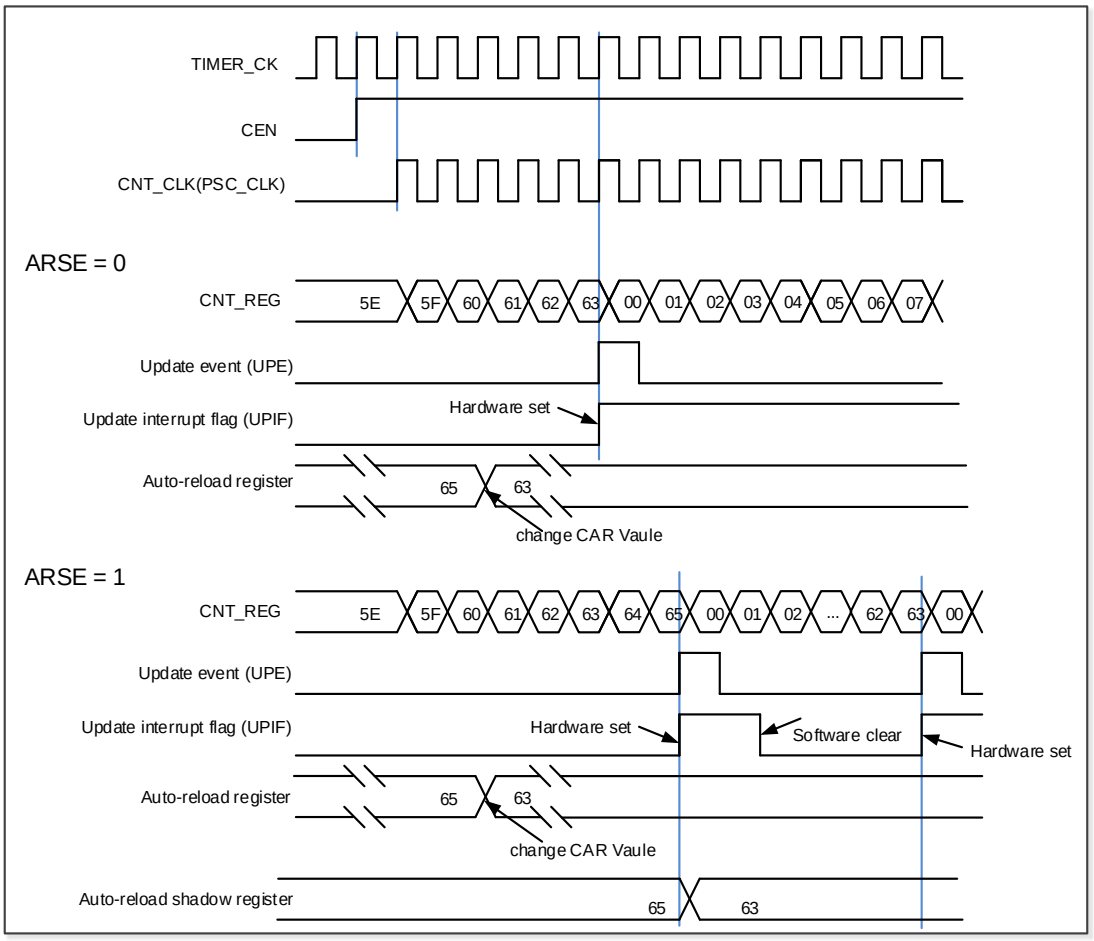


Figure 16-77. Up-counter timechart, change TIMERx_CAR on the go

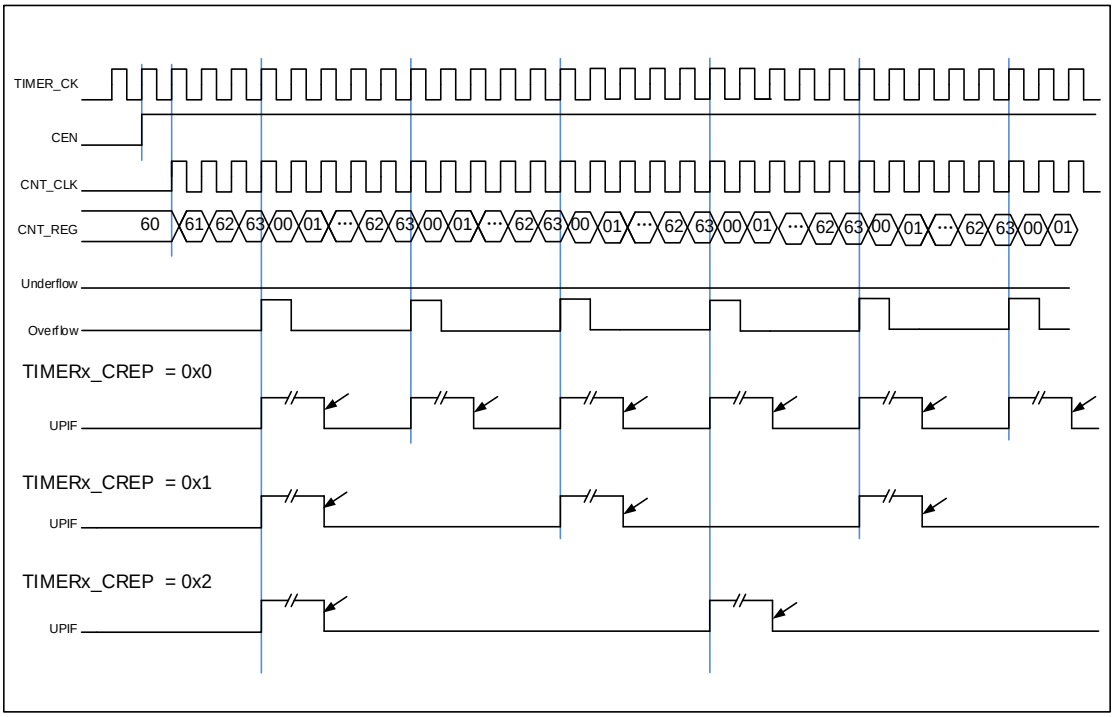


Counter repetition

Counter repetition is used to generator update event or updates the timer registers only after a given number (N+1) of cycles of the counter, where N is CREP in TIMERx_CREP register. The repetition counter is decremented at each counter overflow in up-counting mode.

Setting the UPG bit in the TIMERx_SWEVG register will reload the content of CREP in TIMERx_CREP register and generator an update event.

Figure 16-78. Repetition timechart for up-counter



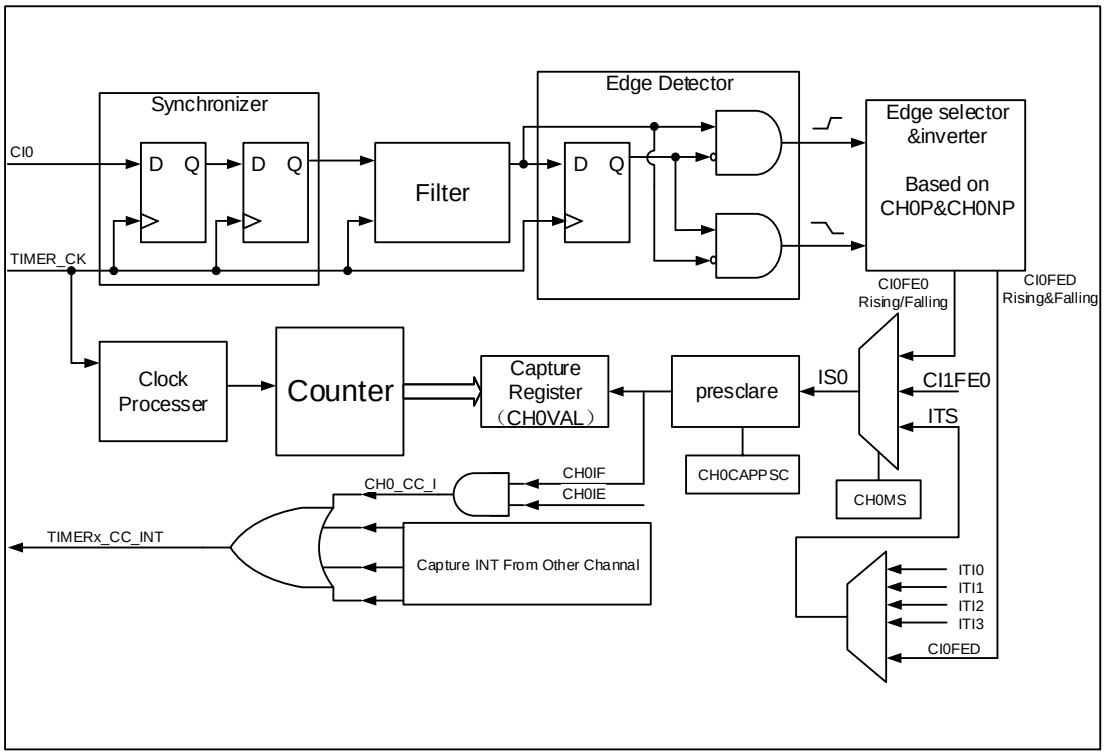
Capture/compare channels

The general level4 timer has one independent channels which can be used as capture inputs or compare match outputs. Each channel is built around a channel capture compare register including an input stage, channel controller and an output stage.

- **Input capture mode**

Capture mode allows the channel to perform measurements such as pulse timing, frequency, period, duty cycle and so on. The input stage consists of a digital filter, a channel polarity selection, edge detection and a channel prescaler. When a selected edge occurs on the channel input, the current value of the counter is captured into the TIMERx_CHxCV register, at the same time the CHxIF bit is set and the channel interrupt is generated if enabled by CHxIE = 1.

Figure 16-79. Input capture logic



Channels' input signals (CIx) is the TIMERx_CHx signal. First, the channel input signal (CIx) is synchronized to TIMER_CK domain, and then sampled by a digital filter to generate a filtered input signal. Then through the edge detector, the rising and falling edge are detected. You can select one of them by CHxP. One more selector is for the other channel and trig, controlled by CHxMS. The IC_prescaler make several the input event generate one effective capture event. On the capture event, CHxVAL will restore the value of Counter.

So the process can be divided to several steps as below:

Step1: Filter configuration. (CHxCAPFLT in TIMERx_CHCTL0)

Based on the input signal and requested signal quality, configure compatible CHxCAPFLT.

Step2: Edge selection. (CHxP/CHxNP in TIMERx_CHCTL2)

Rising or falling edge, choose one by CHxP/CHxNP.

Step3: Capture source selection. (CHxMS in TIMERx_CHCTL0)

As soon as you select one input capture source by CHxMS, you have set the channel to input mode (CHxMS!=0x0) and TIMERx_CHxCV cannot be written any more.

Step4: Interrupt enable. (CHxIE and CHxDEN in TIMERx_DMAINTEN)

Enable the related interrupt enable; you can got the interrupt and DMA request.

Step5: Capture enables. (CHxEN in TIMERx_CHCTL2)

Result: when you wanted input signal is got, TIMERx_CHxCV will be set by counter's

value. And CHxIF is asserted. If the CHxIF is high, the CHxOF will be asserted also. The interrupt and DMA request will be asserted based on the configuration of CHxIE and CHxDEN in TIMERx_DMAINTEN

Direct generation: if you want to generate a DMA request or Interrupt, you can set CHxG by software directly.

- **Output compare mode**

In output compare mode, the TIMERx can generate timed pulses with programmable position, polarity, duration and frequency. When the counter matches the value in the CHxVAL register of an output compare channel, the channel (n) output can be set, cleared, or toggled based on CHxCOMCTL. When the counter reaches the value in the CHxVAL register, the CHxIF bit is set and the channel (n) interrupt is generated if CHxIE = 1. And the DMA request will be assert, if CHxDEN =1.

So the process can be divided to several steps as below:

Step1: Clock Configuration. Such as clock source, clock prescaler and so on.

Step2: Compare mode configuration.

* Set the shadow enable mode by CHxCOMSEN
* Set the output mode (Set/Clear/Toggle) by CHxCOMCTL.
* Select the active high polarity by CHxP/CHxNP
* Enable the output by CHxEN

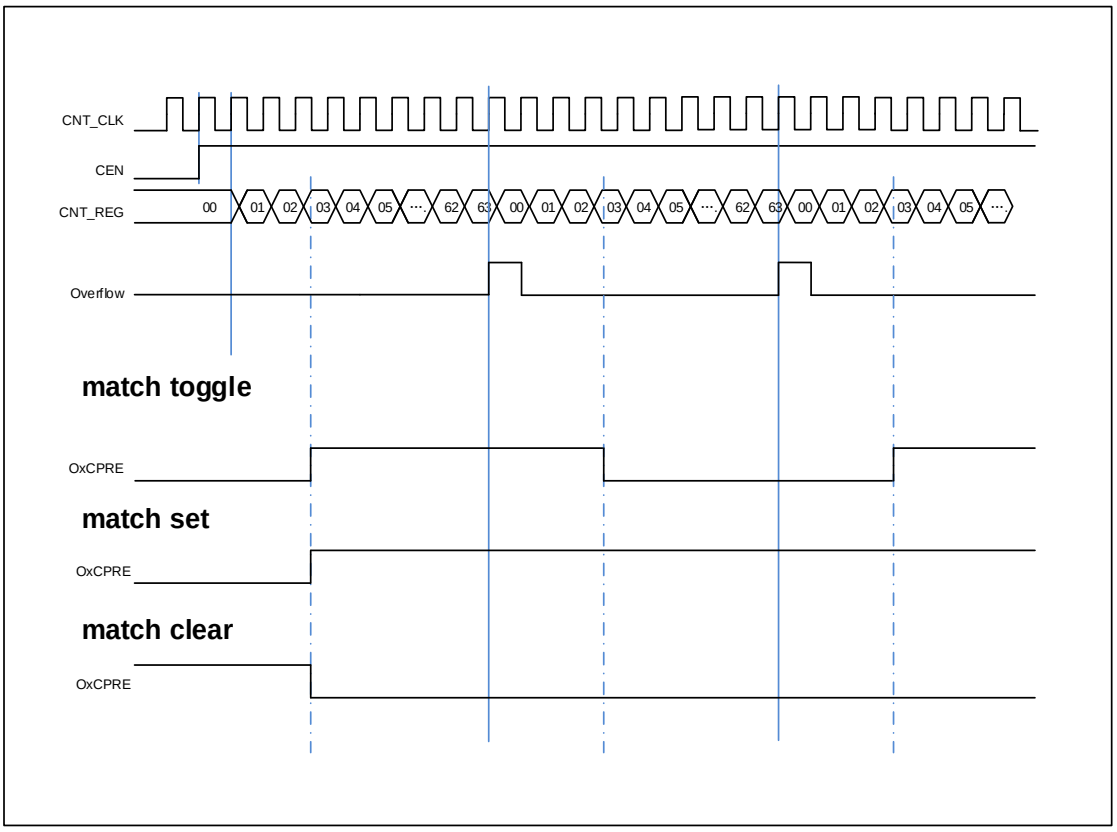
Step3: Interrupt/DMA-request enables configuration by CHxIE/CHxDEN

Step4: Compare output timing configuration by TIMERx_CAR and TIMERx_CHxCV
About the CHxVAL; you can change it on the go to meet the waveform you expected.

Step5: Start the counter by CEN.

The timechart below show the three compare modes toggle/set/clear. CAR=0x63, CHxVAL=0x3

Figure 16-80. Output-compare under three modes



PWM mode

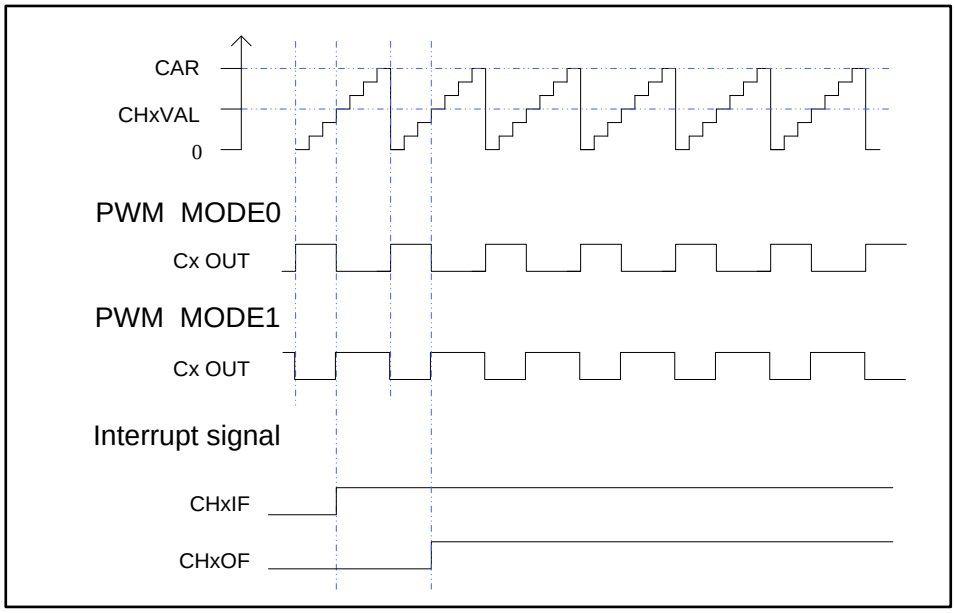
In the output PWM mode (by setting the CHxCOMCTL bits to 3'b110 (PWM mode0) or to 3'b 111(PWM mode1), the channel can generate PWM waveform according to the TIMERx_CAR registers and TIMERx_CHxCV registers.

The period is determined by TIMERx_CAR and duty cycle is determined by TIMERx_CHxCV. ***Figure 16-81. PWM mode timechart*** shows the PWM output mode and interrupts waveform.

If TIMERx_CHxCV is greater than TIMERx_CAR, the output will be always active under PWM mode0 (CHxCOMCTL==3'b110).

And if TIMERx_CHxCV is equal to zero, the output will be always inactive under PWM mode0 (CHxCOMCTL==3'b110).

Figure 16-81. PWM mode timechart



Channel output reference signal

When the TIMERx is used in the compare match output mode, the OxCPRE signal (Channel x Output prepare signal) is defined by setting the CHxCOMCTL filed. The OxCPRE signal has several types of output function. These include, keeping the original level by setting the CHxCOMCTL field to 0x00, set to 1 by setting the CHxCOMCTL field to 0x01, set to 0 by setting the CHxCOMCTL field to 0x02 or signal toggle by setting the CHxCOMCTL field to 0x03 when the counter value matches the content of the TIMERx_CHxCV register.

The PWM mode 0 and PWM mode 1 outputs are also another kind of OxCPRE output which is setup by setting the CHxCOMCTL field to 0x06/0x07. In these modes, the OxCPRE signal level is changed according to the counting direction and the relationship between the counter value and the TIMERx_CHxCV content. With regard to a more detail description refer to the relative bit definition.

Another special function of the OxCPRE signal is a forced output which can be achieved by setting the CHxCOMCTL field to 0x04/0x05. Here the output can be forced to an inactive/active level irrespective of the comparison condition between the counter and the TIMERx_CHxCV values.

Outputs complementary

Function of complementary is for a pair of CHx_O and CHx_ON. Those two output signals cannot be active at the same time. The TIMERx has only 1 channel have this function. The complementary signals CHx_O and CHx_ON are controlled by a group of parameters: the CHxEN and CHxNEN bits in the TIMERx_CHCTL2 register and the POEN, ROS, IOS, ISOx and ISOxN bits in the TIMERx_CCHP and TIMERx_CTL1 registers. The outputs polarity is

determined by CHxP and CHxNP bits in the TIMERx_CHCTL2 register.

Table 16-11. Complementary outputs controlled by parameters

Complementary Parameters					Output Status	
POEN	ROS	IOS	CHxEN	CHxNEN	CHx_O	CHx_ON
0	0/1	0	0	0	CHx_O / CHx_ON = LOW CHx_O / CHx_ON output disable.	
				1	CHx_O = CHxP CHx_ON = CHxNP	
			1	0	CHx_O/CHx_ON output disable.	
				1	If clock is enable: CHx_O = ISOx CHx_ON = ISOxN	
		1	0	0	CHx_O = CHxP CHx_ON = CHxNP CHx_O/CHx_ON output disable.	
				1	CHx_O = CHxP CHx_ON = CHxNP	
			1	0	CHx_O/CHx_ON output enable.	
				1	If clock is enable: CHx_O = ISOx CHx_ON = ISOxN	
1	0	0/1	0	0	CHx_O/CHx_ON = LOW CHx_O/CHx_ON output disable.	
				1	CHx_O = LOW CHx_O output disable.	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
			1	0	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON = LOW CHx_ON output disable.
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
	1		0	0	CHx_O = CHxP CHx_O output disable.	CHx_ON = CHxNP CHx_ON output disable.
				1	CHx_O = CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable
			1	0	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON = CHxNP CHx_ON output enable.
				1	CHx_O=OxCPRE⊕CHxP CHx_O output enable	CHx_ON=OxCPRE⊕CHxNP CHx_ON output enable.

Dead time insertion

The dead time insertion is enabled when both CHxEN and CHxNEN are 1'b1, and set POEN is also necessary. The field named DTCFG defines the dead time delay that can be used for channel 1. The detail about the delay time, refer to the register TIMERx_CCHP.

The dead time delay insertion ensures that no two complementary signals drive the active state at the same time.

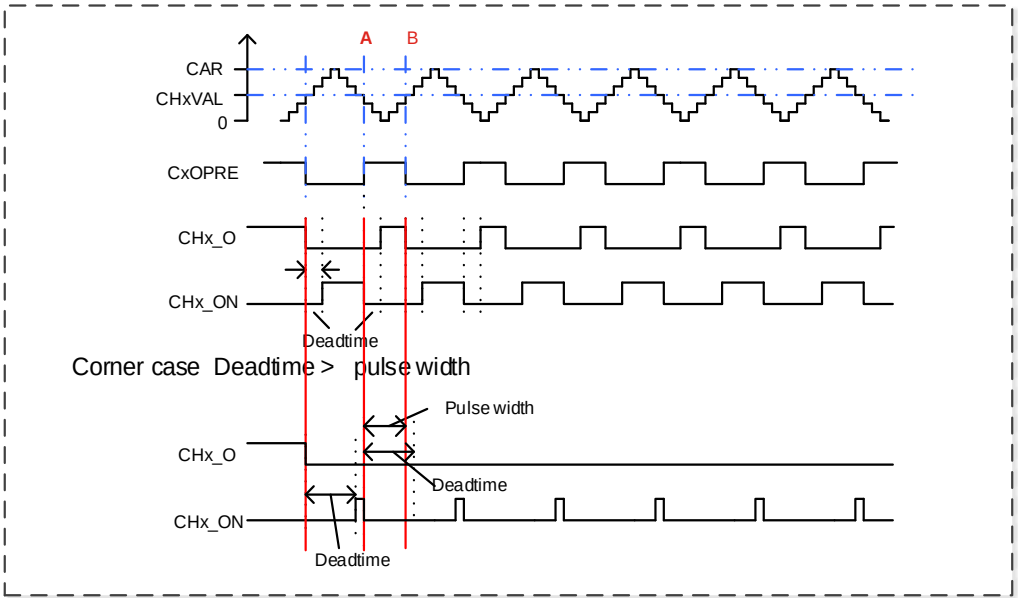
When the channel (x) match (TIMERx counter = CHxVAL) occurs, OxCPRE will be toggled because under PWM0 mode. At point A in the***Figure 16-82. Complementary output with dead-time insertion.*** CHx_O signal remains at the low value until the end of the deadtime delay, while CHx_ON will be cleared at once. Similarly, At point B when counter match (counter = CHxVAL) occurs again, OxCPRE is cleared, CHx_O signal will be cleared at once, while CHx_ON signal remains at the low value until the end of the dead time delay.

Sometimes, we can see corner cases about the dead time insertion. For example:

The dead time delay is greater than or equal to the CHx_O duty cycle, then the CHx_O signal is always the inactive value. (as show in the ***Figure 16-82. Complementary output with dead-time insertion.***)

The dead time delay is greater than or equal to the CHx_ON duty cycle, then the CHx_ON signal is always the inactive value.

Figure 16-82. Complementary output with dead-time insertion.



Break function

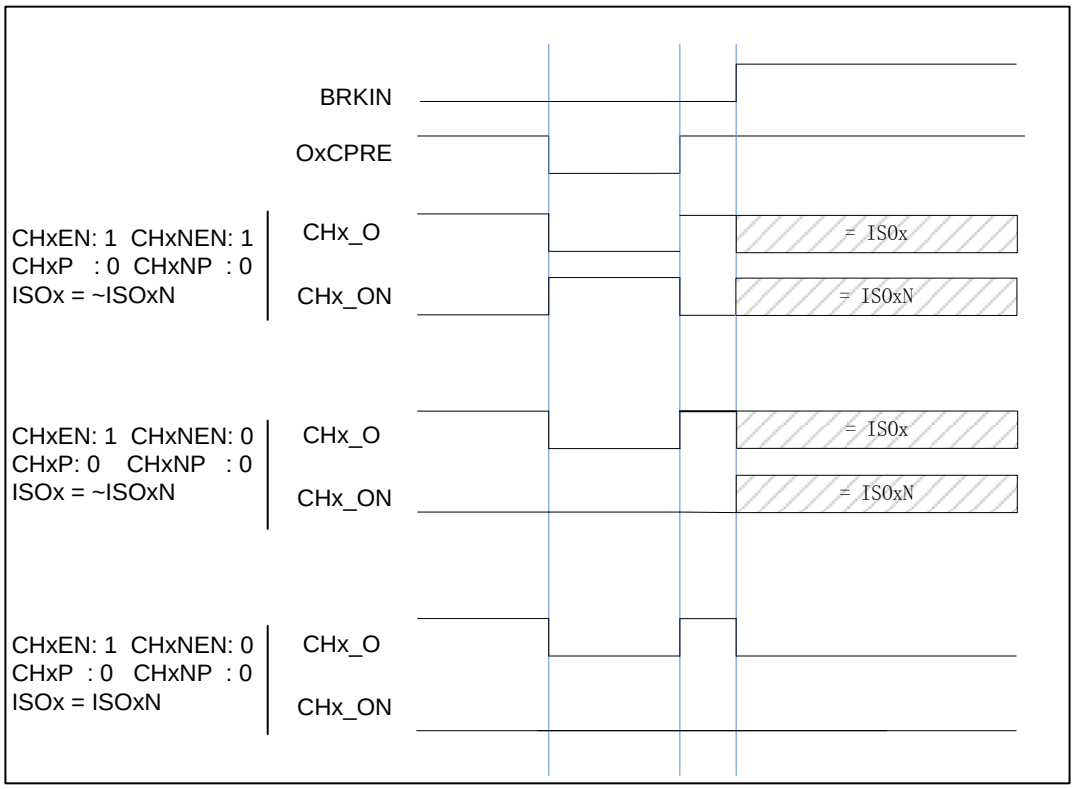
In this function, the output CHx_O and CHx_ON are controlled by the POEN, IOS and ROS bits in the TIMERx_CCHP register, ISOx and ISOxN bits in the TIMERx_CTL1 register and

cannot be set both to active level when break occurs. The break sources are input break pin and HXTAL stuck event by Clock Monitor (CKM) in RCU. The break function enabled by setting the BRKEN bit in the TIMERx_CCHP register. The break input polarity is setting by the BRKP bit in TIMERx_CCHP.

When a break occurs, the POEN bit is cleared asynchronously, the output CHx_O and CHx_ON are driven with the level programmed in the ISOx bit and ISOxN in the TIMERx_CTL1 register as soon as POEN is 0. If IOS is 0 then the timer releases the enable output else the enable output remains high. The complementary outputs are first put in reset state, and then the dead-time generator is reactivated in order to drive the outputs with the level programmed in the ISOx and ISOxN bits after a dead-time.

When a break occurs, the BRKIF bit in the TIMERx_INTF register is set. If BRKIE is 1, an interrupt generated.

Figure 16-83. Output behavior in response to a break(The break high active)



Single pulse mode

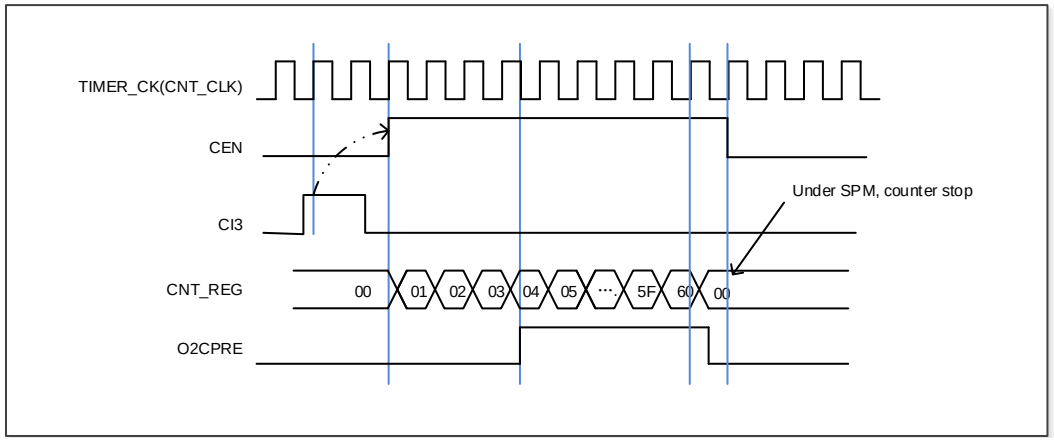
Single pulse mode is opposite to the repetitive mode, which can be enabled by setting SPM in TIMERx_CTL0. When you set SPM, the counter will be clear and stop when the next update event automatically. In order to get pulse waveform, you can set the TIMERx to PWM mode or compare by CHxCOMCTL.

Once the timer is set to operate in the single pulse mode, it is not necessary to set the timer

enable bit CEN in the TIMERx_CTL0 register to 1 to enable the counter. The trigger to generate a pulse can be sourced from the trigger signals edge or by setting the CEN bit to 1 using software. Setting the CEN bit to 1 or a trigger from the trigger signals edge can generate a pulse and then keep the CEN bit at a high state until the update event occurs or the CEN bit is written to 0 by software. If the CEN bit is cleared to 0 using software, the counter will be stopped and its value held. If the CEN bit is automatically cleared to 0 by a hardware update event, the counter will be reinitialized.

In the single pulse mode, the trigger active edge which sets the CEN bit to 1 will enable the counter. However, there exist several clock delays to perform the comparison result between the counter value and the TIMERx_CHxCV value. In order to reduce the delay to a minimum value, the user can set the CHxCOMFEN bit in each TIMERx_CHCTL0/1 register. After a trigger rising occurs in the single pulse mode, the OxCPRE signal will immediately be forced to the state which the OxCPRE signal will change to, as the compare match event occurs without taking the comparison result into account. The CHxCOMFEN bit is available only when the output channel is configured to operate in the PWM0 or PWM1 output mode and the trigger source is derived from the trigger signal.

Figure 16-84. Single pulse mode TIMERx_CHxCV = 0x04 TIMERx_CAR=0x60



Timer DMA mode

Timer's DMA mode is the function that configures timer's register by DMA module. The relative registers are TIMERx_DMACFG and TIMERx_DMATB. Of course, you have to enable a DMA request which will be asserted by some internal event. When the interrupt event was asserted, TIMERx will send a request to DMA, which is configured to M2P mode and PADDR is TIMERx_DMATB, then DMA will access the TIMERx_DMATB. In fact, register TIMERx_DMATB is only a buffer; timer will map the TIMERx_DMATB to an internal register, appointed by the field of DMATA in TIMERx_DMACFG . If the field of DMATC in TIMERx_DMACFG is 0(1 transfer), then the timer's DMA request is finished. While if TIMERx_DMATC is not 0, such as 3(4 transfers), then timer will send 3 more requests to DMA, and DMA will access timer's registers DMATA+0x4, DMATA+0x8, DMATA+0xc at the

next 3 accesses to TIMERx_DMATB. In one word, one time DMA internal interrupt event assert, DMATC+1 times request will be send by TIMERx.

If one more time DMA request event coming, TIMERx will repeat the process as above.

Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL1 register set to 1, the TIMERx counter stops.

16.5.5. TIMERx registers(x=15,16)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CKDIV[1:0]		ARSE	Reserved			SPM	UPS	UPDIS	CEN
						rw		rw				rw	rw	rw	rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9:8	CKDIV[1:0]	Clock division The CKDIV bits can be configured by software to specify division ratio between the timer clock (TIMER_CK) and the dead-time and sampling clock (DTS), which is used by the dead-time generators and the digital filters. 00: $f_{DTS}=f_{TIMER\_CK}$ 01: $f_{DTS}= f_{TIMER\_CK}$ /2 10: $f_{DTS}= f_{TIMER\_CK}$ /4 11: Reserved
7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:4	Reserved	Must be kept at reset value
3	SPM	Single pulse mode. 0: Counter continues after update event. 1: The CEN is cleared by hardware and the counter stops at next update event.
2	UPS	Update source This bit is used to select the update event sources by software.

		0: Any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: Only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.
0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Control register 1 (TIMERx_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						ISO0N	ISO0	Reserved				DMAS	CCUC	Reserved	CCSE
						rw	rw					rw	rw		rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9	ISO0N	Idle state of channel 0 complementary output 0: When POEN bit is reset, CH0_ON is set low. 1: When POEN bit is reset, CH0_ON is set high This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
8	ISO0	Idle state of channel 0 output 0: When POEN bit is reset, CH0_O is set low. 1: When POEN bit is reset, CH0_O is set high

		The CH0_O output changes after a dead-time if CH0_ON is implemented. This bit can be modified only when PROT [1:0] bits in TIMERx_CCHP register is 00.
7:4	Reserved	Must be kept at reset value
3	DMAS	DMA request source selection 0: DMA request of channel x is sent when capture/compare event occurs. 1: DMA request of channel x is sent when update event occurs.
2	CCUC	Commutation control shadow register update control When the commutation control shadow enable (for CHxEN, CHxNEN and CHxCOMCTL bits) are set (CCSE=1), these shadow registers update are controlled as below: 0: The shadow registers update by when CMTG bit is set. 1: The shadow registers update by when CMTG bit is set or a rising edge of TRGI occurs. When a channel does not have a complementary output, this bit has no effect.
1	Reserved	Must be kept at reset value.
0	CCSE	Commutation control shadow enable 0: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are disabled. 1: The shadow registers for CHxEN, CHxNEN and CHxCOMCTL bits are enabled. After these bits have been written, they are updated based when commutation event coming. When a channel does not have a complementary output, this bit has no effect.

DMA and interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C

Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CH0DEN	UPDEN	BRKIE	Reserved	CMTIE	Reserved			CH0IE	UPIE
						rw	rw	rw		rw				rw	rw

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9	CH0DEN	Channel 0 capture/compare DMA request enable 0: disabled 1: enabled
8	UPDEN	Update DMA request enable 0: disabled

		1: enabled
7	BRKIE	Break interrupt enable 0: disabled 1: enabled
6	Reserved	Must be kept at reset value
5	CMTIE	Commutation interrupt enable 0: disabled 1: enabled
4:2	Reserved	Must be kept at reset value
1	CH0IE	Channel 0 capture/compare interrupt enable 0: disabled 1: enabled
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						CH0OF	Reserved.	BRKIF	Reserved	CMTIF	Reserved.			CH0IF	UPIF
						rc_w0		rc_w0		rc_w0				rc_w0	rc_w0

Bits	Fields	Descriptions
15:10	Reserved	Must be kept at reset value
9	CH0OF	Channel 0 over capture flag When channel 0 is configured in input mode, this flag is set by hardware when a capture event occurs while CH0IF flag has already been set. This flag is cleared by software. 0: No over capture interrupt occurred 1: Over capture interrupt occurred
8	Reserved	Must be kept at reset value.
7	BRKIF	Break interrupt flag This flag is set by hardware when the break input goes active, and cleared by software if the break input is not active. 0: No active level break has been detected.

		1: An active level has been detected.
6	Reserved	Must be kept at reset value
5	CMTIF	Channel commutation interrupt flag This flag is set by hardware when channel's commutation event occurs, and cleared by software 0: No channel commutation interrupt occurred 1: Channel commutation interrupt occurred
4:2	Reserved	Must be kept at reset value
1	CH0IF	Channel 0 's capture/compare interrupt flag This flag is set by hardware and cleared by software. When channel 0 is in input mode, this flag is set when a capture event occurs. When channel 0 is in output mode, this flag is set when a compare event occurs. 0: No Channel 0 interrupt occurred 1: Channel 0 interrupt occurred
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								BRKG	Reserved	CMTG	Reserved			CH0G	UPG
								w		w				w	w

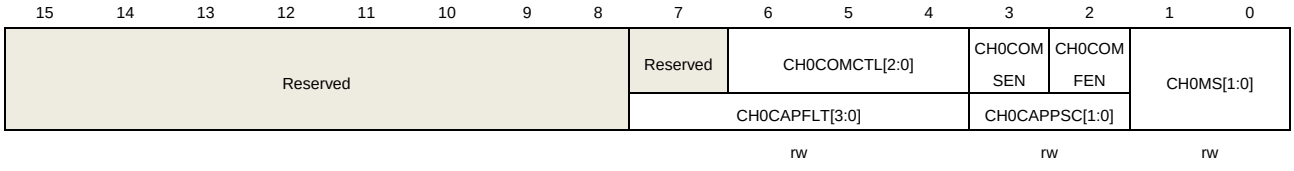
Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7	BRKG	Break event generation This bit is set by software and cleared by hardware automatically. When this bit is set, the POEN bit is cleared and BRKIF flag is set, related interrupt or DMA transfer can occur if enabled. 0: No generate a break event 1: Generate a break event
6	Reserved	Must be kept at reset value
5	CMTG	Channel commutation event generation

		This bit is set by software and cleared by hardware automatically. When this bit is set, channel's capture/compare control registers (CHxEN, CHxNEN and CHxCOMCTL bits) are updated based on the value of CCSE (in the TIMERx_CTL1). 0: No affect 1: Generate channel's c/c control update event
4:2	Reserved	Must be kept at reset value
1	CH0G	Channel 0's capture or compare event generation This bit is set by software in order to generate a capture or compare event in channel 0, it is automatically cleared by hardware. When this bit is set, the CH0IF flag is set, the corresponding interrupt or DMA request is sent if enabled. In addition, if channel 1 is configured in input mode, the current value of the counter is captured in TIMERx_CH0CV register, and the CH0OF flag is set if the CH0IF flag was already high. 0: No generate a channel 1 capture or compare event 1: Generate a channel 1 capture or compare event
0	UPG	Update event generation This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared if the center-aligned or up counting mode is selected, else (down counting) it takes the auto-reload value. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Channel control register 0 (TIMERx_CHCTL0)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Output compare mode:

Bits	Fields	Descriptions
15:7	Reserved	Must be kept at reset value
6:4	CH0COMCTL[2:0]	Channel 0 compare output control This bit-field controls the behavior of the output reference signal O0CPRE which drives CH0_O and CH0_ON. O0CPRE is active high, while CH0_O and CH0_ON active level depends on CH0P and CH0NP bits.

		000: Frozen. The O0CPRE signal keeps stable, independent of the comparison between the register TIMERx_CH0CV and the counter TIMERx_CNT. 001: Set the channel output. O0CPRE signal is forced high when the counter matches the output compare register TIMERx_CH0CV. 010: Clear the channel output. O0CPRE signal is forced low when the counter matches the output compare register TIMERx_CH0CV. 011: Toggle on match. O0CPRE toggles when the counter matches the output compare register TIMERx_CH0CV. 100: Force low. O0CPRE is forced low level. 101: Force high. O0CPRE is forced high level. 110: PWM mode0. When counting up, O0CPRE is high as long as the counter is smaller than TIMERx_CH0CV else low. When counting down, O0CPRE is low as long as the counter is larger than TIMERx_CH0CV else high. 111: PWM mode1. When counting up, O0CPRE is low as long as the counter is smaller than TIMERx_CH0CV else high. When counting down, O0CPRE is high as long as the counter is larger than TIMERx_CH0CV else low. When configured in PWM mode, the O0CPRE level changes only when the output compare mode switches from “frozen” mode to “PWM” mode or when the result of the comparison changes. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00(COMPARE MODE).
3	CH0COMSEN	Channel 0 compare output shadow enable When this bit is set, the shadow register of TIMERx_CH0CV register, which updates at each update event, will be enabled. 0: Channel 0 output compare shadow disable 1: Channel 0 output compare shadow enable The PWM mode can be used without validating the shadow register only in single pulse mode (SPM bit in TIMERx_CTL0 register is set). This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 and CH0MS bit-filed is 00.
2	CH0COMFEN	Channel 0 output compare fast enable When this bit is set, the effect of an event on the trigger in input on the capture/compare output will be accelerated if the channel is configured in PWM0 or PWM1 mode. The output channel will treat an active edge on the trigger input as a compare match, and CH0_O is set to the compare level independently from the result of the comparison. 0: Channel 0 output quickly compare disable. The minimum delay from an edge on the trigger input to activate CH0_O output is 5 clock cycles. 1: Channel 0 output quickly compare enable. The minimum delay from an edge on the trigger input to activate CH0_O output is 3 clock cycles.
1:0	CH0MS[1:0]	Channel 0 I/O mode selection

This bit-field specifies the work mode of the channel and the input signal selection. This bit-field is writable only when the channel is not active. (CH0EN bit in TIMERx_CHCTL2 register is reset).).
00: Channel 0 is configured as output
01: Channel 0 is configured as input, IS0 is connected to CI0FE0
10: Channel 0 is configured as input, IS0 is connected to CI1FE0
11: Channel 0 is configured as input, IS0 is connected to ITS, This mode is working only if an internal trigger input is selected through TRGS bits in TIMERx_SMCFG register.

Input capture mode:

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value
7:4	CH0CAPFLT[3:0]	Channel 0 input capture filter control An event counter is used in the digital filter, in which a transition on the output occurs after N input events. This bit-field specifies the frequency used to sample CI0 input signal and the length of the digital filter applied to CI0. 0000: Filter disabled, $f_{SAMP}=f_{DTS}$, N=1 0001: $f_{SAMP}=f_{TIMER\_CK}$, N=2 0010: $f_{SAMP}= f_{TIMER\_CK}$, N=4 0011: $f_{SAMP}= f_{TIMER\_CK}$, N=8 0100: $f_{SAMP}=f_{DTS}/2$, N=6 0101: $f_{SAMP}=f_{DTS}/2$, N=8 0110: $f_{SAMP}=f_{DTS}/4$, N=6 0111: $f_{SAMP}=f_{DTS}/4$, N=8 1000: $f_{SAMP}=f_{DTS}/8$, N=6 1001: $f_{SAMP}=f_{DTS}/8$, N=8 1010: $f_{SAMP}=f_{DTS}/16$, N=5 1011: $f_{SAMP}=f_{DTS}/16$, N=6 1100: $f_{SAMP}=f_{DTS}/16$, N=8 1101: $f_{SAMP}=f_{DTS}/32$, N=5 1110: $f_{SAMP}=f_{DTS}/32$, N=6 1111: $f_{SAMP}=f_{DTS}/32$, N=8
3:2	CH0CAPPSC[1:0]	Channel 0 input capture prescaler This bit-field specifies the factor of the prescaler on channel 0 input. The prescaler is reset when CH0EN bit in TIMERx_CHCTL2 register is clear. 00: Prescaler disable, capture is done on each channel input edge 01: Capture is done every 2 channel input edges 10: Capture is done every 4channel input edges 11: Capture is done every 8 channel input edges
1:0	CH0MS[1:0]	Channel 0 mode selection

Same as Output compare mode

Channel control register 2 (TIMERx_CHCTL2)

Address offset: 0x20

Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word(32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved												CH0NP	CH0NEN	CH0P	CH0EN
												rw	rw	rw	rw

Bits	Fields	Descriptions
15:4	Reserved	Must be kept at reset value
3	CH0NP	Channel 0 complementary output polarity When channel 0 is configured in output mode, this bit specifies the complementary output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, In conjunction with CH0P, this bit is used to define the polarity of CI0. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
2	CH0NEN	Channel 0 complementary output enable When channel 0 is configured in output mode, setting this bit enables the complementary output in channel0. 0: Channel 0 complementary output disabled 1: Channel 0 complementary output enabled
1	CH0P	Channel 0 capture/compare function polarity When channel 0 is configured in output mode, this bit specifies the output signal polarity. 0: Channel 0 active high 1: Channel 0 active low When channel 0 is configured in input mode, this bit specifies the CI0 signal polarity. [CH0NP, CH0P] will select the active trigger or capture polarity for CI0FE0 or CI1FE0. [CH0NP==0, CH0P==0]: CIxFE0's rising edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will not be inverted. [CH0NP==0, CH0P==1]: CIxFE0's falling edge is the active signal for capture or trigger operation in slave mode. And CIxFE0 will be inverted. [CH0NP==1, CH0P==0]: Reserved. [CH0NP==1, CH0P==1]: CIxFE0's falling and rising edge are both the active signal for capture or trigger operation in slave mode. And CIxFE0 will be not inverted.

		This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 11 or 10.
0	CH0EN	Channel 0 capture/compare function enable When channel 0 is configured in output mode, setting this bit enables CH0_O signal in active state. When channel 0 is configured in input mode, setting this bit enables the capture event in channel0. 0: Channel 0 disabled 1: Channel 0 enabled

Counter register (TIMERx_CNT)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

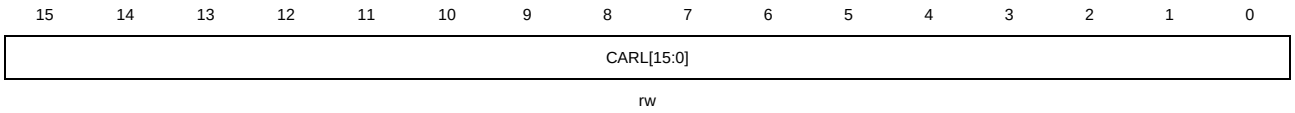
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															
rw															

Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR)

Address offset: 0x2C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

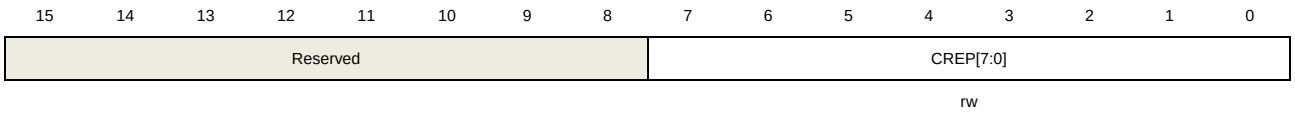


Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

Counter repetition register (TIMERx_CREP)

Address offset: 0x30
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

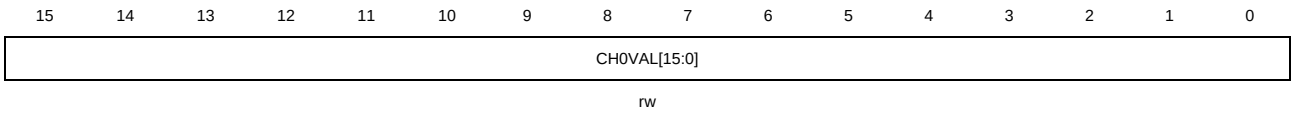


Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value.
7:0	CREP[7:0]	Counter repetition value This bit-filed specifies the update event generation rate. Each time the repetition counter counting down to zero, an update event is generated. The update rate of the shadow registers is also affected by this bit-filed when these shadow registers are enabled.

Channel 0 capture/compare value register (TIMERx_CH0CV)

Address offset: 0x34
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:0	CH0VAL[15:0]	Capture or compare value of channel0 When channel 0 is configured in input mode, this bit-filed indicates the counter value corresponding to the last capture event. And this bit-filed is read-only.

When channel 0 is configured in output mode, this bit-filed contains value to be compared to the counter. When the corresponding shadow register is enabled, the shadow register updates every update event.

Channel complementary protection register (TIMERx_CCHP)

Address offset: 0x44

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
POEN	OAEN	BRKP	BRKEN	ROS	IOS	PROT[1:0]		DTCFG[7:0]							
rw	rw	rw	rw	rw	rw	rw		rw							

Bits	Fields	Descriptions
15	POEN	Primary output enable This bit s set by software or automatically by hardware depending on the OAEN bit. It is cleared asynchronously by hardware as soon as the break input is active. When one of channels is configured in output mode, setting this bit enables the channel outputs (CHx_O and CHx_ON) if the corresponding enable bits (CHxEN, CHxNEN in TIMERx_CHCTL2 register) have been set. 0: Channel outputs are disabled or forced to idle state. 1: Channel outputs are enabled.
14	OAEN	Output automatic enable This bit specifies whether the POEN bit can be set automatically by hardware. 0: POEN can be not set by hardware. 1: POEN can be set by hardware automatically at the next update event, if the break input is not active. This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
13	BRKP	Break polarity This bit specifies the polarity of the BRKIN input signal. 0: BRKIN input active low 1; BRKIN input active high
12	BRKEN	Break enable This bit can be set to enable the BRKIN and CCS clock failure event inputs. 0: Break inputs disabled 1; Break inputs enabled This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.
11	ROS	Run mode off-state configure

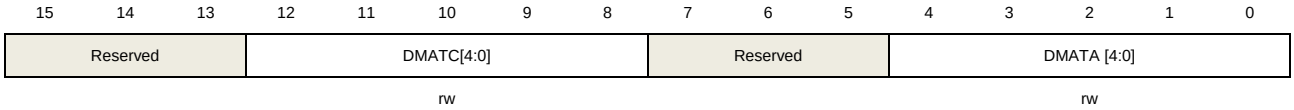
When POEN bit is set, this bit specifies the output state for the channels which has a complementary output and has been configured in output mode.
0: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are disabled.
1: When POEN bit is set, the channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register.
This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10 or 11.

10	IOS	Idle mode off-state configure When POEN bit is reset, this bit specifies the output state for the channels which has been configured in output mode. 0: When POEN bit is reset, the channel output signals (CHx_O/CHx_ON) are disabled. 1: When POEN bit is reset, he channel output signals (CHx_O/CHx_ON) are enabled, with relationship to CHxEN/CHxNEN bits in TIMERx_CHCTL2 register. This bit cannot be modified when PROT [1:0] bit-filed in TIMERx_CCHP register is 10 or 11.
9:8	PROT[1:0]	Complementary register protect control This bit-filed specifies the write protection property of registers. 00: protect disable. No write protection. 01: PROT mode 0.The ISOx/ISOxN bits in TIMERx_CTL1 register and the BRKEN/BRKP/OAEN/DTCFG bits in TIMERx_CCHP register are writing protected. 10: PROT mode 1. In addition of the registers in PROT mode 0, the CHxP/CHxNP bits in TIMERx_CHCTL2 register (if related channel is configured in output mode) and the ROS/IOS bits in TIMERx_CCHP register are writing protected. 11: PROT mode 2. In addition of the registers in PROT mode 1, the CHxCOMCTL/ CHxCOMSEN bits in TIMERx_CHCTL0/1 registers (if the related channel is configured in output) are writing protected. This bit-field can be written only once after the reset. Once the TIMERx_CCHP register has been written, this bit-field will be writing protected.
7:0	DTCFG[7:0]	Dead time configure This bit-field controls the value of the dead-time, which is inserted before the output transitions. The relationship between DTCFG value and the duration of dead-time is as follow: DTCFG [7:5] =3'b0xx: DTvalue =DTCFG [7:0]x t_{DT}, t_{DT}=t_{DTS}. DTCFG [7:5] =3'b 10x: DTvalue = (64+DTCFG [5:0])xt_{DT}, t_{DT} =t_{DTS}*2. DTCFG [7:5] =3'b 110: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT}=t_{DTS}*8. DTCFG [7:5] =3'b 111: DTvalue = (32+DTCFG [4:0])xt_{DT}, t_{DT} =t_{DTS}*16. This bit can be modified only when PROT [1:0] bit-filed in TIMERx_CCHP register is 00.

DMA configuration register (TIMERx_DMACFG)

Address offset: 0x48
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

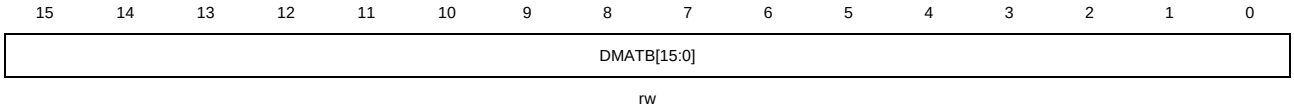


Bits	Fields	Descriptions
15:14	Reserved	Must be kept at reset value.
12:8	DMATC [4:0]	DMA transfer count This filed is defined the number of DMA will access(R/W) the register of TIMERx_DMATB
7:5	Reserved	Must be kept at reset value.
4:0	DMATA [4:0]	DMA transfer access start address This filed define the first address for the DMA access the TIMERx_DMATB. When access is done through the TIMERx_DMA address first time, this bit-field specifies the address you just access. And then the second access to the TIMERx_DMATB, you will access the address of start address + 0x4. 5'b0_0000: TIMERx_CTL0 5'b0_0001: TIMERx_CTL1 … In a word: Start Address = TIMERx_CTL0 + DMATA*4

DMA transfer buffer register (TIMERx_DMATB)

Address offset: 0x4C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:0	DMATB[15:0]	DMA transfer buffer When a read or write operation is assigned to this register, the register located at the address range (Start Addr + Transfer Timer* 4) will be accessed.

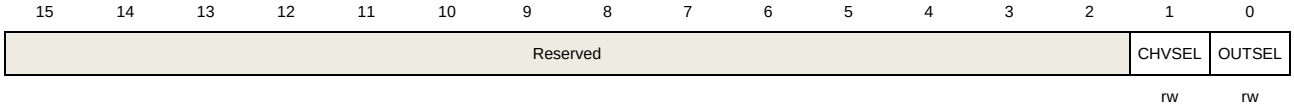
The transfer Timer is calculated by hardware, and ranges from 0 to DMATC.

Configuration register (TIMERx_CFG)

Address offset: 0xFC

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:2	Reserved	Must be kept at reset value
1	CHVSEL	Write CHxVAL register selection This bit-field set and reset by software. 1: If write the CHxVAL register, the write value is same as the CHxVAL value, the write access ignored 0: No effect
0	OUTSEL	The output value selection This bit-field set and reset by software 1: If POEN and IOS is 0, the output disabled 0: No effect

16.6. Basic timer (TIMERx, x=5)

16.6.1. Overview

The basic timer module (TIMER5) reference is a 16-bit counter that can be used as an unsigned counter. The basic timer can be configured to generate DMA request and TRGO to DAC.

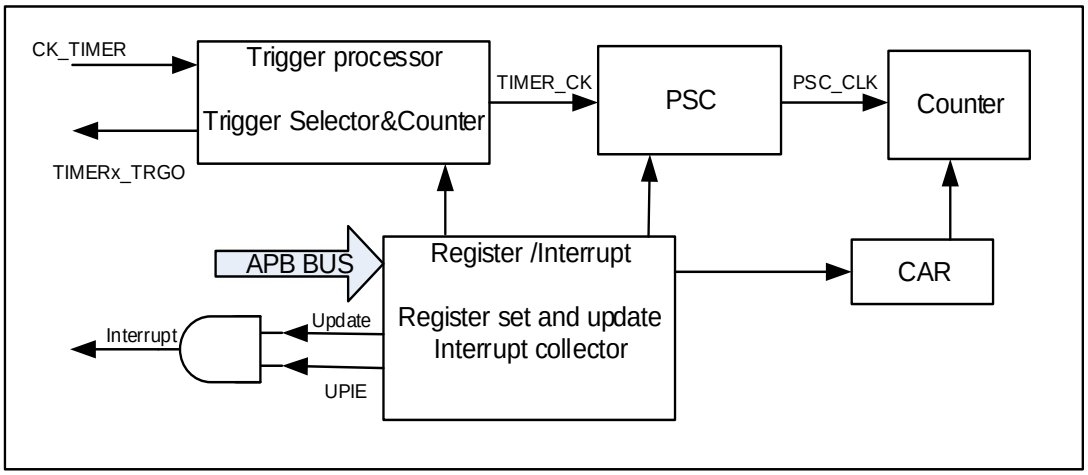
16.6.2. Characteristics

- Counter width: 16bit.
- Source of count clock is internal clock only.
- Counter modes: only count up.
- Programmable prescaler: 16 bit. Factor can be changed on the go.
- Auto-reload function.
- Interrupt output or DMA request on update event.

16.6.3. Block diagram

Figure 16-85. Basic timer block diagram provides details on the internal configuration of the basic timer.

Figure 16-85. Basic timer block diagram



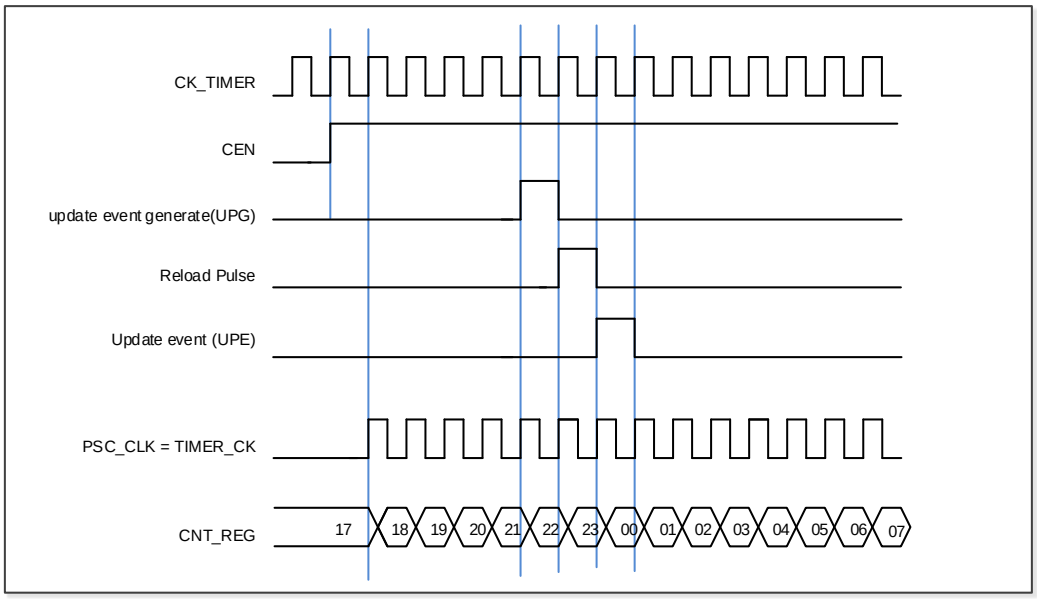
16.6.4. Function overview

Clock selection

The basic TIMER can only being clocked by the internal timer clock CK_TIMER, which is from the source named CK_TIMER in RCU

The TIMER_CK, driven counter's prescaler to count, is equal to CK_TIMER used to drive the counter prescaler. When the CEN is set, the CK_TIMER will be divided by PSC value to generate PSC_CLK.

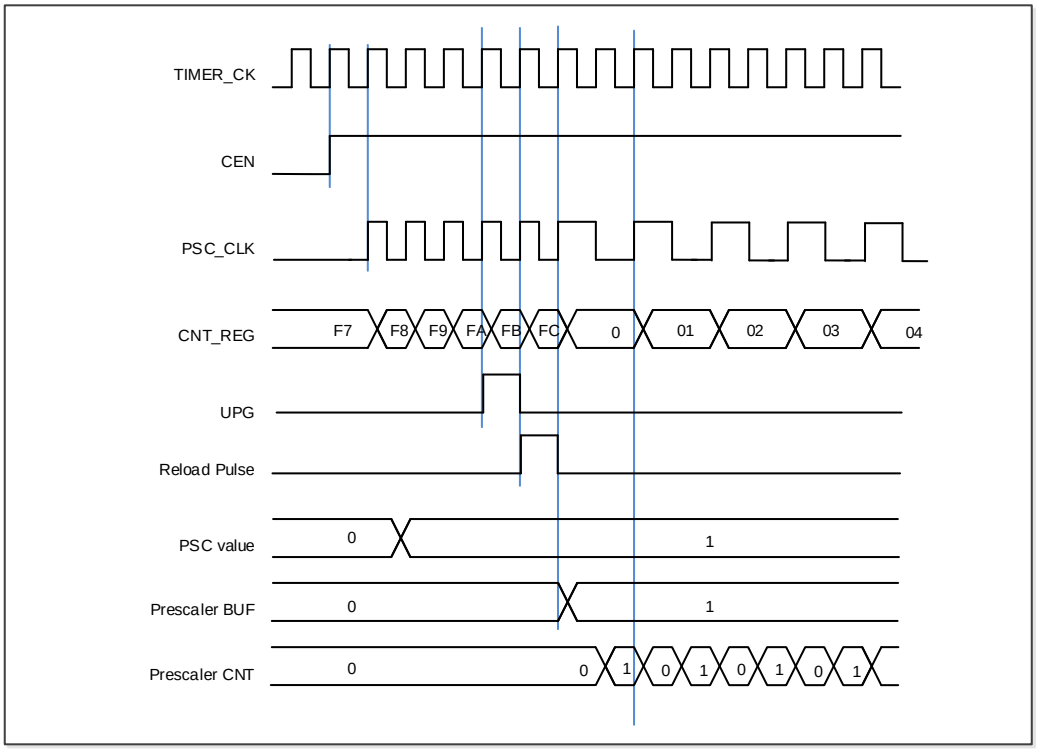
Figure 16-86. Normal mode, internal clock divided by 1



Prescaler

The prescaler can divide the timer clock (TIMER_CK) to the counter clock (PSC_CLK by any factor between 1 and 65536. It is controlled through prescaler register (TIMERx_PSC) which can be changed on the go but be taken into account at the next update event.

Figure 16-87. Counter timing diagram with prescaler division change from 1 to 2



Up counting mode

In this mode, the counter counts up continuously from 0 to the counter-reload value, which is defined in the TIMERx_CAR register, in a count-up direction. Once the counter reaches the counter reload value, the counter restarts to count once again from 0.The update event is generated at each counter overflow. The counting direction bit DIR in the TIMERx_CTL1 register should be set to 0 for the up counting mode.

When the update event is set by the UPG bit in the TIMERx_SWEVG register, the counter value will be initialized to 0 and generates an update event.

If set the UPDIS bit in TIMERx_CTL0 register, the update event is disabled.

When an update event occurs, all the registers (repetition counter, auto reload register, prescaler register) are updated.

The following figures show some examples of the counter behavior for different clock prescaler factor when TIMERx_CAR=0x63.

Figure 16-88. Up-counter timechart, PSC=0/1

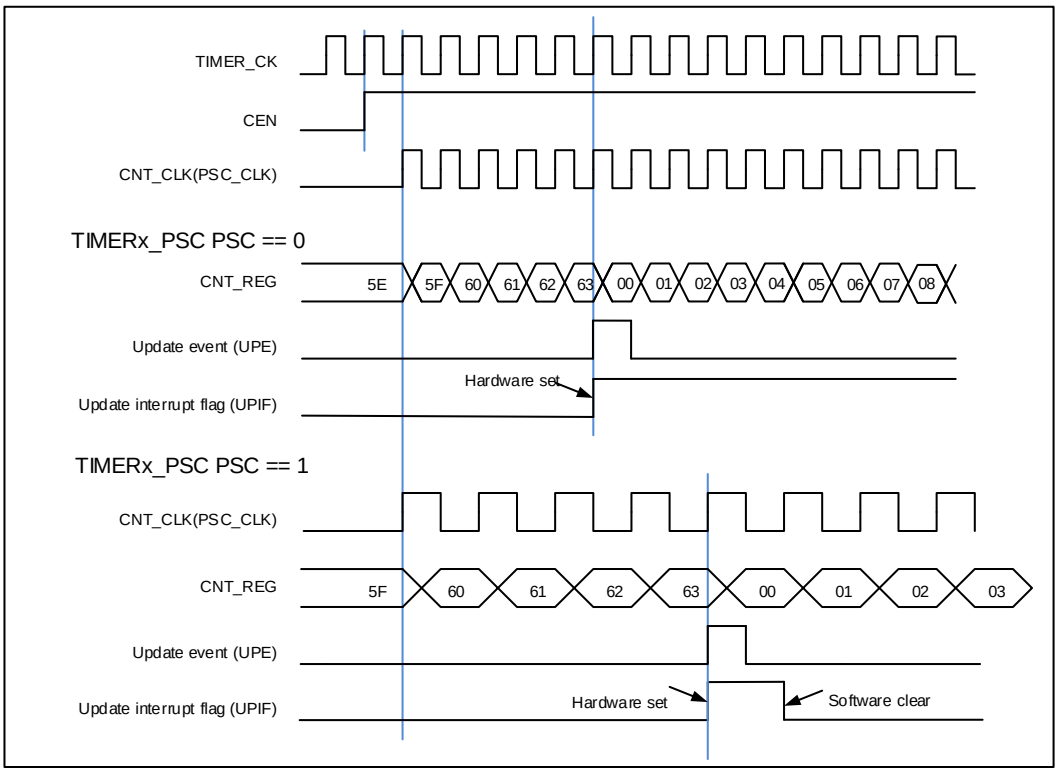
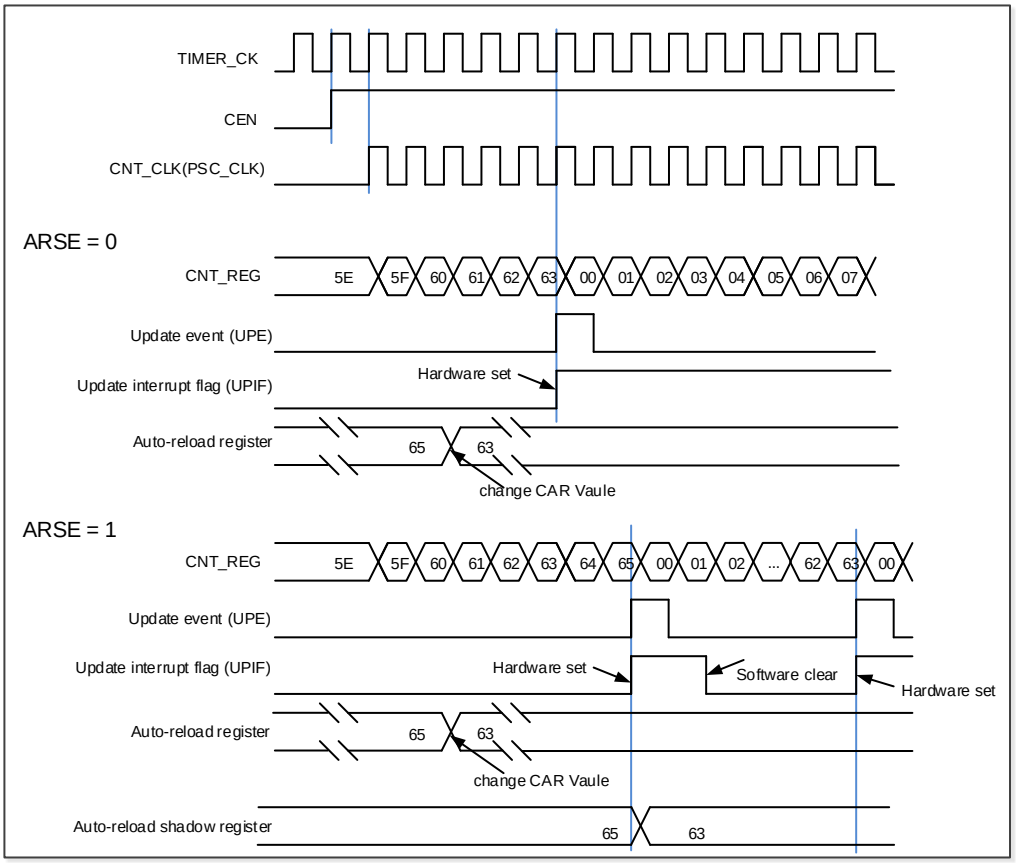


Figure 16-89. Up-counter timechart, change TIMERx_CAR on the go



Timer debug mode

When the Cortex™-M4 halted, and the TIMERx_HOLD configuration bit in DBG_CTL0 register set to 1, the TIMERx counter stops.

16.6.5. TIMERx registers(x=5)

Control register 0 (TIMERx_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								ARSE	Reserved			SPM	UPS	UPDIS	CEN
								rw				rw	rw	rw	rw

Bits	Fields	Descriptions
15:8	Reserved	Must be kept at reset value

7	ARSE	Auto-reload shadow enable 0: The shadow register for TIMERx_CAR register is disabled 1: The shadow register for TIMERx_CAR register is enabled
6:4	Reserved	Must be kept at reset value
3	SPM	Single pulse mode. 0: Counter continues after update event. 1: The CEN is cleared by hardware and the counter stops at next update event.
2	UPS	Update source This bit is used to select the update event sources by software. 0: When enabled, any of the following events generate an update interrupt or DMA request: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: When enabled, only counter overflow/underflow generates an update interrupt or DMA request.
1	UPDIS	Update disable. This bit is used to enable or disable the update event generation. 0: update event enable. The update event is generate and the buffered registers are loaded with their preloaded values when one of the following events occurs: – The UPG bit is set – The counter generates an overflow or underflow event – The slave mode controller generates an update event. 1: update event disable. The buffered registers keep their value, while the counter and the prescaler are reinitialized if the UG bit is set or if the slave mode controller generates a hardware reset event.
0	CEN	Counter enable 0: Counter disable 1: Counter enable The CEN bit must be set by software when timer works in external clock, pause mode and encoder mode. While in event mode, the hardware can set the CEN bit automatically.

Control register 1 (TIMERx_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Reserved	MMC[2:0]	Reserved
	rw	

Bits	Fields	Descriptions
15:7	Reserved	Must be kept at reset value
6:4	MMC[2:0]	Master mode control These bits control the selection of TRGO signal, which is sent in master mode to slave timers for synchronization function. 000: Reset. When the UPG bit in the TIMERx_SWEVG register is set or a reset is generated by the slave mode controller, a TRGO pulse occurs. And in the latter case, the signal on TRGO is delayed compared to the actual reset. 001: Enable. This mode is useful to start several timers at the same time or to control a window in which a slave timer is enabled. In this mode the master mode controller selects the counter enable signal TIMERx_EN as TRGO. The counter enable signal is set when CEN control bit is set or the trigger input in pause mode is high. There is a delay between the trigger input in pause mode and the TRGO output, except if the master-slave mode is selected. 010: Update. In this mode the master mode controller selects the update event as TRGO.
3:0	Reserved	Must be kept at reset value.

Interrupt enable register (TIMERx_DMAINTEN)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

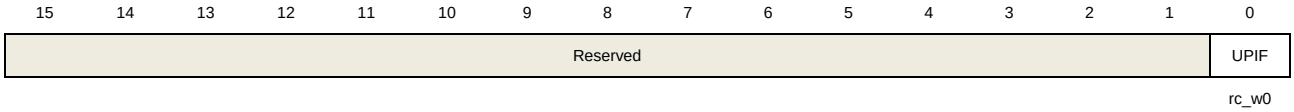
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved							UPDEN	Reserved							UPIE
							rw								rw

Bits	Fields	Descriptions
15:9	Reserved	Must be kept at reset value.
8	UPDEN	Update DMA request enable 0: disabled 1: enabled
7:1	Reserved	Must be kept at reset value.
0	UPIE	Update interrupt enable 0: disabled 1: enabled

Interrupt flag register (TIMERx_INTF)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

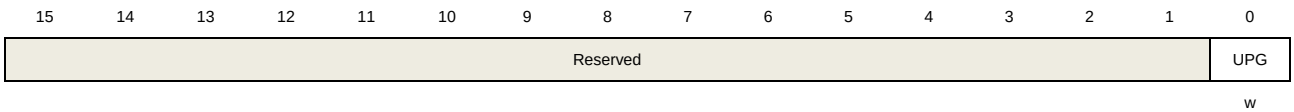


Bits	Fields	Descriptions
15:1	Reserved	Must be kept at reset value.
0	UPIF	Update interrupt flag This bit is set by hardware on an update event and cleared by software. 0: No update interrupt occurred 1: Update interrupt occurred

Software event generation register (TIMERx_SWEVG)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15:1	Reserved	Must be kept at reset value.
0	UPG	This bit can be set by software, and cleared by hardware automatically. When this bit is set, the counter is cleared. The prescaler counter is cleared at the same time. 0: No generate an update event 1: Generate an update event

Counter register (TIMERx_CNT)

Address offset: 0x24
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNT[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CNT[15:0]	This bit-filed indicates the current counter value. Writing to this bit-filed can change the value of the counter.

Prescaler register (TIMERx_PSC)

Address offset: 0x28
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PSC[15:0]															
rw															

Bits	Fields	Descriptions
15:0	PSC[15:0]	Prescaler value of the counter clock The PSC clock is divided by (PSC+1) to generate the counter clock. The value of this bit-filed will be loaded to the corresponding shadow register at every update event.

Counter auto reload register (TIMERx_CAR)

Address offset: 0x2C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CARL[15:0]															
rw															

Bits	Fields	Descriptions
15:0	CARL[15:0]	Counter auto reload value This bit-filed specifies the auto reload value of the counter.

17. Infrared ray port (IFRP)

17.1. Overview

Infrared ray port (IFRP) is used to control infrared light LED, and send out infrared data to implement infrared ray remote control.

There is no register in this module, which is controlled by TIMER15 and TIMER16. You can improve the module's output to high current capacity by set the GPIO pin to Fast Mode.

17.2. Characteristics

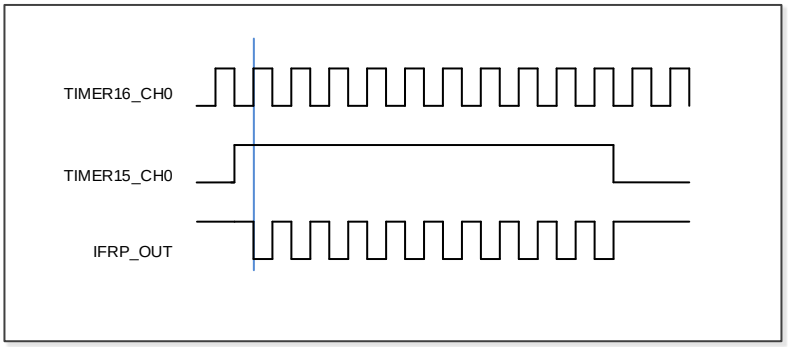
- The IFRP output signal is decided by TIMER15_CH0 and TIMER16_CH0
- To get correct infrared ray signal, TIMER15 should generate low frequence modulation envelope signal, and TIMER16 should generate high frequence carrier signal
- The IFRP output (PB9) can provide high current to control LED interface by setting PB9_HCCE in SYSCFG_CFG0

17.3. Function overview

IFRP is a module which is able to integrate the output of TIMER15 and TIMER16 to generate an infrared ray signal.

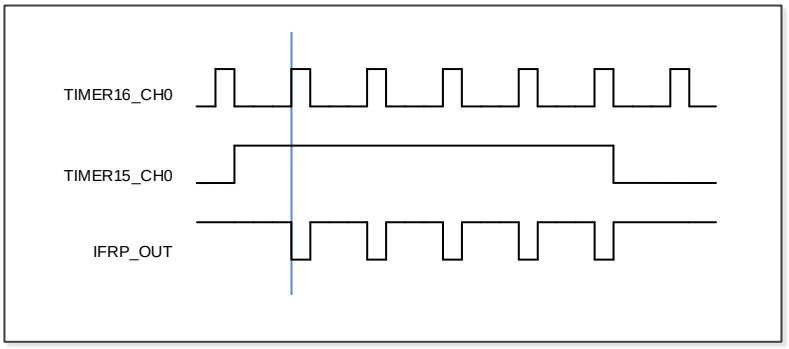
1. The TIMER15's CH0 is programed to generate the low frequence PWM signal which is the modulation evalope signal. The TIMER16's CH0 is programed to generate the high frquence PWM signal which is the carrier signal. And the channel need to be enabled before generating these signals.
2. Program the GPIO remap regisger and enable the pin.
3. If you want to get the high current capacity of output, remapping IFRP_OUT to PB9 and setting the PB9 to Fast Mode by the register in SYS_CFG module are required.

Figure 17-1. IFRP output timechart 1



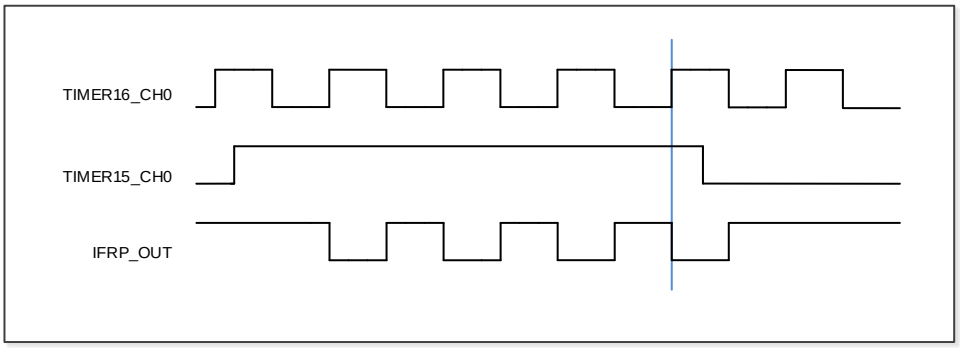
Note: IFRP_OUT has one APB clock delay from TIMER16_CH0.

Figure 17-2. IFRP output timechart 2



Note: Carrier (TIMER15_CH0)'s duty cycle can be changed, and IFRP_OUT has inverted relationship with TIMER16_CH0 when TIMER15_CH0 is high.

Figure 17-3. IFRP output timechart 3



Note: IFRP_OUT will keep the integrity of TIMER16_CH0, even if evelope signal (TIMER15_CH0) is no active.

18. Universal synchronous asynchronous receiver transmitter (USART)

18.1. Introduction

The Universal Synchronous Asynchronous Receiver Transmitter (USART) provides a flexible serial data exchange interface. Data frames can be transferred in full duplex or half duplex mode, synchronously or asynchronously through this interface. A programmable baud rate generator produces a dedicated wide range baudrate clock for the USART transmitter and receiver.

Besides the standard asynchronous receiver and transmitter mode, the USART implements several other types of serial data exchange modes, such as IrDA (infrared data association) SIR mode, smartcard mode, LIN (local interconnection network) mode and half-duplex synchronous mode. It also supports multiprocessor communication mode, and hardware flow control protocol (CTS/RTS). The data frame can be transferred from LSB or MSB bit. The polarity of the data bits and the TX/RX pins can be configured flexibly.

ALL USARTs support DMA function for high-speed data communication.

18.2. Main features

- NRZ standard format (Mark/Space)
- Asynchronous, full duplex communication
- Half duplex single wire communications
- Receive FIFO functionDual clock domain
  - Asynchronous pclk and USART clock
  - Baud rate programming independent from the PCLK reprogramming
- Programmable baud-rate generator allowing speed up to 13.5 MBits/s when the clock frequency is 108 MHz and oversampling is by 8.
- Fully programmable serial interface characteristics:
  - A data word (8 or 9 bits) LSB or MSB first
  - Even, odd or no-parity bit generation/detection
  - 0.5, 1, 1.5 or 2 stop bit generation
- Swappable Tx/Rx pin

- Configurable data polarity
- Auto baud rate detection
- Hardware Modem operations (CTS/RTS) and RS485 drive enable
- Configurable multibuffer communication using centralized DMA
- Separate enable bits for Transmitter and Receiver
- Parity control
  - Transmits parity bit
  - Checks parity of received data byte
- LIN Break generation and detection
- IrDA Support
- Synchronous mode and transmitter clock output for synchronous transmission
- ISO 7816-3 compliant smartcard interface
  - Character mode (T=0)
  - Block mode (T=1)
  - Direct and inverse convention
- Multiprocessor communication
  - Enter into mute mode if address match does not occur
  - Wake up from mute mode by idle line or address mark detection
- Support for ModBus communication
  - Timeout feature
  - CR/LF character recognition
- Wake up from Deep-sleep mode
  - By standard RBNE interrupt
  - By WUF interrupt
- Various status flags
  - Flags for transfer detection: Receive buffer not empty (RBNE), receive FIFO full (RFF), Transmit buffer empty (TBE), transfer complete (TC).
  - Flags for error detection: overrun error (ORERR), noise error (NERR), frame error (FERR) and parity error (PERR)
  - Flag for hardware flow control: CTS changes (CTSF)

- Flag for LIN mode: LIN break detected (LBDF)
- Flag for multiprocessor communication: IDLE frame detected (IDLEF)
- Flag for ModBus communication: Address/character match (AMF) and receiver timeout (RTF)
- Flags for smartcard block mode: end of block (EBF) and receiver timeout (RTF)
- Wakeup from Deep-sleep mode flag
- Interrupt occurs at these events when the corresponding interrupt enable bits are set

While USART0 is fully implemented, USART1 is only partially implemented with the following features not supported.

- Auto baud rate detection
- Smartcard mode
- IrDA SIR ENDEC block
- LIN mode
- Dual clock domain and wakeup from Deep-sleep mode
- Receiver timeout interrupt
- ModBus communication

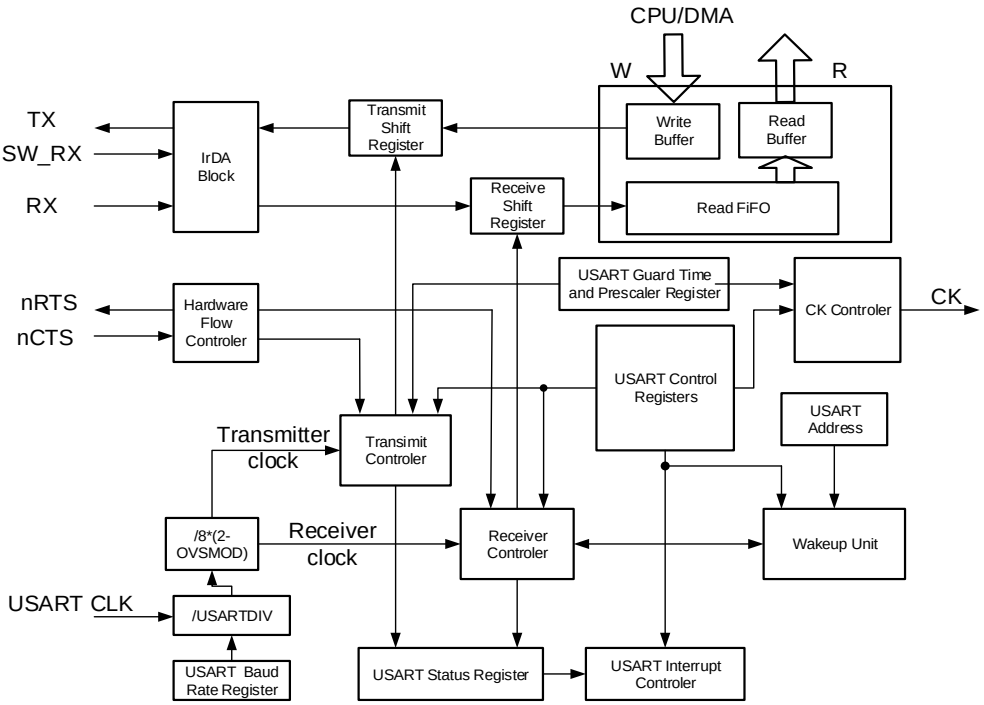
18.3. Function description

The interface is externally connected to another device by the main pins listed as following.

Table 18-1. USART important pins description

Pin	Type	Description
RX	Input	Receive Data
TX	Output I/O (single-wire/smartcard mode)	Transmit Data. high level When enabled but nothing to be transmitted
CK	Output	Serial clock for synchronous communication
nCTS	Input	Clear to send in Hardware flow control mode
nRTS	Output	Request to send in Hardware flow control mode

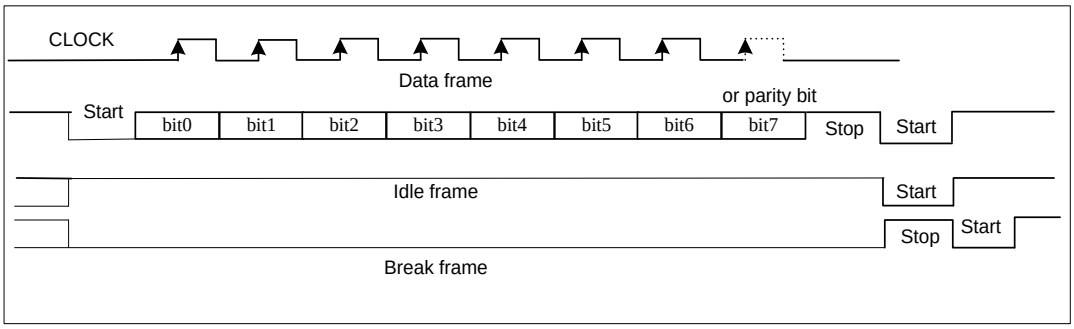
Figure 18-1. USART module block diagram



18.3.1. USART frame format

The USART frame starts with a start bit and ends up with a number of stop bits. The length of the data frame is configured by the WL bit in the USART_CTL0 register. The last data bit can be used as parity check bit by setting the PCEN bit of in USART_CTL0 register. When the WL bit is reset, the parity bit is the 7th bit. When the WL bit is set, the parity bit is the 8th bit. The method of calculating the parity bit is selected by the PM bit in USART_CTL0 register.

Figure 18-2. USART character frame (8 bits data and 1 stop bit)



In transmission and reception, the number of stop bits can be configured by the STB[1:0] bits in the USART_CTL1 register.

Table 18-2. Stop bits configuration

STB[1:0]	stop bit length (bit)	usage description
00	1	default value
01	0.5	Smartcard mode for receiving

STB[1:0]	stop bit length (bit)	usage description
10	2	normal USART and single-wire modes
11	1.5	Smartcard mode for transmitting and receiving

In an idle frame, all the frame bits are logic 1. The frame length is equal to the normal USART frame.

A break frame is configured number of low bits followed by the configured number of stop bits. The transfer speed of a USART frame depends on the frequency of the PCLK, the configuration of the baud rate generator and the oversampling mode.

18.3.2. Baud rate generation

The baud-rate divisor is a 16-bit number consisting of a 12-bit integer and a 4-bit fractional part. The number formed by these two values is used by the baud-rate generator to determine the bit period. Having a fractional baud-rate divider allows the USART to generate all the standard baud rates.

The baud-rate divider (USARTDIV) has the following relationship to the system clock:

In case of oversampling by 16, the equation is:

$$\text{USARTDIV} = \frac{\text{UCLK}}{16 \times \text{Baud Rate}}$$

In case of oversampling by 8, the equation is:

$$\text{USARTDIV} = \frac{\text{UCLK}}{8 \times \text{Baud Rate}}$$

The choice of the USART clock (UCLK) is done through the Clock Control system (see the Reset and clock unit (RCU) section). The clock source must be chosen before enabling the USART (by setting the UEN bit).

18.3.3. USART transmitter

If the transmit enable bit (TEN) in USART_CTL0 register is set, when the transmit data buffer is not empty, the transmitter shifts out the transmit data frame through the TX pin. The polarity of the TX pin can be configured by the TINV bit in the USART_CTL3 register. Clock pulses can be output through the CK pin.

In case of transmission corruption, the TEN bit should not be disabled when transmission is ongoing.

After power on, the TBE bit is high by default. Data can be written to the USART_TDATA when the TBE bit of the USART_STAT register is asserted. The TBE bit is cleared by a writing to the USART_TDATA register and will be set by hardware after the data is put into the transmit shift register. If a data is written to the USART_TDATA register while a transmission is ongoing, it will be firstly stored in the transmit buffer, and transferred to the

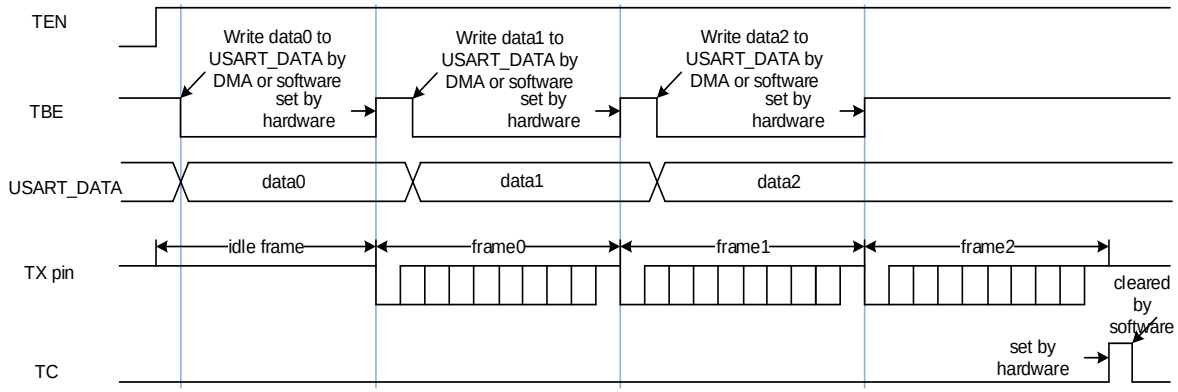
transmit shift register after the current transmission is done. If a data is written to the USART_TDATA register while no transmission is ongoing, the TBE bit will be cleared and set soon, because the data will be transferred to the transmit shift register immediately.

If a frame is transmitted and the TBE bit is asserted, the TC bit of the USART_STAT register will be set. An interrupt is generated if the corresponding interrupt enable bit (TCIE) is set in the USART_CTL0 register.

Refer to the following procedure for the USART transmission:

1. Write the WL bit in USART_CTL0 to set the data bits length.
2. Set the stop bits length in USART_CTL1.
3. Enable DMA (DENT bit) in USART_CTL2 if multibuffer communication is selected.
4. Set the baud rate in USART_BAUD.
5. Set the UEN bit in USART_CTL0 to enable the USART.
6. Set the TEN bit in USART_CTL0.
7. Wait for the TBE being asserted.
8. Write the data to the USART_TDATA register.
9. Wait until TC=1 to finish.

Figure 18-3. USART transmit procedure



It is necessary to wait for the TC bit asserted before disabling the USART or entering the power saving mode.

Reading the USART_STAT then writing the USART_TDATA can clear the TC bit. And writing '0' directly to TC bit can also clear the TC bit for multibuffer communication

The break frame is sent when the SBKCMD bit is set, and SBKCMD bit is reset after the transmission.

18.3.4. USART receiver

After power on, the USART receiver can be enabled by the following procedure:

1. Set the UEN bit in USART_CTL0 to enable the USART.
2. Write the WL bit in USART_CTL0 to set the data bits length.
3. Set the STB[1:0] bits in USART_CTL1.
4. Enable DMA (DENR bit) in USART_CTL2 if multibuffer communication is selected.
5. Set the baud rate in USART_BAUD.
6. Set the REN bit in USART_CTL0.

After being enabled, the receiver receives a bit stream after a valid start pulse has been detected. Detection on noisy error, parity error, frame error and overrun error are performed during the reception of a frame.

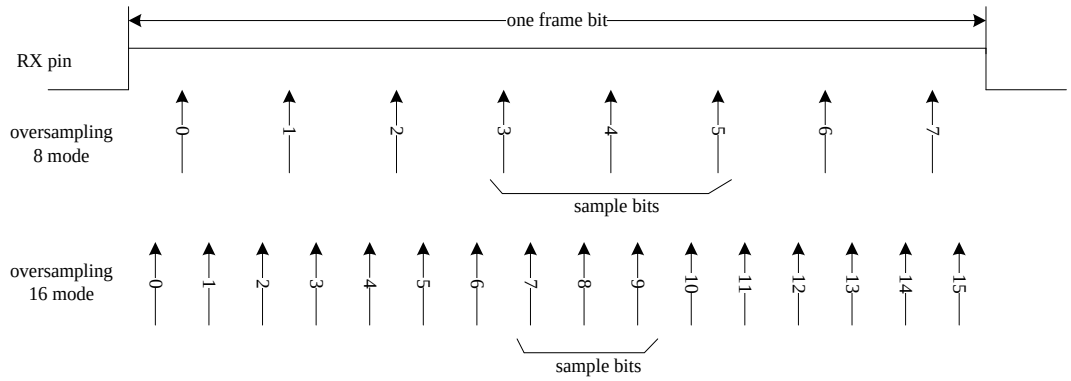
When a frame is received, the RBNE bit in USART_STAT is asserted, an interrupt is generated if the corresponding interrupt enable bit (RBNEIE) is set in the USART_CTL0 register. The status bits of the received are stored in the USART_STAT register.

The software can get the received data by reading the USART_RDATA register directly, or through DMA. The RBNE status is cleared by a read operation on the USART_RDATA register, whatever it is performed by software directly, or through DMA.

The REN bit should not be disabled when reception is ongoing, or the current frame will be lost.

By default, the receiver gets three samples to evaluate the value of a frame bit. If the oversampling 8 mode is enabled, the 3rd, 4th and 5th samples are used, while in the oversampling 16 mode, the 7th, 8th, and 9th samples are used. If two or more samples of a frame bit are 0, the frame bit is confirmed as a 0, else 1. If the three samples of any bit of a frame are not the same, whatever it is a start bit, data bit, parity bit or stop bit, a noisy error (NERR) status will be generated for the frame. An interrupt is generated, If the receive DMA is enabled and the ERRIE bit in USART_CTL2 register is set. If the OSB bit in USART_CTL2 register is set, the receiver gets only one sample to evaluate a bit value. In this situation, no noisy error will be detected.

Figure 18-4. Oversampling method of a receive frame bit (OSB=0)



If the parity check function is enabled by setting the PCEN bit in the USART_CTL0 register, the receiver calculates the expected parity value while receiving a frame. The received parity bit will be compared with this expected value. If they are not the same, the parity error (PERR) bit in USART_STAT register will be set. An interrupt is generated, if the PERRIE bit in USART_CTL0 register is set.

If the RX pin is evaluated as 0 during a stop bit, the frame error (FERR) bit in USART_STAT register will be set. An interrupt is generated, If the receive DMA is enabled and the ERRIE bit in USART_CTL2 register is set.

When a frame is received, if the RBNE bit is not cleared yet, the last frame will not be stored in the receive data buffer. The overrun error (ORERR) bit in USART_STAT register will be set. An interrupt is generated, if the receive DMA is enabled and the ERRIE bit in USART_CTL2 register is set, or if the RBNEIE is set.

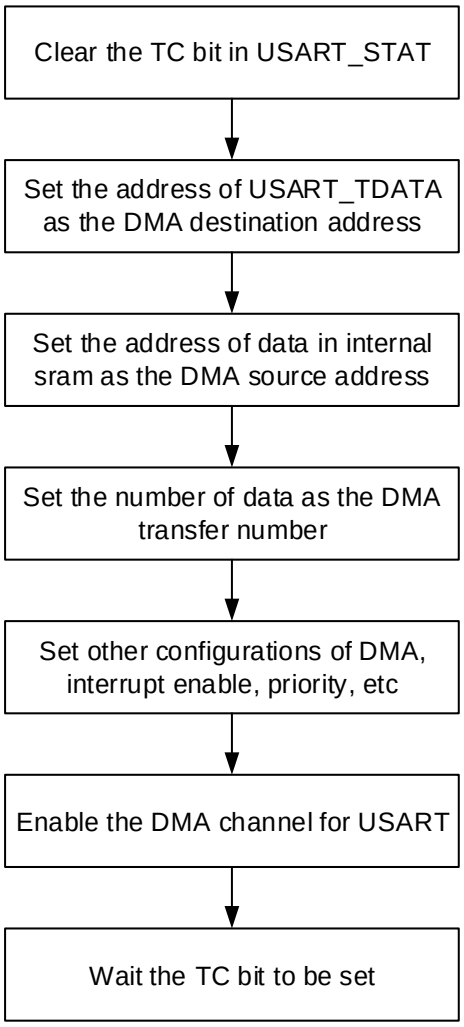
The RBNE, NERR, PERR, FERR and ORERR flags of a reception are always set at the same time. If the receive DMA is not enabled, software can check NERR, PERR, FERR and ORERR flags when serving the RBNE interrupt.

18.3.5. Use DMA for data buffer access

To reduce the burden of the processor, DMA can be used to access the transmitting and receiving data buffer. The DENT bit in USART_CTL2 is used to enable the DMA transmission, and the DENR bit in USART_CTL2 is used to enable the DMA reception.

When DMA is used for USART transmission, DMA transfers data from internal sram to the transmit data buffer of the USART. The configuration step is shown in ***Figure 18-5. Configuration step when using DMA for USART transmission***

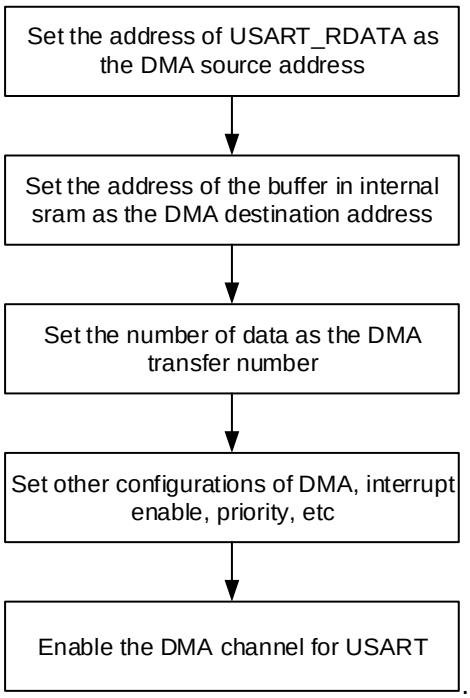
Figure 18-5. Configuration step when using DMA for USART transmission



After all of the data frames are transmitted, the TC bit in USART_STAT is set. An interrupt occurs if the TCIE bit in USART_CTL0 is set.

When DMA is used for USART reception, DMA transfers data from the receive data buffer of the USART to the internal sram. The configuration step is shown in ***Figure 18-6. Configuration step when using DMA for USART reception***. If the ERRIE bit in USART_CTL2 is set, interrupts can be generated by the Error status bits (FERR, ORERR and NERR) in USART_STAT.

Figure 18-6. Configuration step when using DMA for USART reception

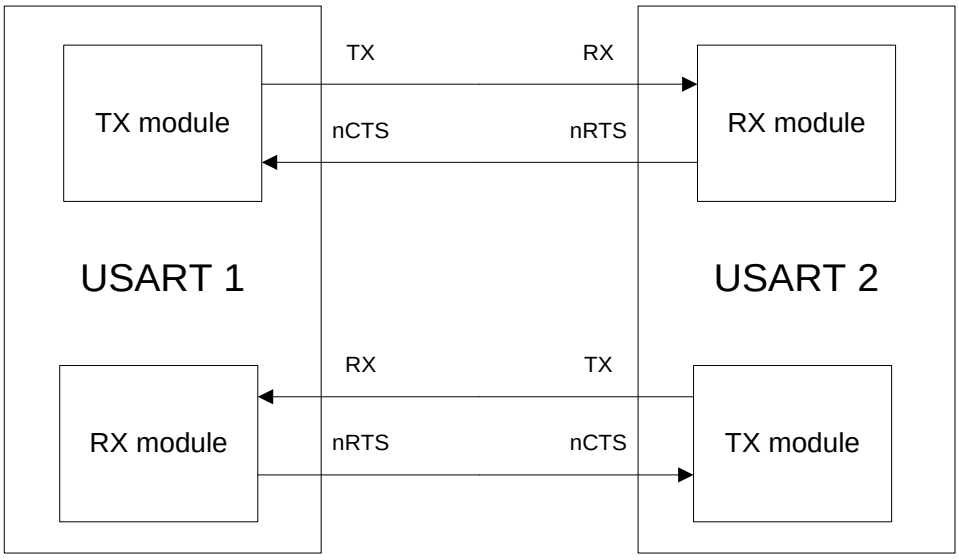


When the number of the data received by USART reaches the DMA transfer number, an end of transfer interrupt can be generated in the DMA module.

18.3.6. Hardware flow control

The hardware flow control function is realized by the nCTS and nRTS pins. The RTS flow control is enabled by writing ‘1’ to the RTSEN bit in USART_CTL2 and the CTS flow control is enabled by writing ‘1’ to the CTSEN bit in USART_CTL2.

Figure 18-7. Hardware flow control between two USARTs



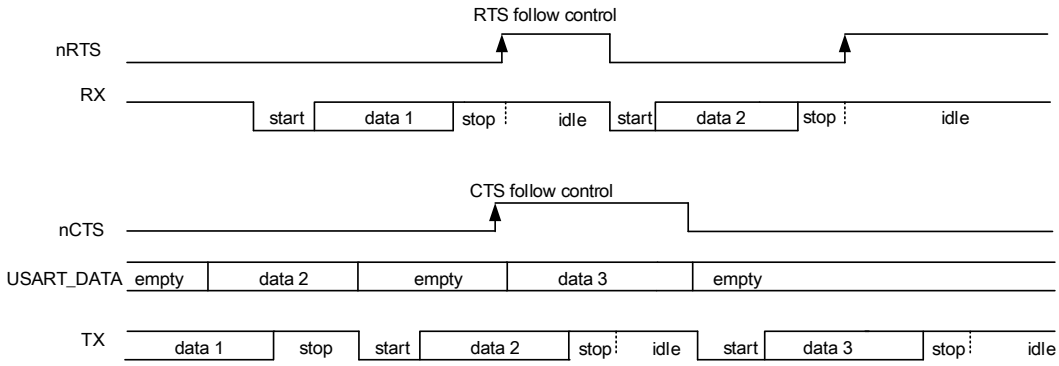
RTS flow control

USART receiver can receive data only when the nRTS signal is low, and the signal does not go high until the data frame reception is finished. The next reception occurs when the nRTS signal goes low again. The signal keeps high when the receive register is full.

CTS flow control

If the TBE bit in USART_STAT is '0' and the nCTS signal is low, the transmitter transmits the data frame. When the nCTS signal goes high during a transmission, the transmitter stops after the current transmission is accomplished.

Figure 18-8. Hardware flow control



RS485 Driver Enable

The driver enable feature, which is enabled by setting bit DEM in the USART_CTL2 control register, allows the user to activate the external transceiver control, through the DE (Driver Enable) signal. The assertion time, which is programmed using the DEA [4:0] bits field in the USART_CTL0 control register, is the time between the activation of the DE signal and the beginning of the START bit. The de-assertion time, which is programmed using the DED [4:0] bits field in the USART_CTL0 control register, is the time between the end of the last stop bit and the de-activation of the DE signal. The polarity of the DE signal can be configured using the DEP bit in the USART_CTL2 control register.

18.3.7. Multi-processor communication

In multiprocessor communication, several USARTs are connected as a network. It will be a big burden for a device to monitor all of the messages on the RX pin. To reduce the burden of a device, software can put an USART module into a mute mode by writing 1 to the MMCMD bit in USART_CMD register.

If a USART is in mute mode, all of the receive status bits cannot be set. The USART can also be wake up by hardware by one of the two methods: idle frame method and address match method.

The idle frame wake up method is selected by default. When an idle frame is detected on the RX pin, the hardware clears the RWU bit and exits the mute mode. When wake up at an idle frame, the IDLEF bit in USART_STAT is not set.

When the WM bit of in USART_CTL0 register is set, the MSB bit of a frame is detected as the address flag. If the address flag is high, the frame is treated as an address frame. If the address flag is low, the frame is treated as a data frame. If the LSB 4 or 7 bits, which are configured by the ADDM bit of the USART_CTL1 register, of an address frame is the same as the ADDR bits in the USART_CTL1 register, the hardware clears the RWU bit and exits the mute mode. The RBNE bit is set for the frame that wakes up the USART. The status bits are available in the USART_STAT register. If the LSB 4/7 bits of an address frame defers from the ADDR bits in the USART_CTL1 register, the hardware sets the RWU bit and enters mute mode automatically. In this situation, the RBNE bit is not set.

If the PCEN bit in USART_CTL0 is set, the MSB bit will be checked as the parity bit, and the bit preceding the MSB bit is detected as the address flag. If the ADDM bit is set and the receive frame is a 7bit data, the LSB 6 bits will be compared with ADDR[5:0]. If the ADDM bit is set and the receive frame is a 9bit data, the LSB 8 bits will be compared with ADDR[7:0].

18.3.8. LIN mode

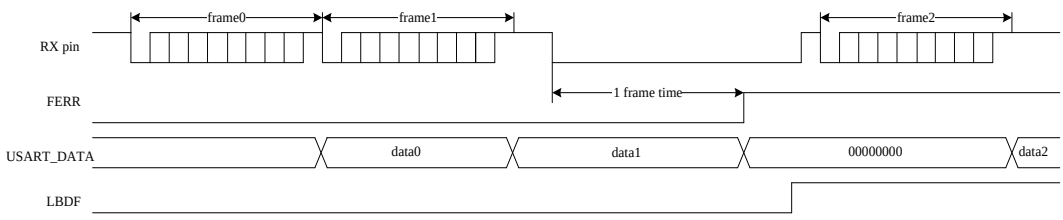
The local interconnection network mode is enabled by setting the LMEN bit in USART_CTL1. The CKEN, STB[1:0] bit in USART_CTL1 and the SCEN, HDEN, IREN bits in USART_CTL2 should be reset in LIN mode.

The LIN transmission procedure is almost the same as the normal transmission procedure. The data bits length can only be 8. And the break frame is 13-bit ’0’, followed by 1 stop bit.

The break detection function is totally independent from the normal USART receiver. So a break frame can be detected during the idle state or during a frame. The expected length of a break frame can be selected by LBLEN in USART_CTL1. When the RX pin is detected at low state for a time that is equal to or longer than the expected break frame length (10 bits when LBLEN=0, or 11 bits when LBLEN=1), the LBDF in USART_STAT is set. An interrupt occurs if the LBDIE bit in USART_CTL1 is set.

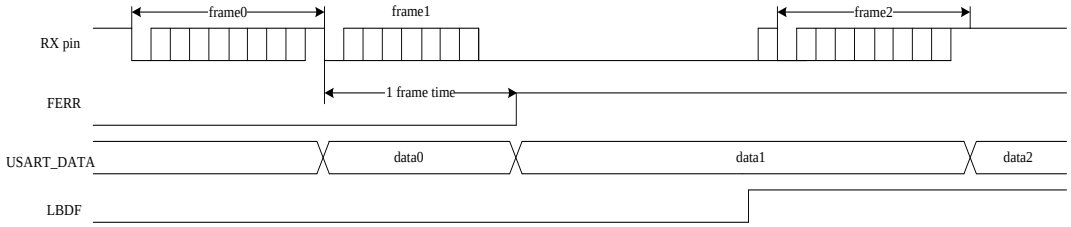
As shown in ***Figure 18-9. Break frame occurs during idle state***, if a break frame occurs during the idle state on the RX pin, the USART receiver will receive an all ‘0’ frame, with an asserted FERR status.

Figure 18-9. Break frame occurs during idle state



As shown in ***Figure 18-10. Break frame occurs during a frame***, if a break frame occurs during a frame on the RX pin, the FERR status will be asserted for the current frame.

Figure 18-10. Break frame occurs during a frame



18.3.9. Synchronous mode

The USART can be used for full-duplex synchronous serial communications only in master mode, by setting the CKEN bit in USART_CTL1. The LMEN bit in USART_CTL1 and SCEN, HDEN, IREN bits in USART_CTL2 should be reset in synchronous mode. The CK pin is the synchronous USART transmitter clock output, and can be only activated when the TEN bit is enabled. No clock pulse will be sent to the CK pin during the start bit and stop bit transmission. The CLEN bit in USART_CTL1 can be used to determine whether the clock is output or not during the LSB (address index) bit transmission. The clock output is also not activated during idle and break frame sending. The CPH bit in USART_CTL1 can be used to determine whether data is captured on the first or the second clock edge. The CPL bit in USART_CTL1 can be used to configure the clock polarity in the USART Synchronous Mode idle state.

These 3 bits (CPL, CPH, and CLEN) should not be changed while the transmitter or the receiver is enabled

The clock is synchronized with the data transmitted. The receiver in synchronous mode samples the data on the transmitter clock without any oversampling.

Figure 18-11. Example of USART in synchronous mode

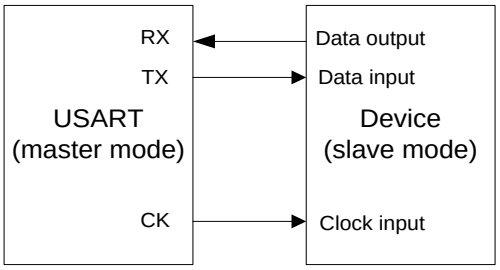
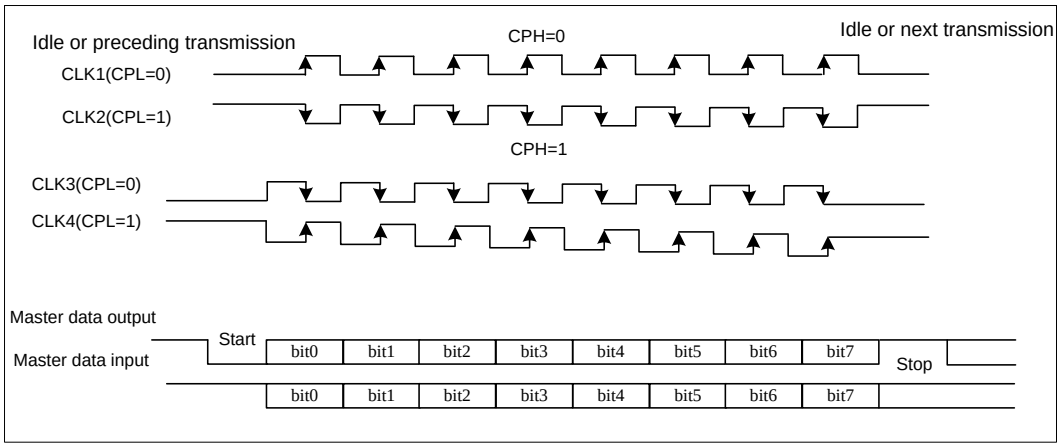


Figure 18-12. 8-bit format USART synchronous waveform (CLEN=1)

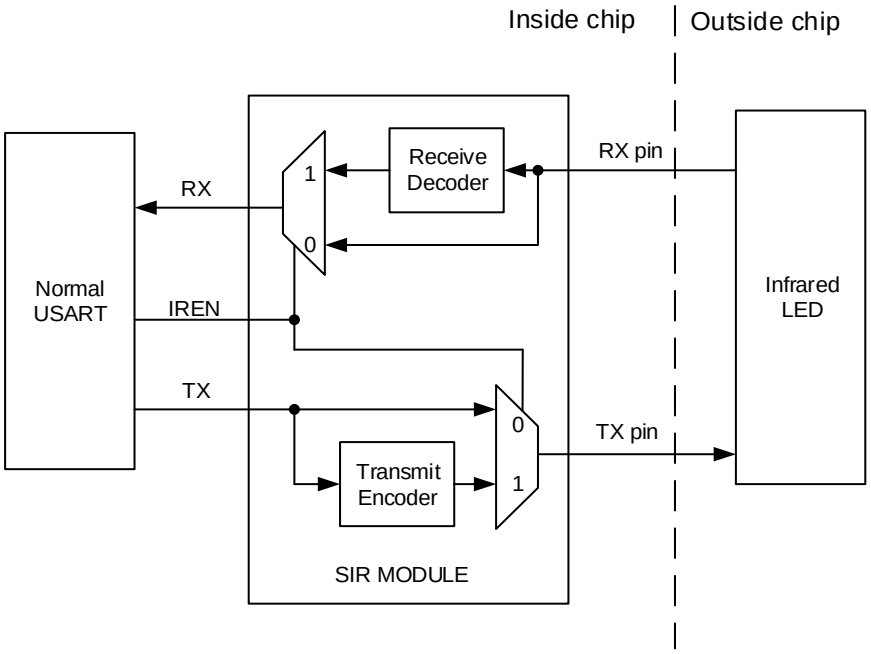


18.3.10. IrDA SIR ENDEC mode

The IrDA mode is enabled by setting the IREN bit in USART_CTL2. The LMEN, STB[1:0], CKEN bits in USART_CTL1 and HDEN, SCEN bits in USART_CTL2 should be reset in IrDA mode.

In IrDA mode, the USART transmission data frame is modulated in the SIR transmit encoder and transmitted to the infrared LED through the TX pin. The SIR receive decoder receives the modulated signal from the infrared LED through the RX pin, and puts the demodulated data frame to the USART receiver. The baud rate should not be larger than 115200 for the encoder.

Figure 18-13. IrDA SIR ENDEC module

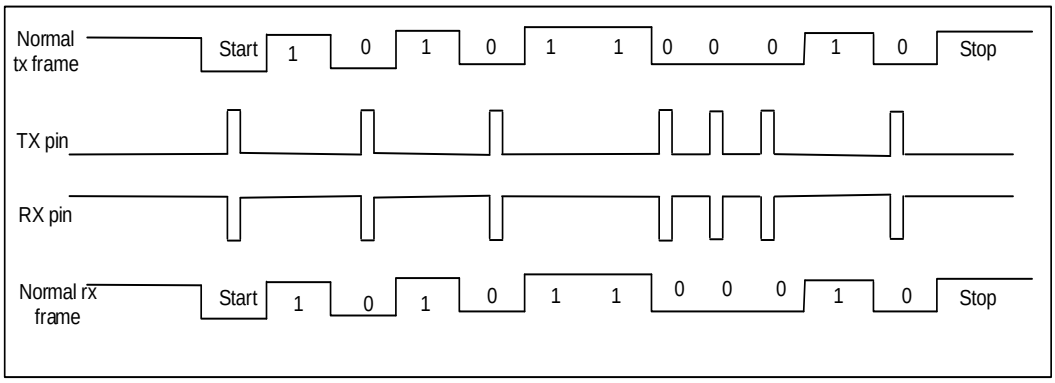


In IrDA mode, the polarity of the TX and RX pins is different. The TX pin is usually at low state, while the RX pin is usually at high state. The IrDA pins keep stable to represent the

logic ‘1’, while an infrared light pulse on the IrDA pins (a Return to Zero signal) represents the logic ‘0’. The pulse width should be 3/16 of a bit period. The IrDA could not detect any pulse if the pulse width is less than 1 PSC clock. While it can detect a pulse by chance if the pulse width is greater than 1 but smaller than 2 times PSC clock.

Because the IrDA is a half-duplex protocol, the transmission and the reception should not be carried out at the same time in the IrDA SIR ENDEC block.

Figure 18-14. IrDA data modulation



The SIR submodule can work in low power mode by setting the IRLP bit in USART_CTL2. The transmit encoder is driven by a low speed clock, which is divided from the PCLK. The divide ratio is configured by the PSC[7:0] bits in USART_GP register. The pulse width on the TX pin is 3 cycles of this low speed clock. The receiver decoder works in the same manner as the normal IrDA mode.

18.3.11. Half-duplex communication mode

The half-duplex communication mode is enabled by setting the HDEN bit in USART_CTL2. The LMEN, CKEN bits in USART_CTL1 and SCEN, IREN bits in USART_CTL2 should be reset in half-duplex communication mode.

Only one wire is used in half-duplex mode. The TX and RX pins are connected together internally. The TX pin should be configured as IO pin. The conflicts should be controlled by the software. When the TEN bit is set, the data in the data register will be sent.

18.3.12. Smartcard (ISO7816) mode

The smartcard mode is an asynchronous mode, which is enabled by setting the SCEN bit in USART_CTL2. The LMEN bit in USART_CTL1 and HDEN, IREN bits in USART_CTL2 should be reset in smartcard mode.

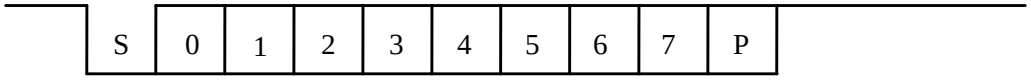
A clock is provided to the smartcard if the CKEN bit is set. The clock can be divided for other use.

The frame consists of 1 start bit, 9 data bits (1 parity bit included) and 1.5 stop bits.

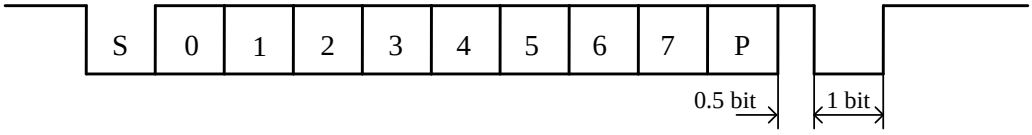
The smartcard mode is a half-duplex communication protocol. When connected to a smartcard, the TX pin must be configured as open drain and drives a bidirectional line that is also driven by the smartcard.

T=0 mode

Figure 18-15. ISO7816-3 frame format



ISO 7816-3 frame without parity error



ISO 7816-3 frame with parity error

Comparing to the time in normal operation, the transmission time from transmit shift register to the TX pin is delayed half baud clock, and the TC flag assertion time delayed a certain value wrote in the guard time register. The USART can automatically re-send data according to the protocol by SCRTNUM times. At the end of reception of the last repeated character the TC bit is set without gardtime immediately. The USART will stop transmitting and signal the error as a framing error if it continues receiving the NACK after the programmed number of retries. The TXFCMD bit in the USART_CMD register can be used to clear the TBE bit.

During USART reception, the TX line is pulled low for a baud clock after finishing receiving the frame if a parity error is detected. This signal is the ‘NACK’ signal to smartcard. Then a frame error occurred in smartcard side. The RBNE/receive DMA request is not activated if the received character is erroneous. According to the protocol, the smartcard can resend the data. The USART stops transmitting the NACK and signals the error as a parity error if the received character is still erroneous after the maximum number of retries specified in the SCARNUM bit field.

The ‘NACK’ signal will be sent to the USART if the NKEN bit in USART_CTL2 is set. And the USART will not take the ‘NACK’ signal as the start bit.

The idle frame and break frame do not apply for the smartcard mode.

T=1 mode (block mode)

In T=1 (block) mode, the NKEN bit in the USART_CTL2 register should be cleared to deactivate the parity error transmission.

When requesting a read from the smartcard, the USART_RT register should be programmed with the BWT (block wait time) - 11 value and RBNEIE must be set. A timeout interrupt will be generated, if no answer is received from the card before the expiration of this period. If the

first character is received before the expiration of the period, it is signaled by the RBNE interrupt. If DMA is used to read from the smartcard in block mode, the DMA must be enabled only after the first received byte.

In order to allow the automatic check of the maximum wait time between two consecutive characters, the USART_RT register must be programmed to the CWT (character wait time) - 11 value, which is expressed in baudtime units, after the reception of the first character (RBNE interrupt). The USART signals to the software through the RT flag and interrupt (when RTIE bit is set), if the smartcard doesn't send a new character in less than the CWT period after the end of the previous character.

The USART uses a block length counter, which is reset when the USART is transmitting (TBE=0), to count all the characters received. The length of the block, which must be programmed to the BL field in the USART_RT register, is communicated by the smartcard in the third byte of the block (prologue field). This register field must be programmed to the minimum value (0x0), before the start of the block, when using DMA mode. With this value, an interrupt is generated after the 4th received character. The software must read the third byte as block length from the receive buffer.

In interrupt driven receive mode, the length of the block may be checked by software or by programming the BL value. However, before the start of the block, the maximum value of BL (0xFF) may be programmed. The real value will be programmed after the reception of the third character.

The total block length (including prologue, epilogue and information fields) equals BL+4. The end of the block is signaled to the software through the EBF flag and interrupt (when EBIE bit is set). The RT interrupt may occur in case of an error in the block length.

Direct and inverse convention

The smartcard protocol defines two conventions: direct and inverse.

The direct convention is defined as: LSB first, logical bit value of 1 corresponds to H state of the line and parity is even. In this case, the following control bits must be programmed: MSBF=0, DINV=0 (default values).

The inverse convention is defined as: MSB first, logical bit value 1 corresponds to an L state on the signal line and parity is even. In this case, the following control bits must be programmed: MSBF=1, DINV=1.

18.3.13. Auto baudrate detection

The USART is able to detect and automatically set the USART_BAUD register value based on the reception of one character. There are two methods which can be chosen through the ABDM bits in the USART_CTL1 register. These methods are:

1. The USART will measure the duration of the start bit (falling edge to rising edge). In this

case the receiving pattern should be any character starting with a bit at 1.

2. The USART will measure the duration of the start and of the 1st data bit. The measure is done falling edge to falling edge, ensuring a better accuracy in the case of slow signal slopes. In this case, the receiving pattern should be any character starting with 10xx bits.

18.3.14. ModBus communication

The USART offers basic support for the implementation of ModBus/RTU and ModBus/ASCII protocols by implementing an end of block detection.

In the ModBus/RTU mode, the end of one block is recognized by an idle line for more than 2 characters time. This function is implemented through the programmable timeout function.

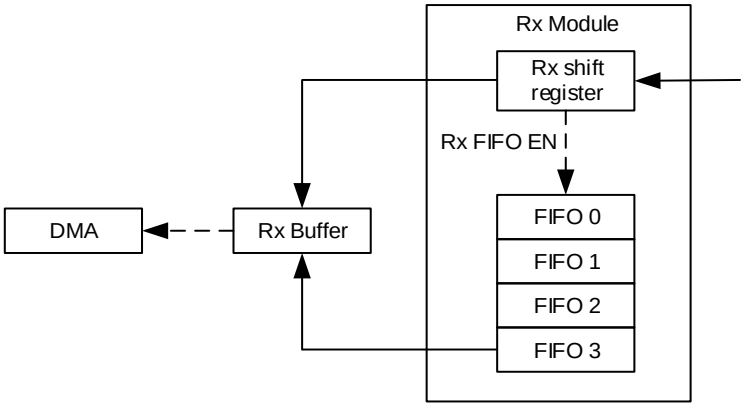
To detect the idle line, the RTEN bit in the USART_CTL1 register and the RTIE in the USART_CTL0 register must be set. The USART_RT register must be set to the value corresponding to a timeout of 2 characters time. After the last stop bit is received, when the receive line is idle for this duration, an interrupt will be generated, informing the software that the current block reception is completed.

In the ModBus/ASCII mode, the end of a block is recognized by a specific (CR/LF) character sequence. The USART manages this mechanism using the character match function by programming the LF ASCII code in the ADDR field and activating the address match interrupt (AMIE=1). When a LF has been received or can check the CR/LF in the DMA buffer, the software will be informed.

18.3.15. Receive FIFO

The receive FIFO can be enabled by setting the RFEN bit of the USART_RFCS register to avoid the overrun error when the CPU can't serve the RBNE interrupt immediately. Up to 5 frames receive data can be stored in the receive FIFO and receive buffer. The RFFINT flag will be set when the receive FIFO is full. An interrupt is generated if the RFFIE bit is set.

Figure 18-16. USART Receive FIFO structure



If the software read receive data buffer in the routing of the RBNE interrupt, the RBNEIE bit should be reset at the beginning of the routing and set after all of the receive data is read out. The PERR/NERR/FERR/EBF/ABDE/ABDF flags should be cleared before reading a receive data out.

18.3.16. Wakeup from Deep-sleep mode

The USART is able to wake up the MCU from Deep-sleep mode by the standard RBNE interrupt or the WUM interrupt.

The UESM bit must be set and the USART clock must be set to IRC8M or LXTAL (refer to the reset and clock unit RCU section).

When using the standard RBNE interrupt, the RBNEIE bit must be set before entering Deep-sleep mode.

When using the WUIE interrupt, the source of WUIE interrupt may be selected through the WUM bit fields.

DMA must be disabled before entering Deep-sleep mode. Before entering Deep-sleep mode, software must check that the USART is not performing a transfer, by checking the BSY flag in the USART_STAT register. The REA bit must be checked to ensure the USART is actually enabled.

When the wakeup event is detected, the WUF flag is set by hardware and a wakeup interrupt is generated if the WUIE bit is set, independently of whether the MCU is in stop or active mode.

18.3.17. USART interrupts

The USART interrupt events and flags are listed in the table below.

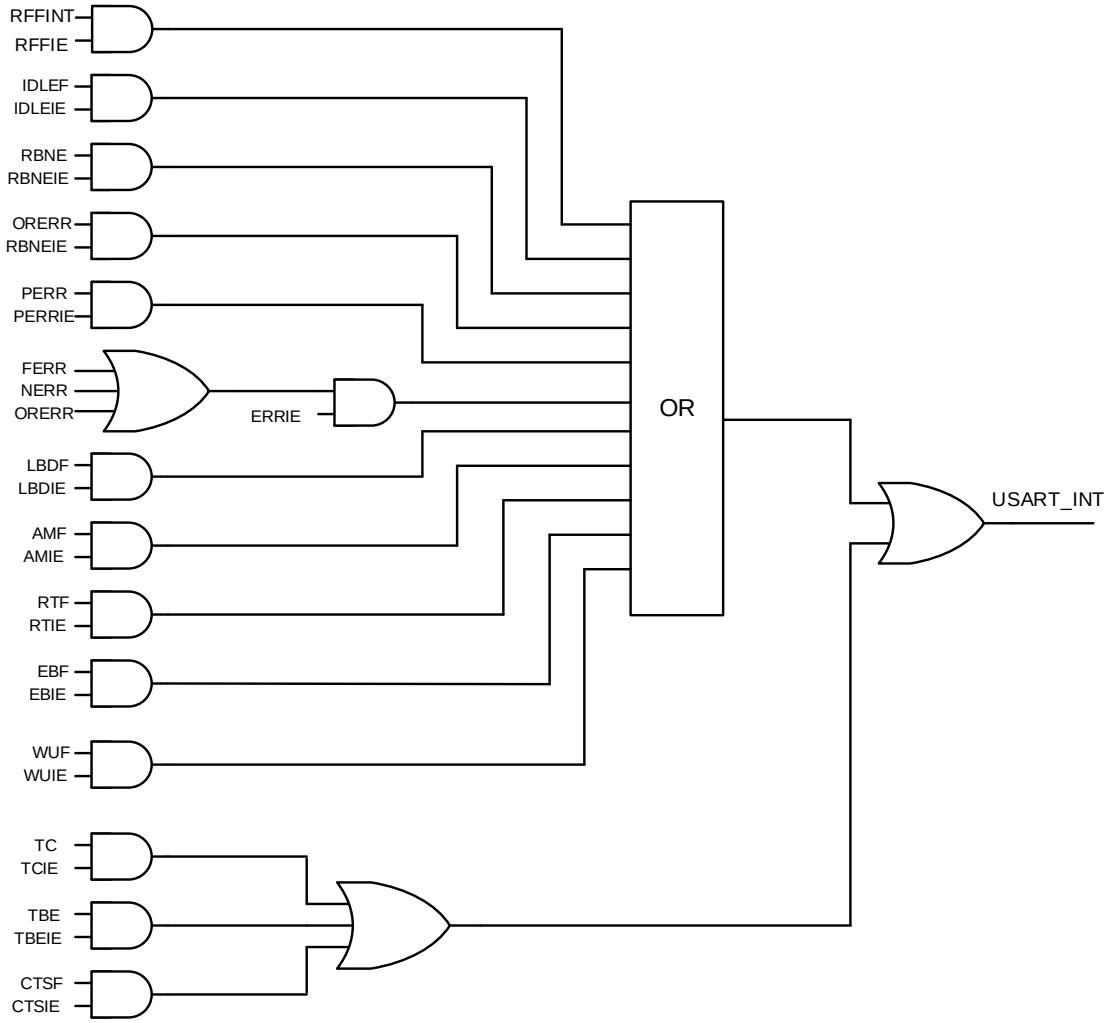
Table 18-3. USART interrupt requests

Interrupt event	Event flag	Enable Control bit
Transmit data register empty	TBE	TBEIE
CTS flag	CTSF	CTSIE
Transmission complete	TC	TCIE
Received data ready to be read	RBNE	RBNEIE
Overrun error detected	ORERR	
Receive FIFO full	RFFINT	RFFIE
Idle line detected	IDLEF	IDLEIE
Parity error flag	PERR	PERRIE
Break detected flag in LIN mode	LBDF	LBDIE
Reception Errors (Noise	NERR or ORERR or FERR	ERRIE

Interrupt event	Event flag	Enable Control bit
flag, overrun error, framing error) in DMA reception		
Character match	AMF	AMIE
Receiver timeout error	RTF	RTIE
End of Block	EBF	EBIE
Wakeup from Deep-sleep mode	WUF	WUIE

All of the interrupt events are ORed together before being sent to the interrupt controller, so the USART can only generate a single interrupt request to the controller at any given time. Software can service multiple interrupt events in a single interrupt service routine

Figure 18-17. USART interrupt mapping diagram



18.4. Register definition

18.4.1. Control register 0 (USART_CTL0)

Address offset: 0x00

Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved				EBIE	RTIE	DEA[4:0]					DED[4:0]				
				rw	rw	rw					rw				

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OVSMOD	AMIE	MEN	WL	WM	PCEN	PM	PERRIE	TBEIE	TCIE	RBNEIE	IDLEIE	TEN	REN	UESM	UEN
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:28	Reserved	Must be kept at reset value
27	EBIE	End of Block interrupt enable 0: End of Block interrupt is disabled 1: End of Block interrupt is enabled This bit is reserved in USART1.
26	RTIE	Receiver timeout interrupt enable 0: Receiver timeout interrupt is disabled 1: Receiver timeout interrupt is enabled This bit is reserved in USART1.
25:21	DEA[4:0]	Driver Enable assertion time These bits are used to define the time between the activation of the DE (Driver Enable) signal and the beginning of the start bit. It is expressed in sample time units (1/8 or 1/16 bit time), which are configured by the OVSMOD bit. This bit field cannot be written when the USART is enabled (UEN=1).
20:16	DED[4:0]	Driver Enable de-assertion time These bits are used to define the time between the end of the last stop bit, in a transmitted message, and the de-activation of the DE (Driver Enable) signal. It is expressed in sample time units (1/8 or 1/16 bit time), which are configured by the OVSMOD bit. This bit field cannot be written when the USART is enabled (UEN=1).
15	OVSMOD	Oversample mode 0: Oversampling by 16 1: Oversampling by 8 This bit must be kept cleared in LIN, IrDA and smartcard modes.

		This bit field cannot be written when the USART is enabled (UEN=1).
14	AMIE	ADDR match interrupt enable 0: ADDR match interrupt is disabled 1: ADDR match interrupt is enabled
13	MEN	Mute mode enable 0: Mute mode disabled 1: Mute mode enabled
12	WL	Word length 0: 8 Data bits 1: 9 Data bits This bit field cannot be written when the USART is enabled (UEN=1).
11	WM	Wakeup method in mute mode 0: Idle Line 1: Address Mark This bit field cannot be written when the USART is enabled (UEN=1).
10	PCEN	Parity control enable 0: Parity control disabled 1: Parity control enabled This bit field cannot be written when the USART is enabled (UEN=1).
9	PM	Parity mode 0: Even parity 1: Odd parity This bit field cannot be written when the USART is enabled (UEN=1).
8	PERRIE	Parity error interrupt enable 0: Parity error interrupt is disabled 1: An interrupt will occur whenever the PERR bit is set in USART_STAT.
7	TBEIE	Transmitter register empty interrupt enable 0: Interrupt is inhibited 1: An interrupt will occur whenever the TBE bit is set in USART_STAT
6	TCIE	Transmission complete interrupt enable 0: Transmission complete interrupt is disabled 1: An interrupt will occur whenever the TC bit is set in USART_STAT.
5	RBNEIE	Read data buffer not empty interrupt and overrun error interrupt enable 0: Read data register not empty interrupt and overrun error interrupt disabled 1: An interrupt will occur whenever the ORERR bit is set or the RBNE bit is set in USART_STAT.
4	IDLEIE	IDLE line detected interrupt enable

		0: IDLE line detected interrupt disabled 1: An interrupt will occur whenever the IDLEF bit is set in USART_STAT.
3	TEN	Transmitter enable 0: Transmitter is disabled 1: Transmitter is enabled
2	REN	Receiver enable 0: Receiver is disabled 1: Receiver is enabled and begins searching for a start bit
1	UESM	USART enable in Deep-sleep mode 0: USART not able to wake up the MCU from Deep-sleep mode. 1: USART able to wake up the MCU from Deep-sleep mode. Providing that the clock source for the USART must be IRC8M or LXTAL. This bit is reserved in USART1.
0	UEN	USART enable 0: USART prescaler and outputs disabled 1: USART prescaler and outputs enabled

18.4.2. Control register 1 (USART_CTL1)

Address offset: 0x04

Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADDR[7:0]								RTEN	ABDM[1:0]		ABDEN	MSBF	DINV	TINV	RINV
rw								rw	rw		rw	rw	rw	rw	rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
STRP	LMEN	STB[1:0]		CKEN	CPL	CPH	CLEN	Reserved	LBDIE	LBLEN	ADDM	Reserved			
rw	rw	rw		rw	rw	rw	rw		rw	rw	rw				

Bits	Fields	Descriptions
31:24	ADDR[7:0]	Address of the USART terminal These bits give the address of the USART terminal. In multiprocessor communication during mute mode or Deep-sleep mode, this is used for wakeup with address mark detection. The received frame, the MSB of which is equal to 1, will be compared to these bits. When the ADDM bit is reset, only the ADDR[3:0] bits are used to compare. In normal reception, these bits are also used for character detection. The whole received character (8-bit) is compared to the ADDR[7:0] value and AMF flag is set on matching. This bit field cannot be written when both reception (REN=1) and USART (UEN=1) are

		enabled.
23	RTEN	Receiver timeout enable 0: Receiver timeout function disabled 1: Receiver timeout function enabled This bit is reserved in USART1.
22:21	ABDM[1:0]	Auto baud rate mode 00: Falling edge to rising edge measurement (measurement of the start bit) 01: Falling edge to falling edge measurement (the received frame must be in a Start 10xxxxxx frame format) 10: Reserved. 11: Reserved This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
20	ABDEN	Auto baud rate enable 0: Auto baud rate detection is disabled 1: Auto baud rate detection is enabled This bit is reserved in USART1.
19	MSBF	Most significant bit first 0: Data is transmitted/received with the LSB first 1: Data is transmitted/received with the MSB first This bit field cannot be written when the USART is enabled (UEN=1).
18	DINV	Data bit level inversion 0: Data bit signal values are not inverted 1: Data bit signal values are inverted This bit field cannot be written when the USART is enabled (UEN=1).
17	TINV	TX pin level inversion 0: TX pin signal values are not inverted 1: TX pin signal values are inverted This bit field cannot be written when the USART is enabled (UEN=1).
16	RINV	RX pin level inversion 0: RX pin signal values are not inverted 1: RX pin signal values are inverted This bit field cannot be written when the USART is enabled (UEN=1).
15	STRP	Swap TX/RX pins 0: The TX and RX pins functions are not swapped 1: The TX and RX pins functions are swapped This bit field cannot be written when the USART is enabled (UEN=1).
14	LMEN	LIN mode enable

		0: LIN mode disabled 1: LIN mode enabled This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
13:12	STB[1:0]	STOP bits length 00: 1 Stop bit 01: 0.5 Stop bit 10: 2 Stop bits 11: 1.5 Stop bit This bit field cannot be written when the USART is enabled (UEN=1).
11	CKEN	CK pin enable 0: CK pin disabled 1: CK pin enabled This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
10	CPL	Clock polarity 0: Steady low value on CK pin outside transmission window in synchronous mode 1: Steady high value on CK pin outside transmission window in synchronous mode This bit field cannot be written when the USART is enabled (UEN=1).
9	CPH	Clock phase 0: The first clock transition is the first data capture edge in synchronous mode 1: The second clock transition is the first data capture edge in synchronous mode This bit field cannot be written when the USART is enabled (UEN=1).
8	CLEN	CK length 0: The clock pulse of the last data bit (MSB) is not output to the CK pin in synchronous mode 1: The clock pulse of the last data bit (MSB) is output to the CK pin in synchronous mode This bit field cannot be written when the USART is enabled (UEN=1)
7	Reserved	Must be kept at reset value
6	LBDIE	LIN break detection interrupt enable 0: LIN break detection interrupt is disabled 1: An interrupt will occur whenever the LBDF bit is set in USART_STAT This bit is reserved in USART1.
5	LBLEN	LIN break frame length 0: 10 bit break detection 1: 11 bit break detection This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.

4	ADDM	Address detection mode This bit is used to select between 4-bit address detection and full-bit address detection. 0: 4-bit address detection 1: full-bit address detection. In 7-bit, 8-bit and 9-bit data modes, the address detection is done on 6-bit, 7-bit and 8-bit address (ADDR[5:0], ADDR[6:0] and ADDR[7:0]) respectively This bit field cannot be written when the USART is enabled (UEN=1).
3:0	Reserved	Must be kept at reset value

18.4.3. Control register 2 (USART_CTL2)

Address offset: 0x08

Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									WUIE	WUM[1:0]		SCRTNUM[2:0]			Reserved
									rw	rw			rw		

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DEP	DEM	DDRE	OVRD	OSB	CTSIE	CTSEN	RTSEN	DENT	DENR	SCEN	NKEN	HDEN	IRLP	IREN	ERRIE
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22	WUIE	Wakeup from Deep-sleep mode interrupt enable 0: Wakeup from Deep-sleep mode interrupt is disabled 1: Wakeup from Deep-sleep mode interrupt is enabled This bit is reserved in USART1.
21:20	WUM[1:0]	Wakeup mode from Deep-sleep mode These bits are used to specify the event which activates the WUF (Wakeup from Deep-sleep mode flag) in the USART_STAT register. 00: WUF active on address match, which is defined by ADDR and ADDM 01: Reserved 10: WUF active on Start bit 11: WUF active on RBNE This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
19:17	SCRTNUM[2:0]	Smartcard auto-retry number In smartcard mode, these bits specify the number of retries in transmission and reception. In transmission mode, a transmission error (FERR bit set) will occur after this number of

		automatic retransmission retries. In reception mode, reception error (RBNE and PERR bits set) will occur after this number or erroneous reception trials. When these bits are configured as 0x0, there will be no automatic retransmission in transmit mode. This bit field is only can be cleared to 0 when the USART is enabled (UEN=1), to stop retransmission. This bit is reserved in USART1.
16	Reserved	Must be kept at reset value
15	DEP	Driver enable polarity mode 0: DE signal is active high 1: DE signal is active low This bit field cannot be written when the USART is enabled (UEN=1).
14	DEM	Driver enable mode This bit is used to activate the external transceiver control, through the DE signal, which is output on the RTS pin. 0: DE function is disabled 1: DE function is enabled This bit field cannot be written when the USART is enabled (UEN=1).
13	DDRE	Disable DMA on reception error 0: DMA is not disabled in case of reception error. The DMA request is not asserted to make sure the erroneous data is not transferred, but the next correct received data will be transferred. The RBNE is kept 0 to prevent overrun, but the corresponding error flag is set. This mode can be used in Smartcard mode 1: DMA is disabled following a reception error. The DMA request is not asserted until the error flag is cleared. The RBNE flag and corresponding error flag will be set. The software must first disable the DMA request (DMAR = 0) or clear RBNE before clearing the error flag This bit field cannot be written when the USART is enabled (UEN=1).
12	OVRD	Overrun disable 0: Overrun functionality is enabled. The ORERR error flag will be set when received data is not read before receiving new data, and the new data will be lost 1: Overrun functionality is disabled. The ORERR error flag will not be set when received data is not read before receiving new data, and the new received data overwrites the previous content of the USART_RDATA register This bit field cannot be written when the USART is enabled (UEN=1).
11	OSB	One sample bit method 0: Three sample bit method 1: One sample bit method

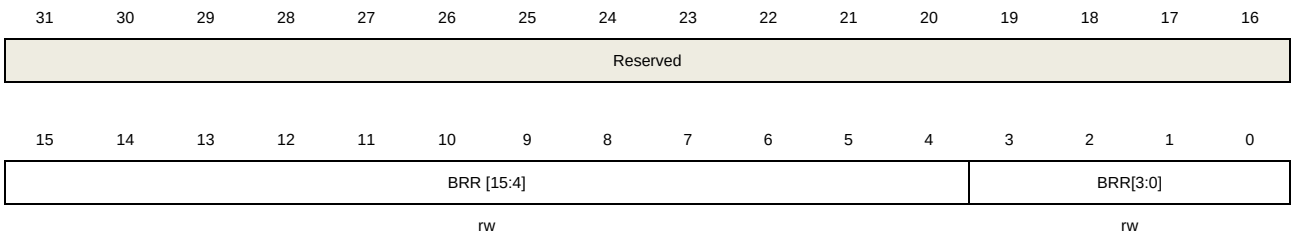
		This bit field cannot be written when the USART is enabled (UEN=1).
10	CTSIE	CTS interrupt enable 0: CTS interrupt is disabled 1: An interrupt will occur whenever the CTS bit is set in USART_STAT
9	CTSEN	CTS enable 0: CTS hardware flow control disabled 1: CTS hardware flow control enabled This bit field cannot be written when the USART is enabled (UEN=1).
8	RTSEN	RTS enable 0: RTS hardware flow control disabled 1: RTS hardware flow control enabled, data can be requested only when there is space in the receive buffer This bit field cannot be written when the USART is enabled (UEN=1).
7	DENT	DMA enable for transmission 0: DMA mode is disabled for transmission 1: DMA mode is enabled for transmission
6	DENR	DMA enable for reception 0: DMA mode is disabled for reception 1: DMA mode is enabled for reception
5	SCEN	Smartcard mode enable 0: Smartcard Mode disabled 1: Smartcard Mode enabled This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
4	NKEN	NACK enable in Smartcard mode 0: Disable NACK transmission when parity error 1: Enable NACK transmission when parity error This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
3	HDEN	Half-duplex enable 0: Half duplex mode is disabled 1: Half duplex mode is enabled This bit field cannot be written when the USART is enabled (UEN=1).
2	IRLP	IrDA low-power 0: Normal mode 1: Low-power mode This bit field cannot be written when the USART is enabled (UEN=1).
1	IREN	IrDA mode enable

		0: IrDA disabled 1: IrDA enabled This bit field cannot be written when the USART is enabled (UEN=1). This bit is reserved in USART1.
0	ERRIE	Error interrupt enable 0: Error interrupt disabled 1: An interrupt will occur whenever the FERR bit or the ORERR bit or the NERR bit is set in USART_STAT in multibuffer communication

18.4.4. Baud rate generator register (USART_BAUD)

Address offset: 0x0C
Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)
This register cannot be written when the USART is enabled (UEN=1)



Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:4	BRR[15:4]	Integer of baud-rate divider DIV_INT[11:0] = BRR[15:4]
3:0	BRR [3:0]	Fraction of baud-rate divider If OVSMOD = 0, USARTDIV [3:0] = BRR [3:0]; If OVSMOD = 1, USARTDIV [3:1] = BRR [2:0], BRR [3] must be reset.

18.4.5. Prescaler and guard time configuration register (USART_GP)

Address offset: 0x10
Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)
This register cannot be written when the USART is enabled (UEN=1)
This register is reserved in USART1

Reserved

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GUAT[7:0]								PSC[7:0]							
rw								rw							

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:8	GUAT[7:0]	Guard time value in smartcard mode This bit field cannot be written when the USART is enabled (UEN=1).
7:0	PSC[7:0]	Prescaler value for dividing the system clock **In IrDA Low-power mode**, the division factor is the prescaler value. 00000000: Reserved - do not program this value 00000001: divides the source clock by 1 00000010: divides the source clock by 2 ... **In IrDA normal mode**, 00000001: can be set this value only **In smartcard mode**, the prescaler value for dividing the system clock is stored in PSC[4:0] bits. And the bits of PSC[7:5] must be kept at reset value. The division factor is twice as the prescaler value. 00000: Reserved - do not program this value 00001: divides the source clock by 2 00010: divides the source clock by 4 00011: divides the source clock by 6 ... This bit field cannot be written when the USART is enabled (UEN=1).

18.4.6. Receiver timeout register (USART_RT)

Address offset: 0x14

Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)

This bit is reserved in USART1

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
BL[7:0]								RT[23:16]							
rw								rw							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

RT[15:0]
rw

Bits	Fields	Descriptions
31:24	BL[7:0]	Block Length These bits specify the block length in smartcard T=1 Reception. Its value equals the number of information characters + the length of the Epilogue Field (1-LEC/2-CRC) - 1. This value, which must be programmed only once per received block, can be programmed after the start of the block reception (using the data from the LEN character in the Prologue Field). The block length counter is reset when TBE=0 in smartcard mode. In other modes, when REN=0 (receiver disabled) and/or when the EBC bit is written to 1, the Block length counter is reset.
23:0	RT[23:0]	Receiver timeout threshold These bits are used to specify receiver timeout value in terms of number of baud clocks. In standard mode, the RTF flag is set if no new start bit is detected for more than the RT value after the last received character. In smartcard mode, the CWT and BWT are implemented by this value. In this case, the timeout measurement is started from the start bit of the last received character. These bits can be written on the fly. The RTF flag will be set if the new value is lower than or equal to the counter. These bits must only be programmed once per received character.

18.4.7. Command register (USART_CMD)

Address offset: 0x18
Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved											TXFCMD	RXFCMD	MMCMD	SBKCMD	ABDCMD
											w	w	w	w	w

Bits	Fields	Descriptions
31:5	Reserved	Must be kept at reset value
4	TXFCMD	Transmit data flush request Writing 1 to this bit sets the TBE flag, to discard the transmit data. This bit is reserved in USART1.
3	RXFCMD	Receive data flush command

		Writing 1 to this bit clears the RBNE flag to discard the received data without reading it.
2	MMCMD	Mute mode command Writing 1 to this bit makes the USART into mute mode and sets the RWU flag.
1	SBKCMD	Send break command Writing 1 to this bit sets the SBKF flag and makes the USART send a BREAK frame, as soon as the transmit machine is idle.
0	ABDCMD	Auto baudrate detection command Writing 1 to this bit issues an automatic baud rate measurement command on the next received data frame and resets the ABDF flag in the USART_STAT. This bit is reserved in USART1

18.4.8. Status register (USART_STAT)

Address offset: 0x1C
Reset value: 0x0000_00C0

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved									REA	TEA	WUF	RWU	SBF	AMF	BSY
									r	r	r	r	r	r	r

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ABDF	ABDE	Reserved	EBF	RTF	CTS	CTSF	LBDF	TBE	TC	RBNE	IDLEF	ORERR	NERR	FERR	PERR
r	r		r	r	r	r	r	r	r	r	r	r	r	r	r

Bits	Fields	Descriptions
31:23	Reserved	Must be kept at reset value
22	REA	Receive enable acknowledge flag This bit, which is set/reset by hardware, reflects the receive enable state of the USART core logic. 0: The USART core receiving logic has not been enabled 1: The USART core receiving logic has been enabled
21	TEA	Transmit enable acknowledge flag This bit, which is set/reset by hardware, reflects the transmit enable state of the USART core logic. 0: The USART core transmitting logic has not been enabled 1: The USART core transmitting logic has been enabled
20	WUF	Wakeup from Deep-sleep mode flag 0: No wakeup from Deep-sleep mode 1: Wakeup from Deep-sleep mode. An interrupt is generated if WUFIE=1 in the

		USART_CTL2 register and the MCU is in Deep-sleep mode. This bit is set by hardware when a wakeup event, which is defined by the WUM bit field, is detected. Cleared by writing a 1 to the WUC in the USART_INTC register. This bit can also be cleared when UESM is cleared. This bit is reserved in USART1.
19	RWU	Receiver wakeup from mute mode This bit is used to indicate if the USART is in mute mode. 0: Receiver in active mode 1: Receiver in mute mode It is cleared/set by hardware when a wakeup/mute sequence (address or IDLEIE) is recognized, which is selected by the WAKE bit in the USART_CTL0 register. This bit can only be set by writing 1 to the MMCMD bit in the USART_CMD register when wakeup on IDLEIE mode is selected.
18	SBF	Send break flag 0: No break character is transmitted 1: Break character will be transmitted This bit indicates that a send break character was requested. Set by software, by writing 1 to the SBKCMD bit in the USART_CMD register. Cleared by hardware during the stop bit of break transmission.
17	AMF	ADDR match flag 0: ADDR does not match the received character 1: ADDR matches the received character, An interrupt is generated if AMIE=1 in the USART_CTL0 register. Set by hardware, when the character defined by ADDR [7:0] is received. Cleared by writing 1 to the AMC in the USART_INTC register.
16	BSY	Busy flag 0: USART reception path is idle 1: USART reception path is working
15	ABDF	Auto baudrate detection flag 0: No auto baudrate detection complete 1: Auto baudrate detection complete Set by hardware when the automatic baud rate has been completed. Cleared by writing 1 to the ABDCMD in the USART_CMD register, to request a new auto baudrate detection. This bit is reserved in USART1.
14	ABDE	Auto baudrate detection error 0: No auto baudrate detection error occurred 1: Auto baudrate detection error occurred Set by hardware if the baud rate out of range or character comparison failed

		Cleared by software, by writing 1 to the ABDRQ bit in the USART_CTL2 register. This bit is reserved in USART1.
13	Reserved	Must be kept at reset value
12	EBF	End of block flag 0: End of Block not reached 1: End of Block (number of characters) reached. An interrupt is generated if the EBIE=1 in the USART_CTL1 register Set by hardware when the number of received bytes (from the start of the block, including the prologue) is equal or greater than BLEN + 4. Cleared by writing 1 to EBC bit in USART_INTC register. This bit is reserved in USART1.
11	RTF	Receiver timeout flag 0: Timeout value not reached 1: Timeout value reached without any data reception. An interrupt is generated if RTIE bit in the USART_CTL1 register is set. Set by hardware when the RT value, programmed in the USART_RT register has lapsed without any communication. Cleared by writing 1 to RTC bit in USART_INTC register. The timeout corresponds to the CWT or BWT timings in smartcard mode. This bit is reserved in USART1
10	CTS	CTS level This bit equals to the inverted level of the nCTS input pin. 0: nCTS input pin is in high level 1: nCTS input pin is in low level
9	CTSF	CTS change flag 0: No change occurred on the nCTS status line 1: A change occurred on the nCTS status line. An interrupt will occur if the CTSIE bit is set in USART_CTL2 Set by hardware when the nCTS input toggles. Cleared by writing 1 to CTSC bit in USART_INTC register.
8	LBDF	LIN break detected flag 0: LIN Break is not detected 1: LIN Break is detected. An interrupt will occur if the LBDIE bit is set in USART_CTL1 Set by hardware when the LIN break is detected. Cleared by writing 1 to LBDC bit in USART_INTC register. This bit is reserved in USART1.
7	TBE	Transmit data register empty 0: Data is not transferred to the shift register 1: Data is transferred to the shift register. An interrupt will occur if the TBEIE bit is set in

		USART_CTL0 Set by hardware when the content of the USART_TDATA register has been transferred into the transmit shift register or writing 1 to TXFCMD bit of the USART_CMD register. Cleared by a write to the USART_TDATA.
6	TC	Transmission completed 0: Transmission is not completed 1: Transmission is complete. An interrupt will occur if the TCIE bit is set in USART_CTL0. Set by hardware if the transmission of a frame containing data is completed and if the TBE bit is set. Cleared by writing 1 to TCC bit in USART_INTC register.
5	RBNE	Read data buffer not empty 0: Data is not received 1: Data is received and ready to be read. An interrupt will occur if the RBNEIE bit is set in USART_CTL0. Set by hardware when the content of the receive shift register has been transferred to the USART_RDATA. Cleared by reading the USART_RDATA or writing 1 to RXFCMD bit of the USART_CMD register.
4	IDLEF	IDLE line detected flag 0: No Idle Line is detected 1: Idle Line is detected. An interrupt will occur if the IDLEIE bit is set in USART_CTL0 Set by hardware when an Idle Line is detected. It will not be set again until the RBNE bit has been set itself. Cleared by writing 1 to IDLEC bit in USART_INTC register.
3	ORERR	Overrun error 0: No Overrun error is detected 1: Overrun error is detected. An interrupt will occur if the RBNEIE bit is set in USART_CTL0. In multibuffer communication, an interrupt will occur if the ERRIE bit is set in USART_CTL2. Set by hardware when the word in the receive shift register is ready to be transferred into the USART_RDATA register while the RBNE bit is set. Cleared by writing 1 to OREC bit in USART_INTC register.
2	NERR	Noise error flag 0: No noise error is detected 1: Noise error is detected. In multibuffer communication, an interrupt will occur if the ERRIE bit is set in USART_CTL2. Set by hardware when noise error is detected on a received frame. Cleared by writing 1 to NEC bit in USART_INTC register.
1	FERR	Frame error flag

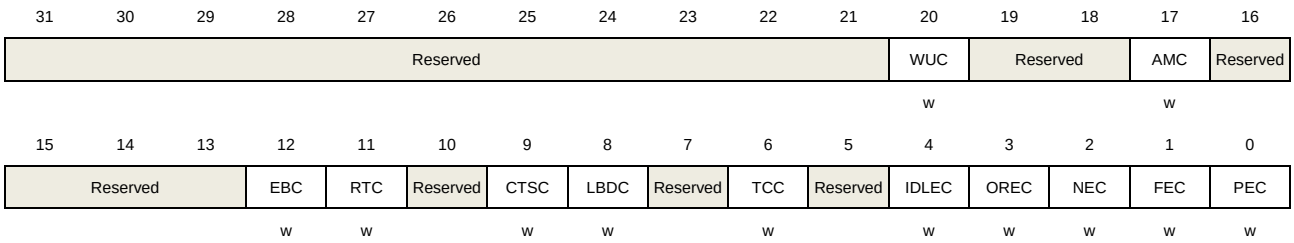
0: No framing error is detected
1: Frame error flag or break character is detected. In multibuffer communication, an interrupt will occur if the ERRIE bit is set in USART_CTL2.
Set by hardware when a de-synchronization, excessive noise or a break character is detected. This bit will be set when the maximum number of transmit attempts is reached without success (the card NACKs the data frame), when USART transmits in smartcard mode.
Cleared by writing 1 to FEC bit in USART_INTC register.

0 PERR Parity error flag
0: No parity error is detected
1: Parity error flag is detected. An interrupt will occur if the PERRIE bit is set in USART_CTL0.
Set by hardware when a parity error occurs in receiver mode.
Cleared by writing 1 to PEC bit in USART_INTC register.

18.4.9. Interrupt status clear register (USART_INTC)

Address offset: 0x20
Reset value: 0x0000_0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:21	Reserved	Must be kept at reset value
20	WUC	Wakeup from Deep-sleep mode clear Writing 1 to this bit clears the WUF bit in the USART_STAT register. This bit is reserved in USART1.
19:18	Reserved	Must be kept at reset value
17	AMC	ADDR match clear Writing 1 to this bit clears the AMF bit in the USART_STAT register.
16:13	Reserved	Must be kept at reset value
12	EBC	End of block clear Writing 1 to this bit clears the EBF bit in the USART_STAT register.

		This bit is reserved in USART1.
11	RTC	Receiver timeout clear Writing 1 to this bit clears the RTF flag in the USART_STAT register. This bit is reserved in USART1.
10	Reserved	Must be kept at reset value
9	CTSC	CTS change clear Writing 1 to this bit clears the CTSF bit in the USART_STAT register.
8	LBDC	LIN break detected clear Writing 1 to this bit clears the LBDF flag in the USART_STAT register. This bit is reserved in USART1.
7	Reserved	Must be kept at reset value
6	TCC	Transmission complete clear Writing 1 to this bit clears the TC bit in the USART_STAT register.
5	Reserved	Must be kept at reset value
4	IDLEC	Idle line detected clear Writing 1 to this bit clears the IDLEF bit in the USART_STAT register.
3	OREC	Overrun error clear Writing 1 to this bit clears the ORERR bit in the USART_STAT register.
2	NEC	Noise detected clear Writing 1 to this bit clears the NERR bit in the USART_STAT register.
1	FEC	Frame error flag clear Writing 1 to this bit clears the FERR bit in the USART_STAT register
0	PEC	Parity error clear Writing 1 to this bit clears the PERR bit in the USART_STAT register.

18.4.10. Receive data register (USART_RDATA)

Offset: 0x24

Reset value: Undefined

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved							RDATA[8:0]								
							r								

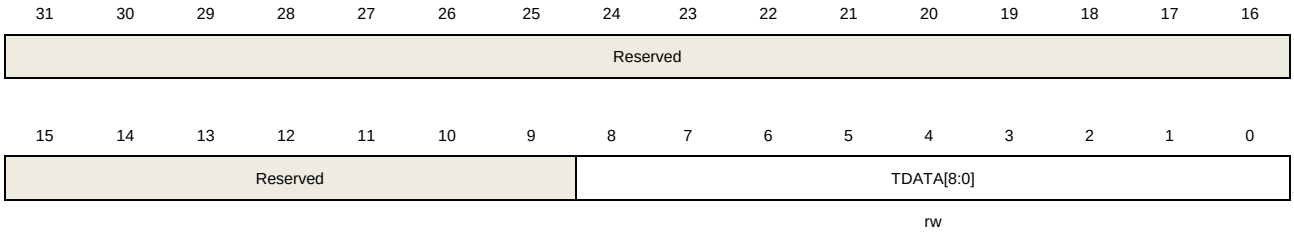
Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value
8:0	RDATA[8:0]	Receive Data value The received data character is contained in these bits. The value read in the MSB (bit 7 or bit 8 depending on the data length) will be the received parity bit, if receiving with the parity is enabled (PCEN bit set to 1 in the USART_CTL0 register).

18.4.11. Transmit data register (USART_TDATA)

Offset: 0x28

Reset value: Undefined

This register has to be accessed by word (32-bit)

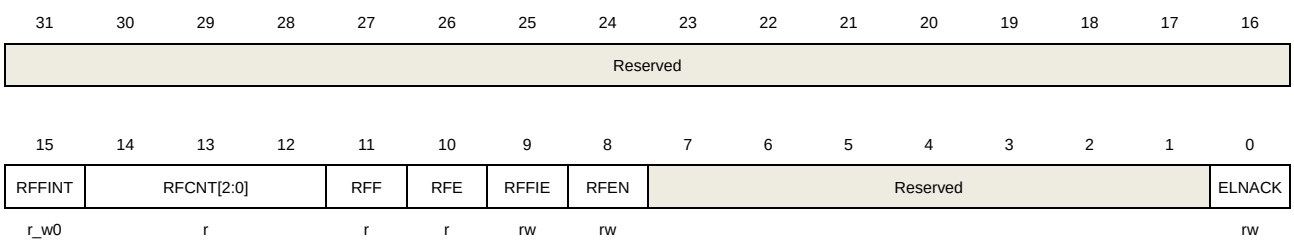


Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value
8:0	TDATA[8:0]	Transmit Data value The transmit data character is contained in these bits. The value written in the MSB (bit 7 or bit 8 depending on the data length) will be replaced by the parity, when transmitting with the parity is enabled (PCEN bit set to 1 in the USART_CTL0 register). This register must be written only when TBE bit in USART_STAT register is set.

18.4.12. USART receive FIFO control and status register (USART_RFCS)

Address offset: 0xD0

Reset value: 0x0000_0400



Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15	RFFINT	Receive FIFO full interrupt flag
14:12	RFCNT[2:0]	Receive FIFO counter number
11	RFF	Receive FIFO full flag 0: Receive FIFO not full 1: Receive FIFO full
10	RFE	Receive FIFO empty flag 0: Receive FIFO not empty 1: Receive FIFO empty
9	RFFIE	Receive FIFO full interrupt enable 0: Receive FIFO full interrupt disable 1: Receive FIFO full interrupt enable
8	RFEN	Receive FIFO enable This bit can be set when UESM = 1. 0: Receive FIFO disable 1: Receive FIFO enable
7:1	Reserved	Must be kept at reset value
0	ELNACK	Early NACK when smartcard mode is selected. The NACK pulse occurs 1/16 bit time earlier when the parity error is detected. 0: Early NACK disable when smartcard mode is selected 1: Early NACK enable when smartcard mode is selected This bit is reserved in USART1.

19. Inter-integrated circuit interface(I2C)

19.1. Overview

The I2C (inter-integrated circuit) module provides an I2C interface which is an industry standard two-line serial interface for MCU to communicate with external I2C interface.I2C bus uses two serial lines: a serial data line, SDA, and a serial clock line, SCL.

The I2C interface implements standard I2C protocol with standard-mode, fast-mode and fast-mode-plus as well as CRC calculation and checking, SMBus (system management bus) and PMBus (power management bus). It also supports multi-master I2C bus. The I2C interface provides DMA mode for users to reduce CPU overload.

19.2. Characteristics

- Parallel-bus to I2C-bus protocol converter and interface
- Both master and slave functions with the same interface
- Bi-directional data transfer between master and slave
- Supports 7-bit and 10-bit addressing and general call addressing
- Multi-master capability
- Supports standard-mode (up to 100 kHz),fast-mode (up to 400 kHz)and fast-mode-plus (up to 1MHz)
- Configurable SCL stretching in slave mode
- Supports DMA mode
- SMBus 2.0 and PMBus compatible
- 2 Interrupts: one for successful byte transmission and the other for error event
- Optional PEC (packet error checking) generation and check

19.3. Function overview

Figure 19-1. I2C module block diagram below provides details on the internal configuration of the I2C interface.

Figure 19-1. I2C module block diagram

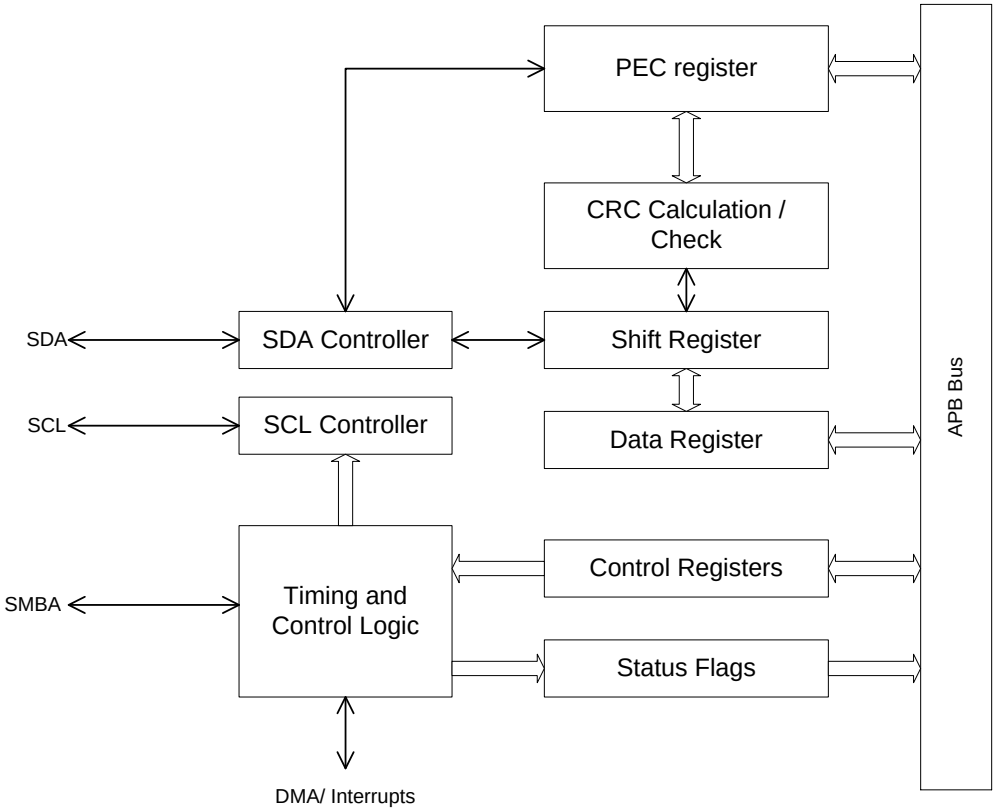


Table 19-1. Definition of I2C-bus terminology (refer to the I2C specification of Philips semiconductors)

Term	Description
Transmitter	the device which sends data to the bus
Receiver	the device which receives data from the bus
Master	the device which initiates a transfer, generates clock signals and terminates a transfer
Slave	the device addressed by a master
Multi-master	more than one master can attempt to control the bus at the same time without corrupting the message
Synchronization	procedure to synchronize the clock signals of two or more devices
Arbitration	procedure to ensure that, if more than one master tries to control the bus simultaneously, only one is allowed to do so and the winning master's message is not corrupted

19.3.1. SDA and SCL lines

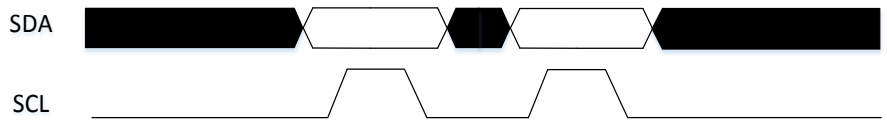
The I2C module has two external lines, the serial data SDA and serial clock SCL lines. The

two wires carry information between the devices connected to the bus. Both SDA and SCL are bidirectional lines, connected to a positive supply voltage via current-source or pull-up resistor. When the bus is free, both lines are HIGH. The output stages of devices connected to the bus must have an open-drain or open-collect to perform the wired-AND function. Data on the I2C-bus can be transferred at rates of up to 100 kbit/s in the standard-mode, up to 400 kbit/s in the fast-mode and up to 1Mbit/s in the fast-mode-plus if the FMPEN bit in I2C_FMPCFG is set. Due to the variety of different technology devices (CMOS, NMOS, bipolar) that can be connected to the I2C-bus, the voltage levels of the logical '0' (LOW) and '1' (HIGH) are not fixedand depend on the associated level of V_{DD}.

19.3.2. Data validation

The data on the SDA line must be stable during the HIGH period of the clock. The HIGH or LOW state of the data line can only change when the clock signal on the SCL line is LOW (see ***Figure 19-2. Data validation***). One clock pulse is generated for each data bit transferred.

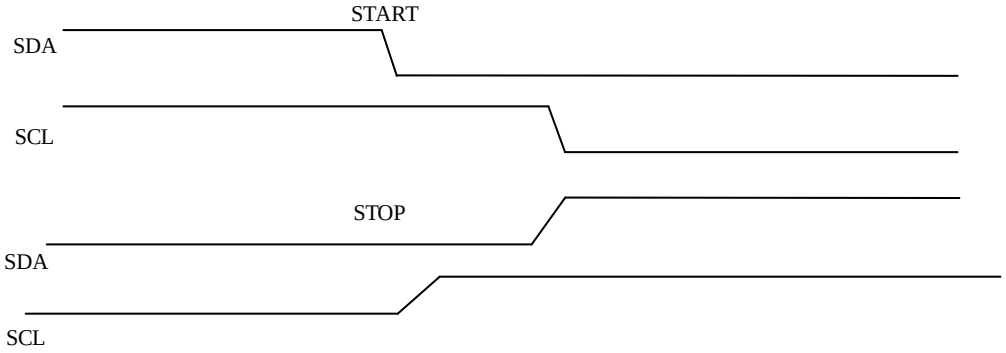
Figure 19-2. Data validation



19.3.3. START and STOP condition

All transactions begin with a START (S) and are terminated by a STOP (P) (see ***Figure 19-3. START and STOP condition***). A HIGH to LOW transition on the SDA line while SCL is HIGH defines a START condition. A LOW to HIGH transition on the SDA line while SCL is HIGH defines a STOP condition.

Figure 19-3. START and STOP condition

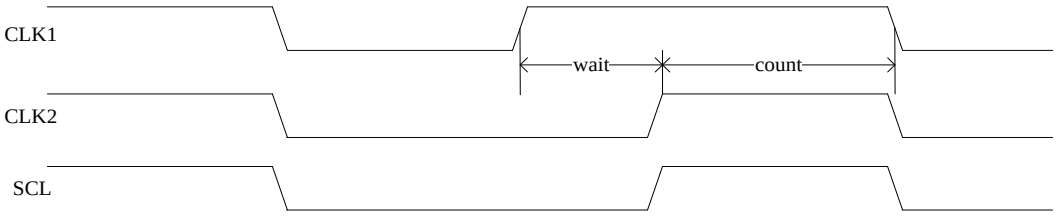


19.3.4. Clock synchronization

Two masters can begin transmitting on a free bus at the same time and there must be a method for deciding which master takes control of the bus and complete its transmission. This is done by clock synchronization and bus arbitration. In a single master system, clock synchronization and bus arbitration are unnecessary.

Clock synchronization is performed using the wired-AND connection of I2C interfaces to the SCL line. This means that a HIGH to LOW transition on the SCL line causes the masters concerned to start counting off their LOW period and, once a master clock has gone LOW, it holds the SCL line in that state until the clock HIGH state is reached (see ***Figure 19-4. Clock synchronization***). However, if another clock is still within its LOW period, the LOW to HIGH transition of this clock may not change the state of the SCL line. The SCL line is therefore held LOW by the master with the longest LOW period. Masters with shorter LOW periods enter a HIGH wait-state during this time.

Figure 19-4. Clock synchronization



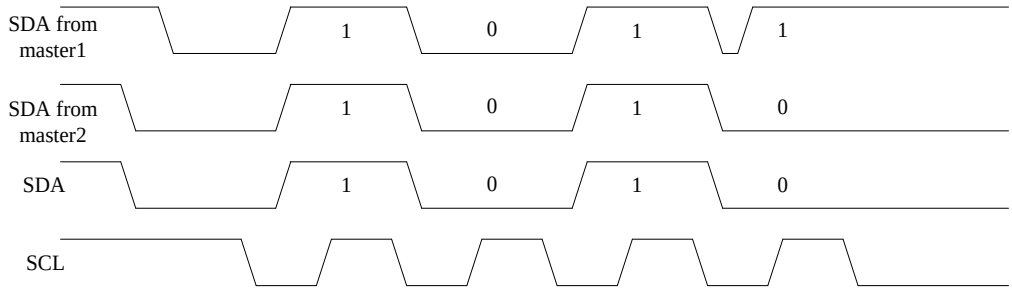
19.3.5. Arbitration

Arbitration, like synchronization, is part of the protocol where more than one master is used in the system. Slaves are not involved in the arbitration procedure.

A master may start a transfer only if the bus is free. Two masters may generate a START condition within the minimum hold time of the START condition which results in a valid START condition on the bus. Arbitration is then required to determine which master will complete its transmission.

Arbitration proceeds bit by bit. During every bit, while SCL is HIGH, each master checks to see whether the SDA level matches what it has sent. This process may take many bits. Two masters can even complete an entire transaction without error, as long as the transmissions are identical. The first time a master tries to send a HIGH, but detects that the SDA level is LOW, then the master knows that it has lost the arbitration and turns off its SDA output driver. The other master goes on to complete its transaction.

Figure 19-5. SDA Line arbitration



19.3.6. I2C communication flow

Each I2C device is recognized by a unique address (whether it is a microcontroller, LCD driver, memory or keyboard interface) and can operate as either a transmitter or receiver, depending on the function of the device.

An I2C slave will continue to detect addresses after a START condition on I2C bus and compare the detected address with its slave address which is programmable by software. Once the two addresses match, the I2C slave will send an ACK to the I2C bus and responses to the following command on I2C bus: transmitting or receiving the desired data. Additionally, if General Call is enabled by software, the I2C slave always responses to a General Call Address (0x00). The I2C block support both 7-bit and 10-bit address modes.

An I2C master always initiates or end a transfer using START or STOP condition and it's also responsible for SCL clock generation.

Figure 19-6. I2C communication flow with 7-bit address

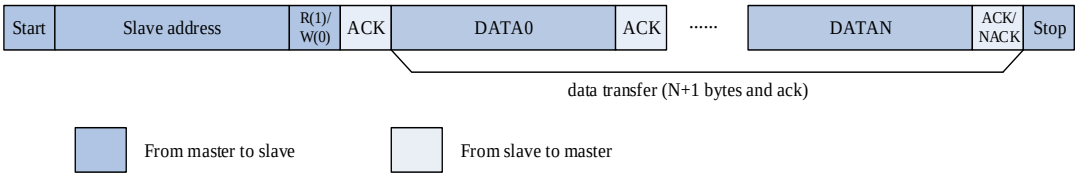
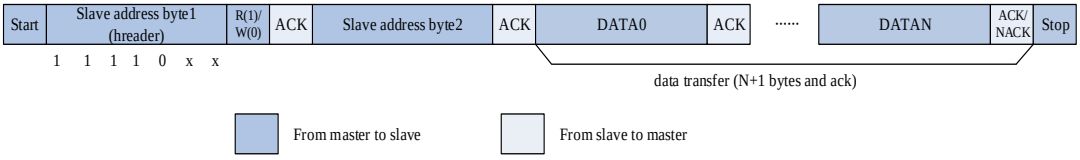


Figure 19-7. I2C communication flow with 10-bit address



19.3.7. Programming model

An I2C device such as LCD driver may only be a receiver, whereas a memory can both receive and transmit data. In addition to transmitters and receivers, devices can also be considered as masters or slaves when performing data transfers. A master is the device which initiates a data transfer on the bus and generates the clock signals to permit that transfer. At that time, any device addressed is considered a slave.

An I2C device is able to transmit or receive data whether it's a master or a slave, thus, there're 4 operation modes for an I2C device:

- Master Transmitter
- Master Receiver
- Slave Transmitter
- Slave Receiver

I2C block supports all of the four I2C modes. After system reset, it works in slave mode. If it's programmed by software and finished sending a START condition on I2C bus, it changes into master mode. The I2C changes back to slave mode after it's programmed by software and finished sending a STOP condition on I2C bus.

Programming model in slave transmitting mode

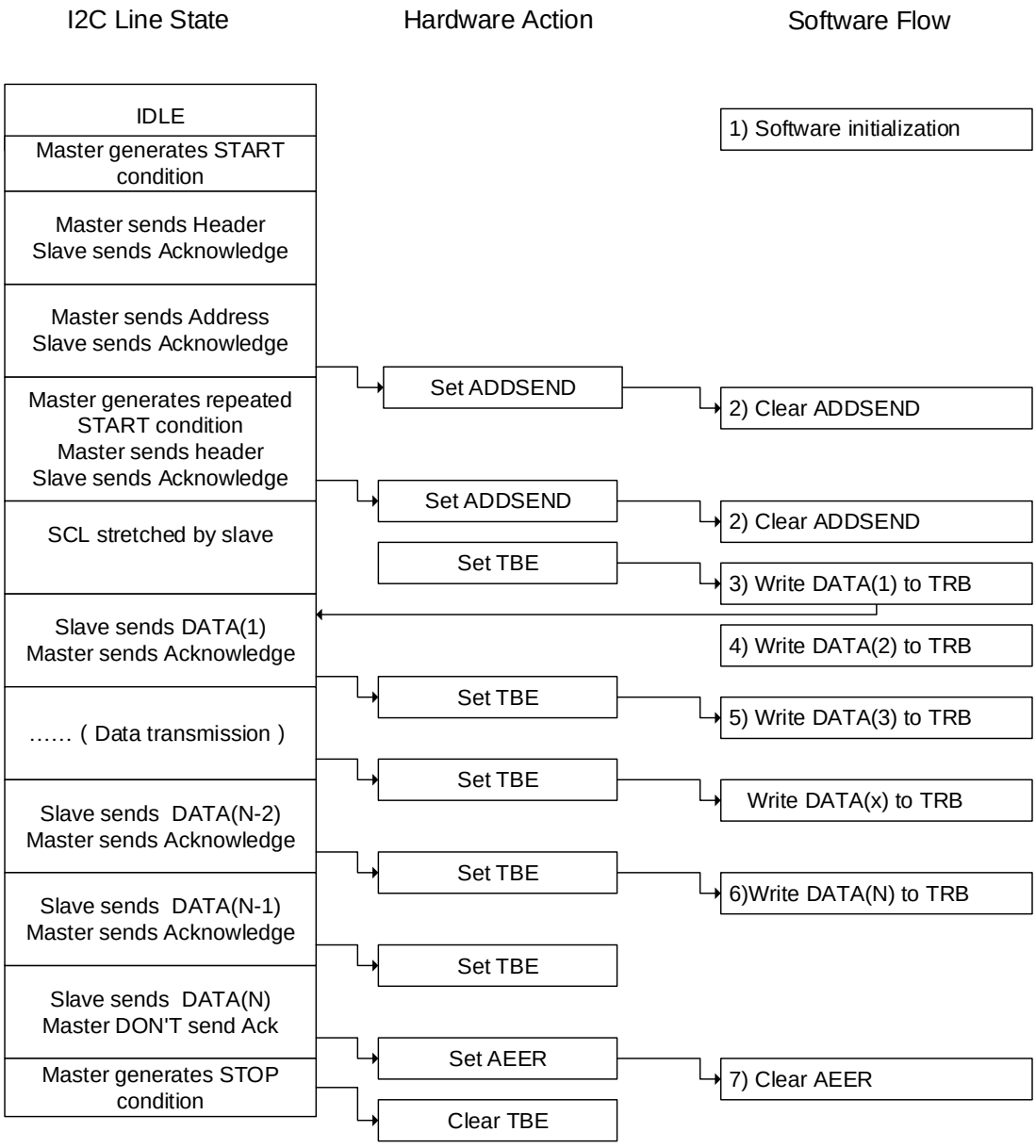
As is shown in the figure below, the following software procedure should be followed if users wish to make transaction in slave transmitter mode:

1. First of all, software should enable I2C peripheral clock as well as configure clock related registers in I2C_CTL1 to make sure correct I2C timing. After enabled and configured, I2C operates in its default slave state and waits for START condition followed by address on I2C bus.
2. After receiving a START condition followed by a matched address, either in 7-bit format or in 10-bit format, the I2C hardware sets the ADDSEND bit in I2C_STAT0 register, which should be monitored by software either by polling or interrupt. After that software should read I2C_STAT0 and then I2C_STAT1 to clear ADDSEND bit. If 10-bit addressing format is selected, the I2C master should then send a repeated START(Sr) condition followed by a header to the I2C bus. The slave sets ADDSEND bit again after it detects the repeated START(Sr) condition and the following header. Software needs to clear the ADDSEND bit again by reading I2C_STAT0 and then I2C_STAT1.
3. Now I2C enters data transmission stage and hardware sets TBE bit because both the shift register and data register I2C_DATA are empty. Once TBE is set, Software should write the first byte of data to I2C_DATA register, TBE is not cleared in this case because the write byte in I2C_DATA is moved to the internal shift register immediately. I2C begins to transmit data to I2C bus as soon as the shift register is not empty.
4. During the first byte's transmission, software can write the second byte to I2C_DATA, and this time TBE is cleared because neither I2C_DATA nor shift register is empty.
5. Any time TBE is set, software can write a byte to I2C_DATA as long as there are still data to be transmitted.
6. During the second last byte's transmission, software write the last data to I2C_DATA to clear the TBE flag and doesn't care TBE anymore. So TBE will be set after the byte's

transmission and not cleared until a STOP condition.

7. I2C master doesn’t acknowledge to the last byte according to the I2C protocol, so after sending the last byte, I2C slave will wait for the STOP condition on I2C bus and sets AERR (Acknowledge Error) bit to notify software that transmission completes. Software clears AERR bit by writing 0 to it.

Figure 19-8. Programming model for slave transmitting



Programming model in slave receiving mode

As is shown in the figure below, the following software procedure should be followed if users wish to make reception in slave receiver mode:

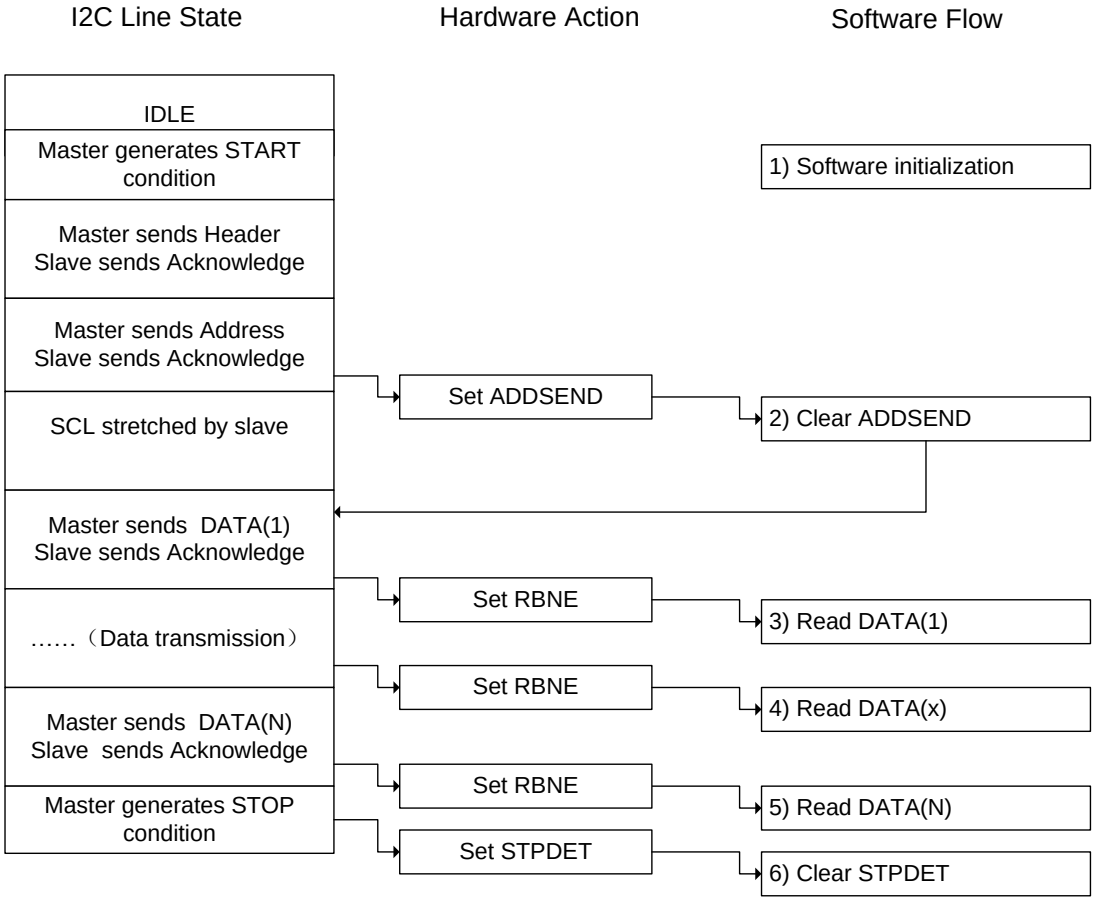
1. First of all, software should enable I2C peripheral clock as well as configure clock related registers in I2C_CTL1 to make sure correct I2C timing. After enabled and configured, I2C operates in its default slave state and waits for START condition followed by address on I2C bus.

2. After receiving a START condition followed by a matched 7-bit or 10-bit address, the I2C

hardware sets the ADDSEND bit in I2C status register, which should be monitored by software either by polling or interrupt. After that software should read I2C_STAT0 and then I2C_STAT1 to clear ADDSEND bit. The I2C begins to receive data to I2C bus as soon as ADDSEND bit is cleared.

3. As soon as the first byte is received, RBNE is set by hardware. Software can now read the first byte from I2C_DATA and RBNE is cleared as well.
4. Any time RBNE is set, software can read a byte from I2C_DATA.
5. After last byte is received, RBNE is set. Software reads the last byte.
6. STPDET bit is set when I2C detects a STOP condition on I2C bus and software reads I2C_STAT0 and then write I2C_CTL0 to clear the STPDET bit.

Figure 19-9. Programming model for slave receiving



Programming model in master transmitting mode

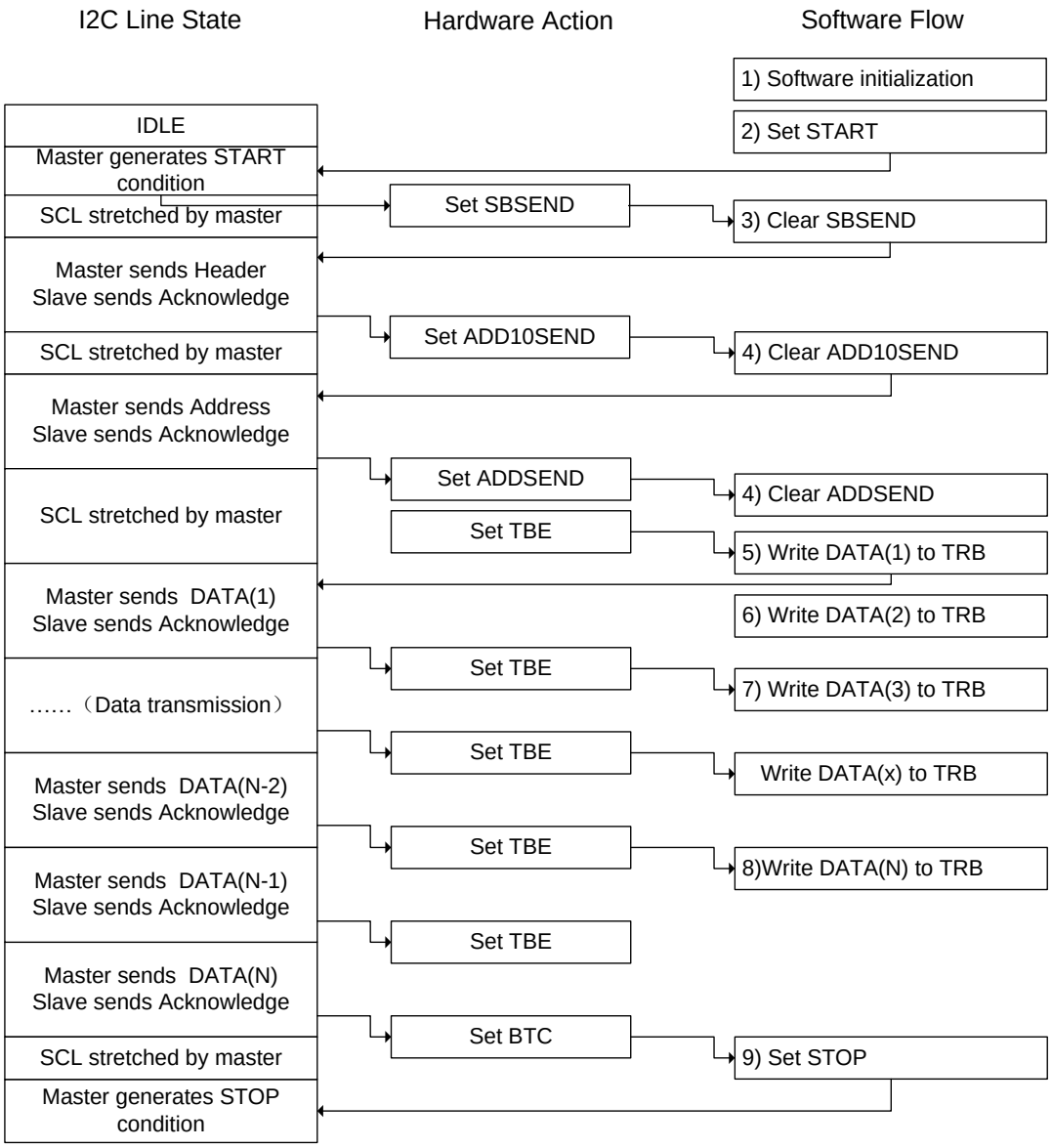
As it shows in figure below, the following software procedure should be followed if users wish to make transaction in master transmitter mode:

1. First of all, software should enable I2C peripheral clock as well as configure clock

related registers in I2C_CTL1 to make sure correct I2C timing. After enabled and configured, I2C operates in its default slave state and waits for START condition followed by address on I2C bus.

2. Software set START bit requesting I2C to generate a START condition to I2C bus.
3. After sending a START condition, the I2C hardware sets the SBSEND bit in I2C status register and enters master mode. Now software should clear the SBSEND bit by reading I2C_STAT0 and then writing a 7-bit address or header of a 10-bit address to I2C_DATA. I2C begins to send address or header to I2C bus as soon as SBSEND bit is cleared. If the address sent is a header of 10-bit address, the hardware sets ADD10SEND bit after sending header and software should clear the ADD10SEND bit by reading I2C_STAT0 and writing 10-bit lower address to I2C_DATA.
4. After the 7-bit or 10-bit address is sent, the I2C hardware sets the ADDSEND bit and software should clear the ADDSEND bit by reading I2C_STAT0 and then I2C_STAT1.
5. Now I2C enters data transmission stage and hardware sets TBE bit because both the shift register and data register I2C_DATA are empty. Software now write the first byte data to I2C_DATA register, but the TBE is not cleared because the write byte in I2C_DATA is moved to internal shift register immediately. The I2C begins to transmit data to I2C bus as soon as shift register is not empty.
6. During the first byte's transmission, software can write the second byte to I2C_DATA, and this time TBE is cleared because neither I2C_DATA nor shift register is empty.
7. Any time TBE is set, software can write a byte to I2C_DATA as long as there are still data to be transmitted.
8. During the second last byte's transmission, software write the last data to I2C_DATA to clear the TBE flag and doesn't care TBE anymore. So TBE will be asserted after the byte's transmission and not cleared until a STOP condition.
9. After sending the last byte, I2C master sets BTC bit because both shift register and I2C_DATA are empty. Software should program a STOP request now, and the I2C clears both TBE and BTC flags after sending a STOP condition.

Figure 19-10. Programming model for master transmitting



Programming model in master receiving mode

In master receiving mode, a master is responsible for generating NACK for the last byte reception and then sending STOP condition on I2C bus. So, special attention should be paid to ensure the correct ending of data reception. Two solutions for master receiving are provided here for your application: Solution A and B. Solution A requires the software's quick response to I2C events, while Solution B doesn't.

Solution A

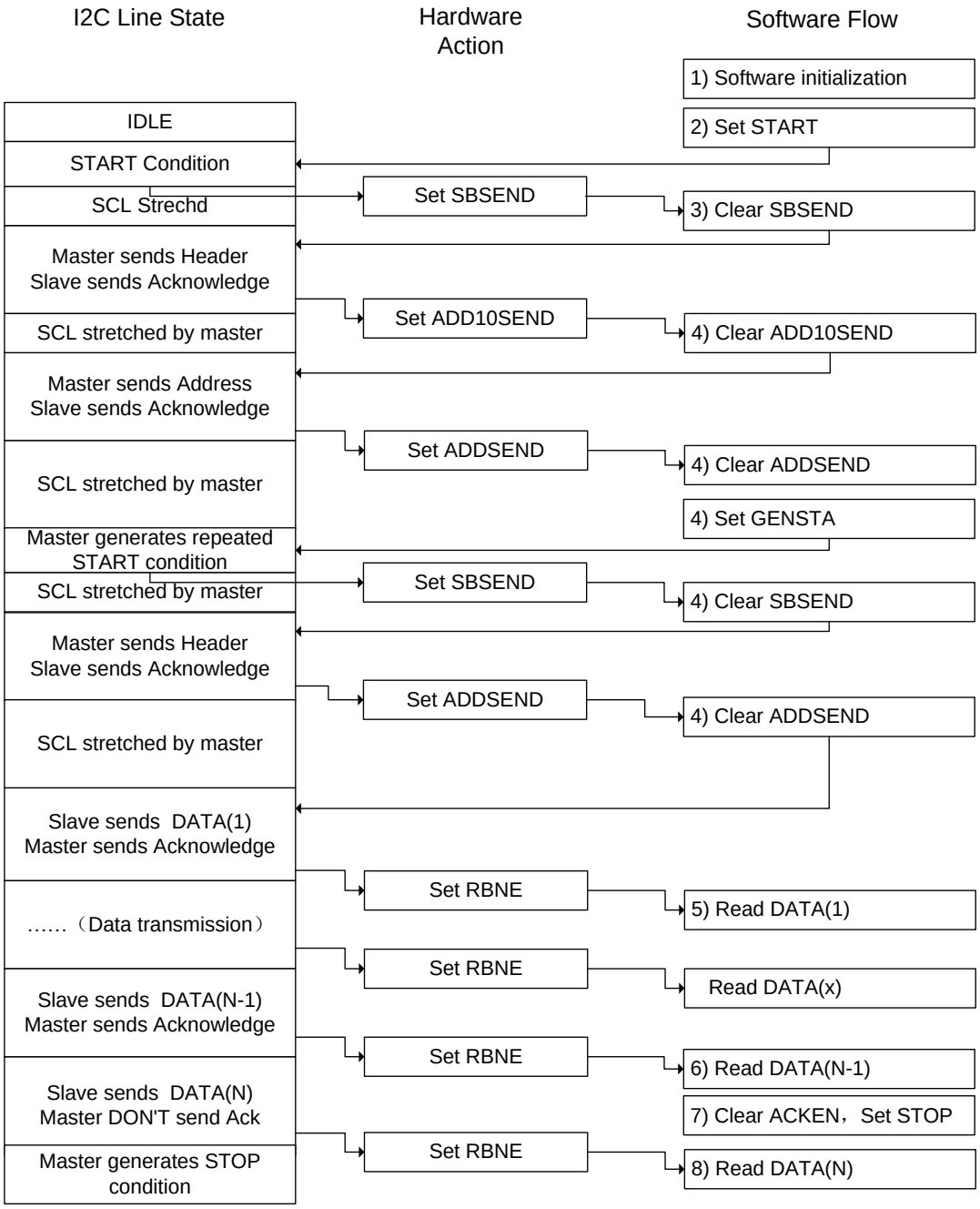
1. First of all, software should enable I2C peripheral clock as well as configure clock related registers in I2C_CTL1 to make sure correct I2C timing. After enabled and

configured, I2C operates in its default slave state and waits for START condition followed by address on I2C bus.

2. Software set START bit requesting I2C to generate a START condition to I2C bus.
3. After sending a START condition, the I2C hardware sets the SBSEND bit in I2C status register and enters master mode. Now software should clear the SBSEND bit by reading I2C_STAT0 and then writing a 7-bit address or header of a 10-bit address to I2C_DATA. I2C begins to send address or header to I2C bus as soon as SBSEND bit is cleared. If the address sent is a header of 10-bit address, the hardware sets ADD10SEND bit after sending header and software should clear the ADD10SEND bit by reading I2C_STAT0 and writing 10-bit lower address to I2C_DATA.
4. After the 7-bit or 10-bit address is sent, the I2C hardware sets the ADDSEND bit and software should clear the ADDSEND bit by reading I2C_STAT0 and then I2C_STAT1. If the address is in 10-bit format, software should then set START bit again to generate a repeated START condition on I2C bus and SBSEND is set after the repeated START is sent out. Software should clear the SBSEND bit by reading I2C_STAT0 and writing header to I2C_DATA. Then the header is sent out to I2C bus, and ADDSEND is set again. Software should again clear ADDSEND by reading I2C_STAT0 and then I2C_STAT1.
5. As soon as the first byte is received, RBNE is set by hardware. Software now can read the first byte from I2C_DATA and RBNE is cleared as well.
6. Any time RBNE is set, software can read a byte from I2C_DATA.
7. After the second last byte is received, the software should clear ACKEN bit and set STOP bit. These actions should complete before the end of the last byte's receiving to ensure that NACK is sent for the last byte.
8. After last byte is received, RBNE is set. Software reads the last byte. I2C doesn't send ACK to the last byte and generate a STOP condition after the transmission of the last byte.

Above steps require byte number N>1. If N=1, Step 7 should be performed after Step 4 and completed before the end of the single byte's receiving.

Figure 19-11. Programming model for master receiving using Solution A



Solution B

1. First of all, software should enable I2C peripheral clock as well as configure clock related registers in I2C_CTL1 to make sure correct I2C timing. After enabled and configured, I2C operates in its default slave state and waits for START condition followed by address on I2C bus.

2. Software set START bit requesting I2C to generate a START condition to I2C bus.

3. After sending a START condition, the I2C hardware sets the SBSEND bit in I2C status register and enters master mode. Now software should clear the SBSEND bit by

reading I2C_STAT0 and then writing a 7-bit address or header of a 10-bit address to I2C_DATA. I2C begins to send address or header to I2C bus as soon as SBSEND bit is cleared. If the address sent is a header of 10-bit address, the hardware sets ADD10SEND bit after sending header and software should clear the ADD10SEND bit by reading I2C_STAT0 and writing 10-bit lower address to I2C_DATA.

4. After the 7-bit or 10-bit address is sent, the I2C hardware sets the ADDSEND bit and software should clear the ADDSEND bit by reading I2C_STAT0 and then I2C_STAT1. If the address is in 10-bit format, software should then set START bit again to generate a repeated START condition on I2C bus and SBSEND is set after the repeated START is sent out. Software should clear the SBSEND bit by reading I2C_STAT0 and writing header toI2C_DATA. Then the header is sent out to I2C bus, and ADDSEND is set again. Software should again clear ADDSEND by reading I2C_STAT0 and then I2C_STAT1.
5. As soon as the first byte is received, RBNE is set by hardware. Software now can read the first byte from I2C_DATA and RBNE is cleared as well.
6. Any time RBNE is set, software can read a byte from I2C_DATA until the master receives N-3 bytes.

As shown in ***Figure 19-12. Programming model for master receiving using solution B***, the N-2 byte is not read out by software, so after the N-1 byte is received, both BTC and RBNE are asserted. The bus is stretched by master to prevent the reception of the last byte. Then software should clear ACKEN bit.

7. Software reads out N-2 byte, clearing BTC. After this the N-1 byte is moved from shift register to I2C_DATA and bus is released and begins to receive the last byte.
8. After last byte is received, both BTC and RBNE is set again. Software sets STOP bit and master sends out a STOP condition on bus.
9. Software reads the N-1 byte, clearing BTC. After this the last byte is moved from shift register to I2C_DATA.
10. Software reads the last byte, clearing RBNE.

Above steps require that byte number N>2. N=1 or N=2 are similar:

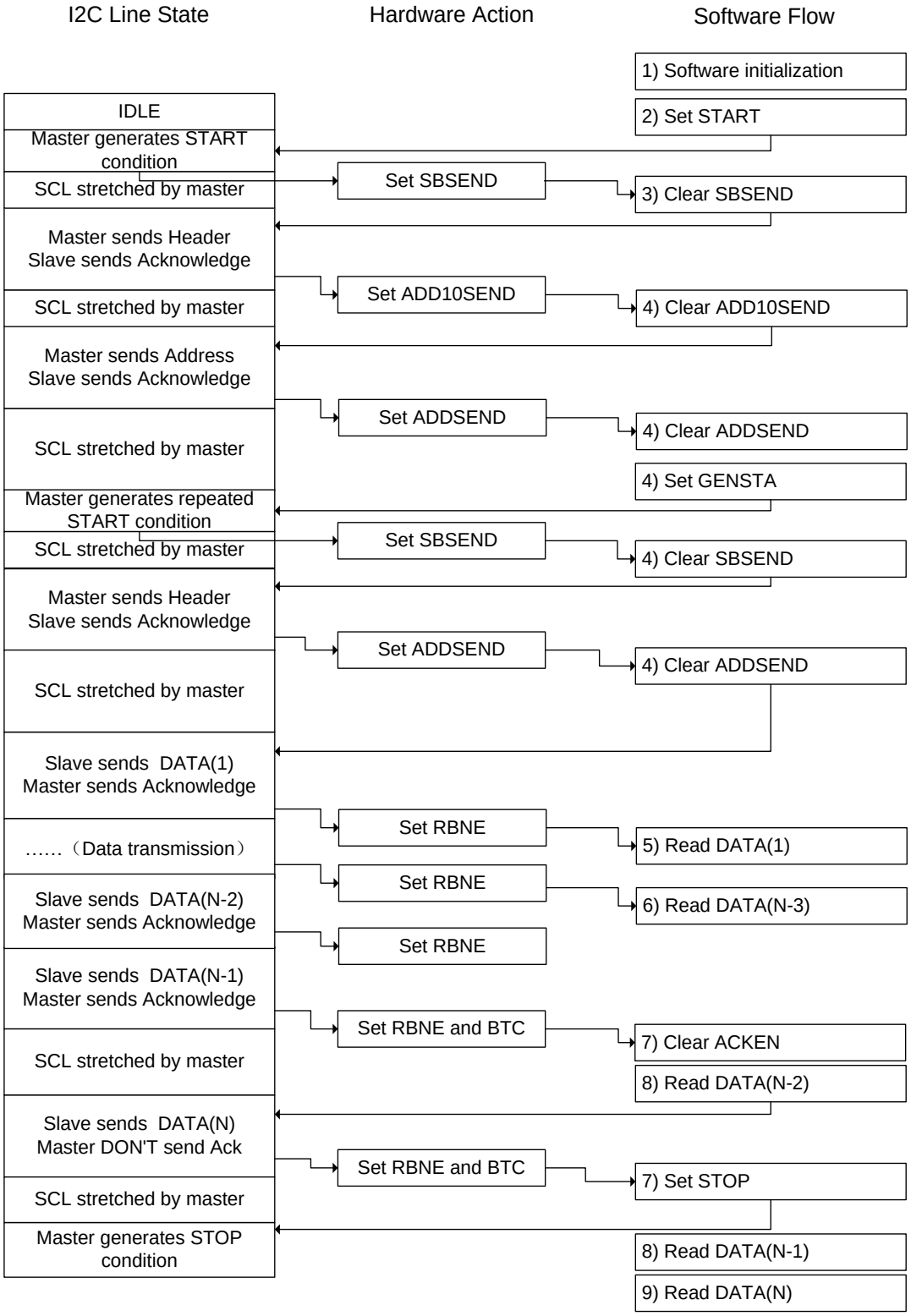
N=1

In Step4, software should reset ACK bit before clearing ADDSEND bit and set STOP bit after clearing ADDSEND bit. Step 5 is the last step when N=1.

N=2

In Step 2, software should set POAP bit before set START bit. In Step 4, software should reset ACKEN bit before clearing ADDSEND bit. In Step 5, software should wait until BTC is set and then set STOP bit and reads I2C_DATA twice.

Figure 19-12. Programming model for master receiving using solution B



19.3.8. SCL line stretching

The SCL line stretching function is designed to avoid overflow error in reception and underflow error in transmission. As is shown in Programming Model, when the TBE and BTC bit of a transmitter is set, the transmitter stretches the SCL line low until the transfer buffer register is filled with the next transmit data. When the RBNE and BTC bit of a receiver is set, the receiver stretches the SCL line low until the data in the transfer buffer is read out.

When works in slave mode, the SCL line stretching function can be disabled by setting the DISSTRC bit in the I2C_CTL0 register. If this bit is set, the software is required to be quick enough to serve the TBE, RBNE and BTC status, otherwise, overflow or underflow situation might occur.

19.3.9. Use DMA for data transfer

As is shown in Programming Model, each time TBE or RBNE is asserted, software should write or read a byte, this may cause CPU's high overload. The DMA controller can be used to process TBE and RBNE flag: each time TBE or RBNE is asserted, DMA controller does a read or write operation automatically.

The DMA request is enabled by the DMAON bit in the I2C_CTL1 register. This bit should be set before clearing the ADDSEND status. If the SCL line stretching function is disabled for a slave device, the DMAON bit should be set before the ADDSEND event.

Refer to the specification of the DMA controller for the configuration method of a DMA stream. The DMA controller must be configured and enabled before I2C transfer. When the configured number of byte has been transferred, the DMA controller generates End of Transfer (EOC) interrupt.

When a master receives two or more bytes, the DMALST bit in the I2C_CTL1 register should be set. The I2C master will not send nack after the last byte. The software can set the STOP bit to generate a stop condition in the ISR of the DMA EOC interrupt.

When a master receives only one byte, the ACKEN bit must be cleared before clearing the ADDSEND status. Software can set the STOP bit to generate a stop condition after clearing the ADDSEND status, or in the ISR of the DMA EOC interrupt.

19.3.10. Packet error checking

There is a CRC-8 calculator in I2C block to perform Packet Error Checking for I2C data. The polynomial of the CRC is x8 + x2 + x + 1 which is compatible with the SMBus protocol. If enabled by setting PECEN bit, the PEC will calculate all the data transmitted through I2C including address. I2C is able to send out the PEC value after the last data byte or check the received PEC value with its calculated PEC using the PECTRANS bit. In DMA mode, the I2C will send or check PEC value automatically if PECEN bit is set.

19.3.11. SMBus support

The System Management Bus (abbreviated to SMBus or SMB) is a single-ended simple two-wire bus for the purpose of lightweight communication. Most commonly it is found in computer motherboards for communication with power source for ON/OFF instructions. It is derived from I2C for communication with low-bandwidth devices on a motherboard, especially power related chips such as a laptop's rechargeable battery subsystem (see Smart Battery Data).

SMBus protocol

Each message transaction on SMBus follows the format of one of the defined SMBus protocols. The SMBus protocols are a subset of the data transfer formats defined in the I2C specifications. I2C devices that can be accessed through one of the SMBus protocols are compatible with the SMBus specifications. I2C devices that do not adhere to these protocols cannot be accessed by standard methods as defined in the SMBus and Advanced Configuration and Power Management Interface (abbreviated to ACPI) specifications.

Address resolution protocol

The SMBus uses I2C hardware and I2C hardware addressing, but adds second-level software for building special systems. Additionally, its specifications include an Address Resolution Protocol that can make dynamic address allocations. Dynamic reconfiguration of the hardware and software allow bus devices to be ‘hot-plugged’ and used immediately, without restarting the system. The devices are recognized automatically and assigned unique addresses. This advantage results in a plug-and-play user interface. In both those protocols there is a very useful distinction made between a System Host and all the other devices in the system that can have the names and functions of masters or slaves.

Time-out feature

SMBus has a time-out feature which resets devices if a communication takes too long. This explains the minimum clock frequency of 10 kHz to prevent locking up the bus. I2C can be a ‘DC’ bus, meaning that a slave device stretches the master clock when performing some routine while the master is accessing it. This will notify to the master that the slave is busy but does not want to lose the communication. The slave device will allow continuation after its task is completed. There is no limit in the I2C bus protocol as to how long this delay can be, whereas for a SMBus system, it would be limited to 35ms. SMBus protocol just assumes that if something takes too long, then it means that there is a problem on the bus and that all devices must reset in order to clear this mode. Slave devices are not allowed to hold the clock low too long.

Packet error checking

SMBus 2.0 and 1.1 allow Packet Error Checking (PEC). In that mode, a PEC (packet error code) byte is appended at the end of each transaction. The byte is calculated as CRC-8 checksum, calculated over the entire message including the address and read/write bit. The polynomial used is x8+x2+x+1 (the CRC-8-ATM HEC algorithm, initialized to zero).

SMBus alert

The SMBus has an extra optional shared interrupt signal called SMBALERT# which can be used by slaves to tell the host to ask its slaves about events of interest. SMBus also defines a less common "Host Notify Protocol", providing similar notifications but passing more data and building on the I2C multi-master mode.

SMBus programming flow

The programming flow for SMBus is similar to normal I2C. In order to use SMBus mode, the application should configure several SMBus specific registers, response to some SMBus specific flags and implement the upper protocols described in SMBus specification.

1. Before communication, SMBEN bit in I2C_CTL0 should be set and SMBSEL and ARPEN bits should be configured to desired value.
2. In order to support address resolution protocol (ARP) (ARPEN=1), the software should response to HSTSMB flag in SMBus Host Mode (SMBTYPE =1) or DEFSMB flag in SMBus Device Mode, and implement the function of ARP protocol.
3. In order to support SMBus Alert Mode, the software should response to SMBALT flag and implement the related function.

19.3.12. Status, errors and interrupts

There are several status and error flags in I2C, and interrupt may be asserted from these flags by setting some register bits (refer to I2C register for detail).

Table 19-2. Event status flags

Event Flag Name	Description
SBSEND	START condition sent (master)
ADDSEND	Address sent or received
ADD10SEND	Header of 10-bit address sent
STPDET	STOP condition detected
BTC	Byte transmission completed
TBE	I2C_DATA is empty when transmitting
RBNE	I2C_DATA is not empty when receiving

Table 19-3. I2C error flags

I2C Error Name	Description
BERR	Bus error
LOSTARB	Arbitration lost
OUERR	Over-run or under-run when SCL stretch is disabled.
AERR	No acknowledge received
PECERR	CRC value doesn't match
SMBTO	Bus timeout in SMBus mode
SMBALT	SMBus Alert

19.4. Register definition

19.4.1. Control register 0 (I2C_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SRESET	Reserved	SALT	PECTRANS	POAP	ACKEN	STOP	START	DISSTRC	GCEN	PECEN	ARPEN	SMBSEL	Reserved	SMBEN	I2CEN
rw		rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw		rw	rw

Bits	Fields	Descriptions
15	SRESET	Software reset I2C, software should wait until the I2C lines are released to reset the I2C 0: I2C is not under reset 1: I2C is under reset
14	Reserved	Must be kept the reset value
13	SALT	SMBus Alert. Issue alert through SMBA pin. Software can set and clear this bit and hardware can clear this bit. 0: Don't issue alert through SMBA pin 1: Issue alert through SMBA pin
12	PECTRANS	PEC Transfer Software set and clear this bit while hardware clears this bit when PEC is transferred or START/STOP condition detected or I2CEN=0 0: Don't transfer PEC value 1: Transfer PEC
11	POAP	Position of ACK and PEC when receiving

		This bit is set and cleared by software and cleared by hardware when I2CEN=0 0: ACKEN bit specifies whether to send ACK or NACK for the current byte that is being received. PECTRANS bit indicates that the current receiving byte is a PEC byte 1: ACKEN bit specifies whether to send ACK or NACK for the next byte that is to be received, PECTRANS bit indicates the next byte that is to be received is a PEC byte
10	ACKEN	Whether or not to send an ACK This bit is set and cleared by software and cleared by hardware when I2CEN=0 0: ACK will not be sent 1: ACK will be sent
9	STOP	Generate a STOP condition on I2C bus This bit is set and cleared by software and set by hardware when SMBUs timeout and cleared by hardware when STOP condition detected. 0: STOP will not be sent 1: STOP will be sent
8	START	Generate a START condition on I2C bus This bit is set and cleared by software and cleared by hardware when START condition detected or I2CEN=0 0: START will not be sent 1: START will be sent
7	DISSTRC	Whether to stretch SCL low when data is not ready in slave mode. This bit is set and cleared by software. 0: SCL Stretching is enabled 1: SCL Stretching is disabled
6	GCEN	Whether or not to response to a General Call (0x00) 0: Slave won't response to a General Call 1: Slave will response to a General Call
5	PECEN	PEC Calculation Switch 0: PEC Calculation off 1: PEC Calculation on
4	ARPEN	ARP protocol in SMBus switch 0: ARP is disabled 1: ARP is enabled
3	SMBSEL	SMBus Type Selection 0: Device

		1: Host
2	Reserved	Must keep the reset value
1	SMBEN	SMBus/I2C mode switch 0: I2C mode 1: SMBus mode
0	I2CEN	I2C peripheral enable 0: I2C is disabled 1: I2C is enabled

19.4.2. Control register 1 (I2C_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word(16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			DMALST	DMAON	BUFIE	EVIE	ERRIE	Reserved	I2CCLK[6:0]						
			rw	rw	rw	rw	rw		rw						

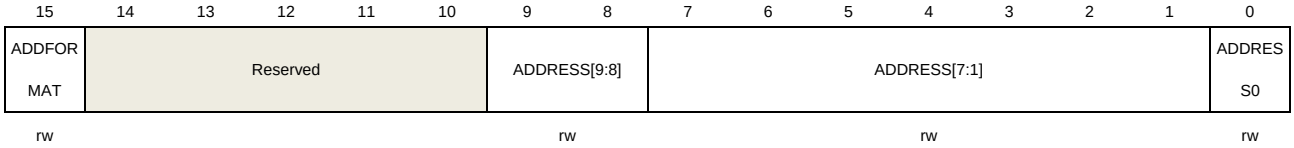
Bits	Fields	Descriptions
15:13	Reserved	Must be kept the reset value
12	DMALST	Flag indicating DMA last transfer 0: Next DMA EOT is not the last transfer 1: Next DMA EOT is the last transfer
11	DMAON	DMA mode switch 0: DMA mode disabled 1: DMA mode enabled
10	BUFIE	Buffer interrupt enable 0: No interrupt asserted when TBE = 1 or RBNE = 1 1: Interrupt asserted when TBE = 1 or RBNE = 1 if EVIE=1
9	EVIE	Event interrupt enable 0: Event interrupt disabled 1: Event interrupt enabled, means that interrupt will be generated when SBSEND, ADDSEND, ADD10SEND, STPDET or BTC flag asserted or TBE=1 or RBNE=1 if BUFIE=1.
8	ERRIE	Error interrupt enable 0: Error interrupt disabled 1: Error interrupt enabled, means that interrupt will be generated when BERR, LOSTARB, AERR, OUERR, PECERR, SMBTO or SMBALT flag asserted.

7	Reserved	Must be kept the reset value
6:0	I2CCLK[6:0]	I2C Peripheral clock frequency I2CCLK[6:0]should be the frequency of input APB1 clock in MHz which is at least 2. 0h - 1h: Not allowed 2h - 84h: 2 MHz~54MHz 85h - 127h: Not allowed due to the limitation of APB1 clock

19.4.3. Slave address register 0 (I2C_SADDR0)

Address offset: 0x08
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

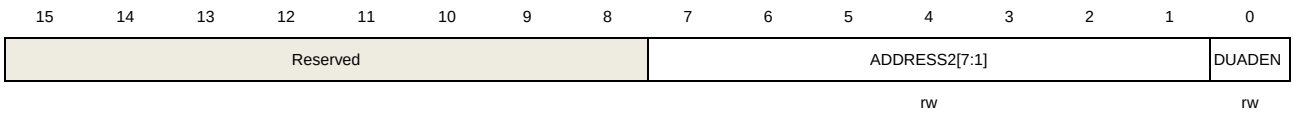


Bits	Fields	Descriptions
15	ADDFORMAT	Address mode for the I2C slave 0: 7-bit Address 1: 10-bit Address
14:10	Reserved	Must be kept the reset value
9:8	ADDRESS[9:8]	Highest two bits of a 10-bit address
7:1	ADDRESS[7:1]	7-bit address or bits 7:1 of a 10-bit address
0	ADDRESS0	Bit 0 of a 10-bit address

19.4.4. Slave address register 1 (I2C_SADDR1)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



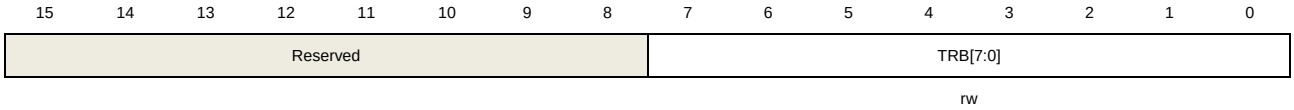
Bits	Fields	Descriptions
15:8	Reserved	Must be kept the reset value

7:1	ADDRESS2[7:1]	Second I2C address for the slave in Dual-Address mode
0	DUADEN	Dual-Address mode switch 0: Dual-Address mode disabled 1: Dual-Address mode enabled

19.4.5. Transfer buffer register (I2C_DATA)

Address offset: 0x10
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

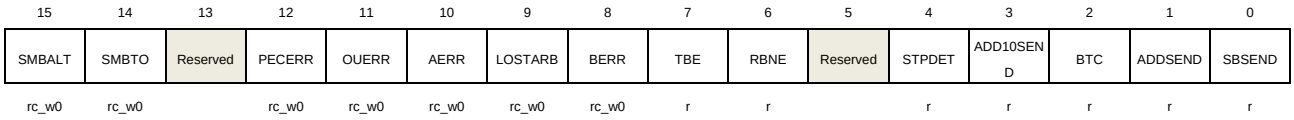


Bits	Fields	Descriptions
15:8	Reserved	Must be kept the reset value
7:0	TRB[7:0]	Transmission or reception data buffer

19.4.6. Transfer status register 0 (I2C_STAT0)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15	SMBALT	SMBus Alert status This bit is set by hardware and cleared by writing 0. 0: SMBA pin not pulled down (device mode) or no Alert detected (host mode) 1: SMBA pin pulled down (device mode) or Alert detected (host mode)
14	SMBTO	Timeout signal in SMBus mode This bit is set by hardware and cleared by writing 0. 0: No timeout error 1: Timeout event occurs (SCL is low for 25 ms)
13	Reserved	Must keep the reset value

12	PECERR	PEC error when receiving data This bit is set by hardware and cleared by writing 0. 0: Received PEC and calculated PEC match 1: Received PEC and calculated PEC don't match, I2C will send NACK careless of ACKEN bit.
11	OUERR	Over-run or under-run situation occurs in slave mode, when SCL stretching is disabled. In slave receiving mode, if the last byte in I2C_DATA is not read out while the following byte is already received, over-run occurs. In slave transmitting mode, if the current byte is already sent out, while the I2C_DATA is still empty, under-run occurs. This bit is set by hardware and cleared by writing 0. 0: No over-run or under-run occurs 1: Over-run or under-run occurs
10	AERR	Acknowledge Error This bit is set by hardware and cleared by writing 0. 0: No Acknowledge Error 1: Acknowledge Error
9	LOSTARB	Arbitration Lost in master mode This bit is set by hardware and cleared by writing 0. 0: No Arbitration Lost 1: Arbitration Lost occurs and the I2C block changes back to slave mode.
8	BERR	A bus error occurs indication an unexpected START or STOP condition on I2C bus This bit is set by hardware and cleared by writing 0. 0: No bus error 1: A bus error detected
7	TBE	I2C_DATA is Empty during transmitting This bit is set by hardware after it moves a byte from I2C_DATA to shift register and cleared by writing a byte to I2C_DATA. If both the shift register and I2C_DATA are empty, writing I2C_DATA won't clear TBE (refer to Programming Model for detail). 0:I2C_DATA is not empty 1:I2C_DATA is empty, software can write
6	RBNE	I2C_DATAis not Empty during receiving This bit is set by hardware after it moves a byte from shift register to I2C_DATA and cleared by reading it. If both BTC and RBNE are asserted, reading I2C_DATA won't clear RBNE because the shift register's byte is moved to I2C_DATA immediately. 0: I2C_DATA is empty

		1: I2C_DATA is not empty, software can read
5	Reserved	Must be kept the reset value
4	STPDET	STOP condition detected in slave mode This bit is set by hardware and cleared by reading I2C_STAT0 and then writing I2C_CTL0 0: STOP condition not detected in slave mode 1: STOP condition detected in slave mode
3	ADD10SEND	Header of 10-bit address is sent in master mode This bit is set by hardware and cleared by reading I2C_STAT0 and writing I2C_DATA. 0: No header of 10-bit address sent in master mode 1: Header of 10-bit address is sent in master mode
2	BTC	Byte transmission completed. If a byte is already received in shift register but I2C_DATA is still full in receiving mode or a byte is already sent out from shift register but I2C_DATA is still empty in transmitting mode, the BTC flag is asserted if SCL stretching enabled. This bit is set by hardware. This bit can be cleared by 3 ways as follow: 1. Reading I2C_STAT0 followed by reading or writing 2. Hardware clearing: sending the STOP condition or START condition 3. Bit 0 (I2CEN bit) of the I2C_CTL0 is reset. 0: BTC not asserted 1: BTC asserted
1	ADDSEND	Address is sent in master mode or received and matches in slave mode. This bit is set by hardware and cleared by reading I2C_STAT0 and reading I2C_STAT1. 0: No address sent or received 1: Address sent out in master mode or a matched address is received in salve mode
0	SBSEND	START condition sent out in master mode This bit is set by hardware and cleared by reading I2C_STAT0 and writing I2C_DATA 0: No START condition sent 1: START condition sent

19.4.7. Transfer status register 1 (I2C_STAT1)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ECV[7:0]								DUMODF	HSTSMB	DEFSMB	RXGC	Reserved	TRS	I2CBSY	MASTER
r								r	r	r	r		r	r	r

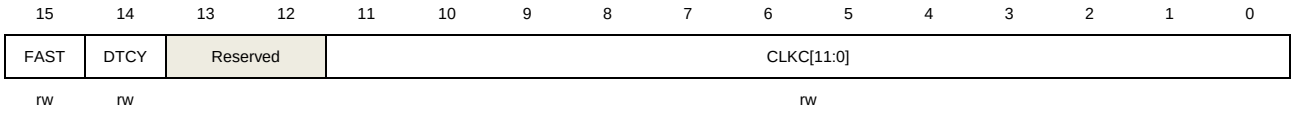
Bits	Fields	Descriptions
15:8	ECV[7:0]	Packet Error Checking Value that calculated by hardware when PEC is enabled.
7	DUMODF	Dual Flag in slave mode indicating which address is matched in Dual-Address mode This bit is cleared by hardware after a STOP or a START condition or I2CEN=0 0: OAR1 address matches 1: OAR2 address matches
6	HSTSMB	SMBus Host Header detected in slave mode This bit is cleared by hardware after a STOP or a START condition or I2CEN=0 0: No SMBus Host Header detected 1: SMBus Host Header detected
5	DEFSMB	Default address of SMBus Device This bit is cleared by hardware after a STOP or a START condition or I2CEN=0. 0: The default address has not been received 1: The default address has been received for SMBus Device
4	RXGC	General call address (00h) received. This bit is cleared by hardware after a STOP or a START condition or I2CEN=0. 0: No general call address (00h) received 1: General call address (00h) received
3	Reserved	Must be kept the reset value
2	TRS	Whether the I2C is a transmitter or a receiver This bit is cleared by hardware after a STOP or a START condition or I2CEN=0 or LOSTARB. 0: Receiver 1: Transmitter
1	I2CBSY	Busy flag This bit is cleared by hardware after a STOP condition 0: No I2C communication. 1: I2C communication active.

0	MASTER	A flag indicating whether I2C block is in master or slave mode. This bit is cleared by hardware after a STOP or a START condition or I2CEN=0 or LOSTARB. 0: Slave mode 1: Master mode

19.4.8. Clock configure register (I2C_CKCFG)

Address offset: 0x1C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)



Bits	Fields	Descriptions
15	FAST	I2C speed selection in master mode 0: Standard speed 1: Fast speed
14	DTCY	Duty cycle in fast mode 0:$T_{low}/T_{high} = 2$ 1: $T_{low}/T_{high} = 16/9$
13:12	Reserved	Must be kept the reset value
11:0	CLKC[11:0]	I2C Clock control in master mode In standard speed mode: $T_{high} = T_{low} = CLKC * T_{PCLK1}$ In fast speed mode or fast mode plus, if DTCY=0: $T_{high} = CLKC * T_{PCLK1}$ ， $T_{low} = 2 * CLKC * T_{PCLK1}$ In fast speed mode or fast mode plus, if DTCY=1: $T_{high} = 9 * CLKC * T_{PCLK1}$ ， $T_{low} = 16 * CLKC * T_{PCLK1}$ **Note:** If DTCY is 0, when PCLK1 is an integral multiple of 3, the baud rate will be more accurate. If DTCY is 1, when PCLK1 is an integral multiple of 25, the baud rate will be more accurate.

19.4.9. Rise time register (I2C_RT)

Address offset: 0x20
Reset value: 0x0002

This register can be accessed by half-word (16-bit) or word (32-bit)

Reserved	RISETIME[6:0]
	rw

Bits	Fields	Descriptions
15:7	Reserved	Must be kept the reset value
6:0	RISETIME[6:0]	Maximum rise time in master mode The RISETIME value should be the maximum SCL rise time incremented by 1.

19.4.10. Fast-mode-plus configure register(I2C_FMPCFG)

Address offset: 0x90
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit)

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

Bits	Fields	Descriptions
15:1	Reserved	Must be kept the reset value
0	FMPEN	Fast-mode plus enable. The i2c device supports up to 1MHz when this bit is set.

20. Serial peripheral interface/Inter-IC sound (SPI/I2S)

20.1. Overview

The SPI/I2S module can communicate with external devices using the SPI protocol or the I2S audio protocol.

The Serial Peripheral Interface (SPI) provides a SPI protocol of data transmission and reception function in master or slave mode. Both full-duplex and simplex communication modes are supported, with hardware CRC calculation and checking. Quad-SPI master mode is also supported in SPI1.

The inter-IC sound (I2S) supports four audio standards: I2S Phillips standard, MSB justified standard, LSB justified standard, and PCM standard. I2S works at either master or slave mode for transmission and reception.

20.2. Characteristics

20.2.1. SPI characteristics

- Master or slave operation with full-duplex or simplex mode
- Separate transmit and receive buffer, 16 bits wide
- Data frame size can be 8 or 16 bits
- Bit order can be LSB first or MSB first
- Software and hardware NSS management
- Hardware CRC calculation, transmission and checking
- Transmission and reception using DMA
- SPI TI mode supported
- SPI NSS pulse mode supported
- Quad-SPI configuration available in master mode (only in SPI1)

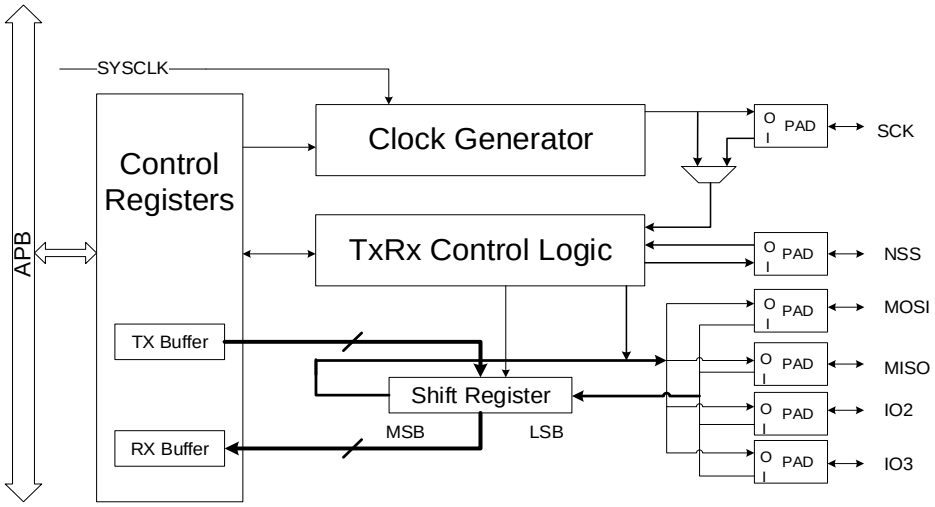
20.2.2. I2S characteristics

- Master or slave operation with transmission or reception mode
- Four I2S standards supported: Phillips, MSB justified, LSB justified and PCM standard
- Data length can be 16 bits, 24 bits or 32 bits

- Channel length can be 16 bits or 32 bits
- Transmission and reception using a 16 bits wide buffer
- Audio sample frequency can be 8 kHz to 192 kHz using I2S clock divider
- Programmable idle state clock polarity
- Master clock (MCK) can be output
- Transmission and reception using DMA

20.3. SPI block diagram

Figure 20-1. Block diagram of SPI



20.4. SPI signal description

20.4.1. Normal configuration (Not Quad-SPI Mode)

Table 20-1. SPI signal description

Pin Name	Direction	Description
SCK	I / O	Master: SPI Clock Output Slave: SPI Clock Input
MISO	I / O	Master: Data reception line Slave: Data transmission line Master with Bidirectional mode: Not used Slave with Bidirectional mode: Data transmission and reception Line.

Pin Name	Direction	Description
MOSI	I / O	Master: Data transmission line Slave: Data reception line Master with Bidirectional mode: Data transmission and reception Line. Slave with Bidirectional mode: Not used
NSS	I / O	Software NSS Mode: Not Used Master in Hardware NSS Mode: NSS output (NSSDRV=1) for single master or (NSSDRV=0) for multi-master application. Slave in Hardware NSS Mode: NSS input, as a chip select signal for slave.

20.4.2. Quad-SPI configuration

SPI is in single wire mode by default and enters into Quad-SPI mode after QMOD bit in SPI_QCTL register is set (only available in SPI1). Quad-SPI mode can only work at master mode.

Software is able to drive IO2 and IO3 pins high in normal Non-Quad-SPI mode by using IO23_DRV bit in SPI_QCTL register.

The SPI is connected to external devices through 6 pins in Quad-SPI mode:

Table 20-2. Quad-SPI signal description

Pin Name	Direction	Description
SCK	O	SPI Clock Output
MOSI	I / O	Transmission or Reception Data 0 line
MISO	I / O	Transmission or Reception Data 1 line
IO2	I / O	Transmission or Reception Data 2 line
IO3	I / O	Transmission or Reception Data 3 line
NSS	O	NSS output

20.5. SPI function overview

20.5.1. SPI clock timing and data format

CKPL and CKPH bits in SPI_CTL0 register decide the timing of SPI clock and data signal. The CKPL bit decides the SCK level when idle and CKPH bit decides either first or second clock edge is a valid sampling edge. These bits take no effect in TI mode.

Figure 20-2. SPI timing diagram in normal mode

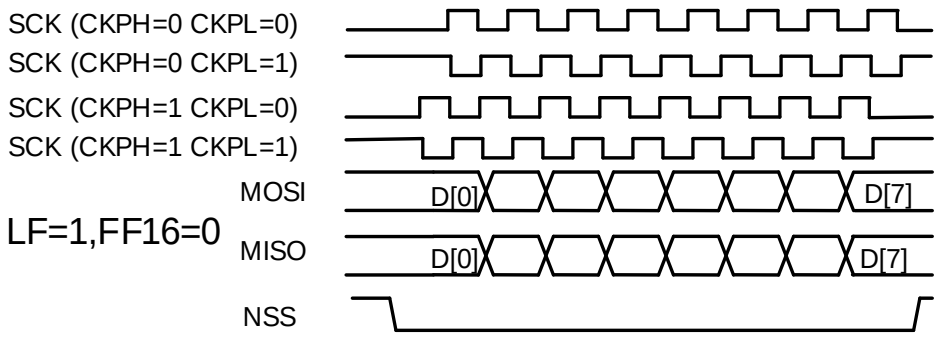
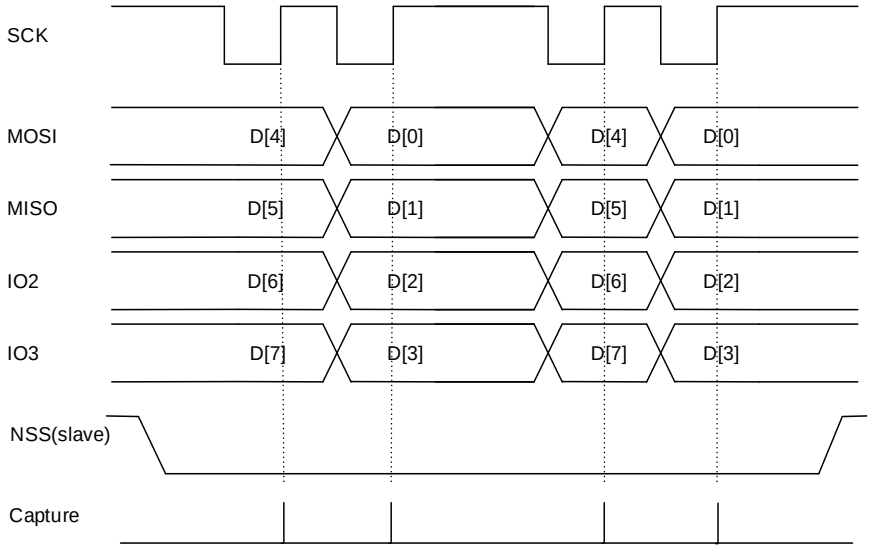


Figure 20-3. SPI timing diagram in Quad-SPI mode (CKPL=1, CKPH=1, LF=0)



In normal mode, the length of data is configured by the FF16 bit in the SPI_CTL0 register. Data length is 16 bits if FF16=1, otherwise is 8 bits. The data frame length is fixed to 8 bits in Quad-SPI mode.

Data order is configured by LF bit in SPI_CTL0 register, and SPI will first send the LSB if LF=1, or the MSB if LF=0. The data order is fixed to MSB first in TI mode.

20.5.2. NSS function

Slave Mode

When slave mode is configured (MSTMOD=0), SPI gets NSS level from NSS pin in hardware NSS mode (SWNSSEN = 0) or from SWNSS bit in software NSS mode (SWNSSEN = 1) and transmits/receives data only when NSS level is low. In software NSS mode, NSS pin is not used.

Master mode

In master mode (MSTMOD=1) if the application uses multi-master connection, NSS can be configured to hardware input mode (SWNSSEN=0, NSSDRV=0) or software mode (SWNSSEN=1). Then, once the NSS pin (in hardware NSS mode) or the SWNSS bit (in software NSS mode) goes low, the SPI automatically enters to slave mode and triggers a master fault flag CONFERR.

If the application wants to use NSS line to control the SPI slave, NSS should be configured to hardware output mode (SWNSSEN=0, NSSDRV=1). NSS stays high after SPI is enabled and goes low when transmission or reception process begins.

The application may also use a general purpose IO as NSS pin to realize more flexible NSS.

20.5.3. SPI operation modes

Table 20-3. SPI operation modes

Mode	Description	Register Configuration	Data Pin Usage
MFD	Master Full-Duplex	MSTMOD = 1 RO = 0 BDEN = 0 BDOEN: Don't care	MOSI: Transmission MISO: Reception
MTU	Master Transmission with unidirectional connection	MSTMOD = 1 RO = 0 BDEN = 0 BDOEN: Don't care	MOSI: Transmission MISO: Not used
MRU	Master Reception with unidirectional connection	MSTMOD = 1 RO = 1 BDEN = 0 BDOEN: Don't care	MOSI: Not used MISO: Reception
MTB	Master Transmission with bidirectional connection	MSTMOD = 1 RO = 0 BDEN = 1 BDOEN = 1	MOSI: Transmission MISO: Not used
MRB	Master Reception with bidirectional connection	MSTMOD = 1 RO = 0 BDEN = 1 BDOEN = 0	MOSI: Reception MISO: Not used
SFD	Slave Full-Duplex	MSTMOD = 0 RO = 0 BDEN = 0 BDOEN: Don't care	MOSI: Reception MISO: Transmission

Mode	Description	Register Configuration	Data Pin Usage
STU	Slave Transmission with unidirectional connection	MSTMOD = 0 RO = 0 BDEN = 0 BDOEN: Don't care	MOSI: Not used MISO: Transmission
SRU	Slave Reception with unidirectional connection	MSTMOD = 0 RO = 1 BDEN = 0 BDOEN: Don't care	MOSI: Reception MISO: Not used
STB	Slave Transmission with bidirectional connection	MSTMOD = 0 RO = 0 BDEN = 1 BDOEN = 1	MOSI: Not used MISO: Transmission
SRB	Slave Reception with bidirectional connection	MSTMOD = 0 RO = 0 BDEN = 1 BDOEN = 0	MOSI: Not used MISO: Reception

Figure 20-4. A typical Full-duplex connection

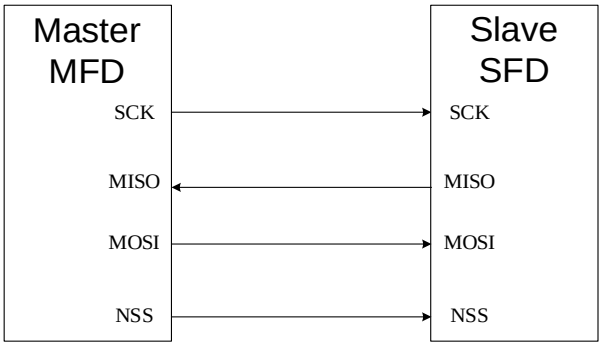


Figure 20-5. A typical simplex connection (Master: Receive, Slave: Transmit)

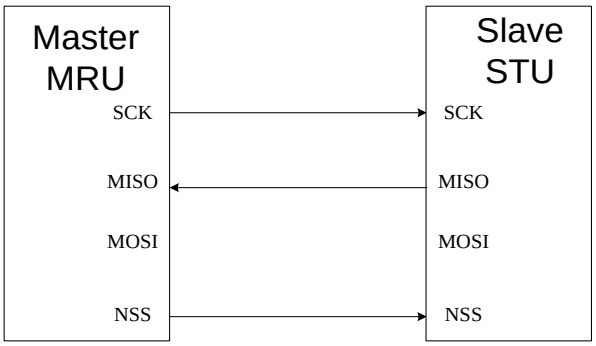


Figure 20-6. A typical simplex connection (Master: Transmit only, Slave: Receive)

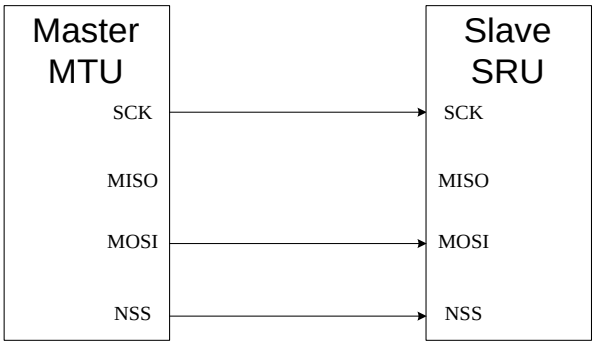
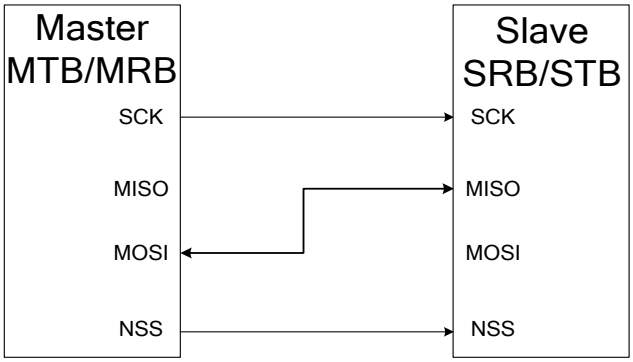


Figure 20-7. A typical bidirectional connection



SPI initialization sequence

Before transmiting or receiving data, application should follow the SPI initialization sequence described below:

1. If master mode or slave TI mode is used, program the PSC [2:0] bits in SPI_CTL0 register to generate SCK with desired baud rate or configure the Td time in TI mode, otherwise, ignore this step.
2. Program data format (FF16 bit in the SPI_CTL0 register).
3. Program the clock timing register (CKPL and CKPH bits in the SPI_CTL0 register).
4. Program the frame format (LF bit in the SPI_CTL0 register).
5. Program the NSS mode (SWNSSEN and NSSDRV bits in the SPI_CTL0 register) according to the application's demand as described above in ***NSS function*** section.
6. If TI mode is used, set TMOD bit in SPI_CTL1 register, otherwise, ignore this step.
7. Configure MSTMOD, RO, BDEN and BDOEN depending on the operation modes described above.
8. If Quad-SPI mode is used, set the QMOD bit in SPI_QCTL register. Ignore this step if Quad-SPI mode is not used.

9. Enable the SPI (set the SPIEN bit).

SPI basic transmission and reception sequence

Transmission sequence

After the initialization sequence, the SPI is enabled and stays at idle state. In master mode, the transmission starts when the application writes a data into the transmit buffer. In slave mode the transmission starts when SCK clock signal begins to toggle at SCK pin and NSS level is low, so application should ensure that data is already written into transmit buffer before the transmission starts in slave mode.

When SPI begins to send a data frame, it first loads this data frame from the data buffer to the shift register and then begins to transmit the loaded data frame, TBE (transmit buffer empty) flag is set after the first bit of this frame is transmited. After TBE flag is set, which means the transmit buffer is empty, the application should write SPI_DATA register again if it has more data to transmit.

In master mode, software should write the next data into SPI_DATA register before the transmission of current data frame is completed if it desires to generate continuous transmission.

Reception sequence

The incoming data will be moved from shift register to the receive buffer after the last valid sample clock and also, RBNE (receive buffer not empty) will be set. The application should read SPI_DATA register to get the received data and this will clear the RBNE flag automatically. In MRU and MRB modes, hardware continuously sends clock signal to receive the next data frame, while in full-duplex master mode (MFD), hardware only receives the next data frame when the transmit buffer is not empty.

SPI operation sequence in different modes (Not Quad-SPI, TI mode or NSSP mode)

In full-duplex mode, either MFD or SFD, application should monitor the RBNE and TBE flags and follow the sequences described above.

The transmission mode (MTU, MTB, STU or STB) is similar to full-duplex mode, except that application should ignore the RBNE and OVRE flags and only perform transmission sequence described above.

In master reception mode (MRU or MRB), the behavior is different from full-duplex mode or transmission mode. In MRU or MRB mode, the SPI continuously generates SCK just after SPI is enabled, until the SPI is disabled. So the application should ignore the TBE flag and read out reception buffer in time after the RBNE flag is set, otherwise a data overrun fault will occur.

The slave reception mode (SRU or SRB) is similar to full-duplex mode, except that application should ignore the TBE flag and only perform reception sequence described above.

SPI TI mode

SPI TI mode takes NSS as a special frame header flag signal and its operation sequence is similar to normal mode described above. The modes described above (MFD, MTU, MRU, MTB, MRB, SFD, STU, SRU, STB and SRB) are still supported in TI mode. While, in TI mode the CKPL and CKPH bits in SPI_CTL0 registers take no effect and the SCK sample edge is falling edge.

Figure 20-8. Timing diagram of TI master mode with discontinuous transfer

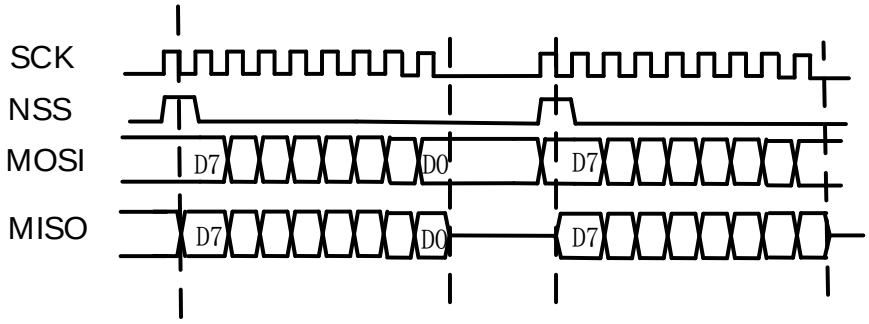
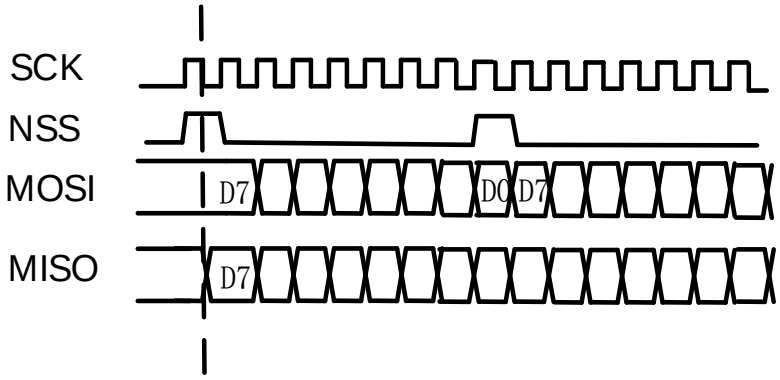
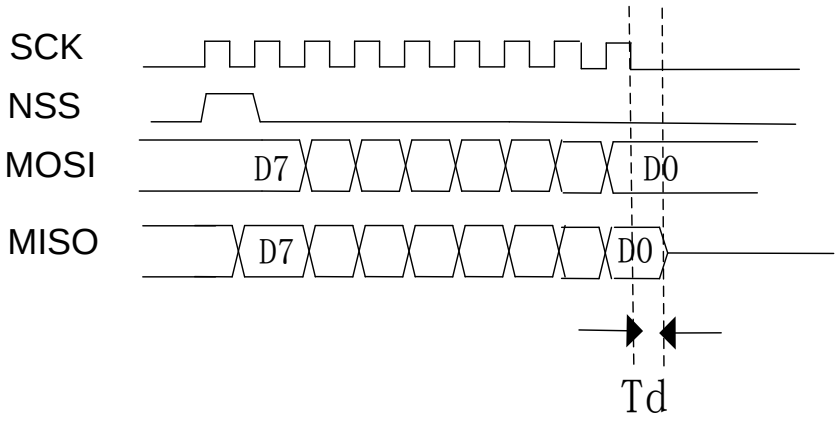


Figure 20-9. Timing diagram of TI master mode with continuous transfer



In master TI mode, SPI can perform continuous or non-continuous transfer. If the master writes SPI_DATA register fast enough, the transfer is continuous, otherwise non-continuous. In non-continuous transfer there is an extra header clock cycle before each byte. While in continuous transfer, the extra header clock cycle only exists before the first byte and the following bytes' header clock is overlaid at the last bit of pervious bytes.

Figure 20-10. Timing diagram of TI slave mode



In Slave TI mode, after the last rising edge of SCK in transfer, the slave begins to transmit the LSB bit of the last data byte, and after a half-bit time, the master begins to sample the line. To make sure that the master samples the right value, the slave should continue to drive this bit after the falling sample edge of SCK for a period of time before releasing the pin. This time is called T_d. T_d is decided by PSC [2:0] bits in SPI_CTL0 register.

$$T_d = \frac{\mathrm{T_{bit}}}{2} + 5 * \mathrm{T_{pclk}} \quad (20\text{-}1)$$

For example, if PSC[2:0] = 010, $T_d$is 9*Tpclk.

In slave mode, the slave also monitors the NSS signal and sets an error flag FERR if it detects an incorrect NSS behavior, for example: toggles at the middle bit of a byte.

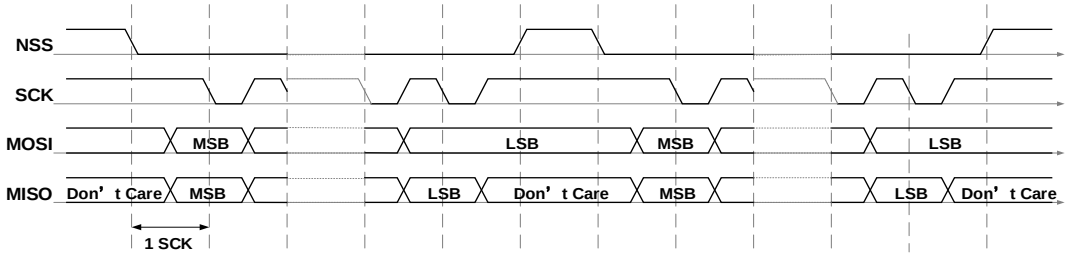
NSS pulse mode operation sequence

This function is controlled by NSSP bit in SPI_CTL1 register, for this function to fully take place, several additional conditions must be met, users must also set the device into master mode, and frame format should follow the normal SPI protocol, and set the data capture edge to first clock transition.

In summary: NSSP = 1; MSTMOD = 1; CKPH = 0;

When active, a pluse duration of least 1 SCK clock priod is inserted between successive data frames depending on internal data transmit buffer status, multiple SCK clock cycle interval is possible if the transfer buffer stays empty. This function is designed for single master-slave configuration for the slave to latch data. The following diagram depicts its timing diagram.

Figure 20-11. Timing diagram of NSS pulse with continuous transmit



Quad-SPI mode operation sequence

The Quad-SPI mode is designed to control quad SPI flash.

In order to enter Quad-SPI mode, the software should first verify that the TBE bit is set and TRANS bit is cleared, then set QMOD bit in SPI_QCTL register. In Quad-SPI mode, BDEN, BDOEN, CRCEN, CRCNT, FF16, RO and LF in SPI_CTL0 register should be kept cleared and MSTMOD should be set to ensure that SPI is in master mode. SPIEN, PSC, CKPL and CKPH should be configured as desired.

There are 2 operation modes in Quad-SPI mode: quad write and quad read, decided by QRD bit in SPI_QCTL register.

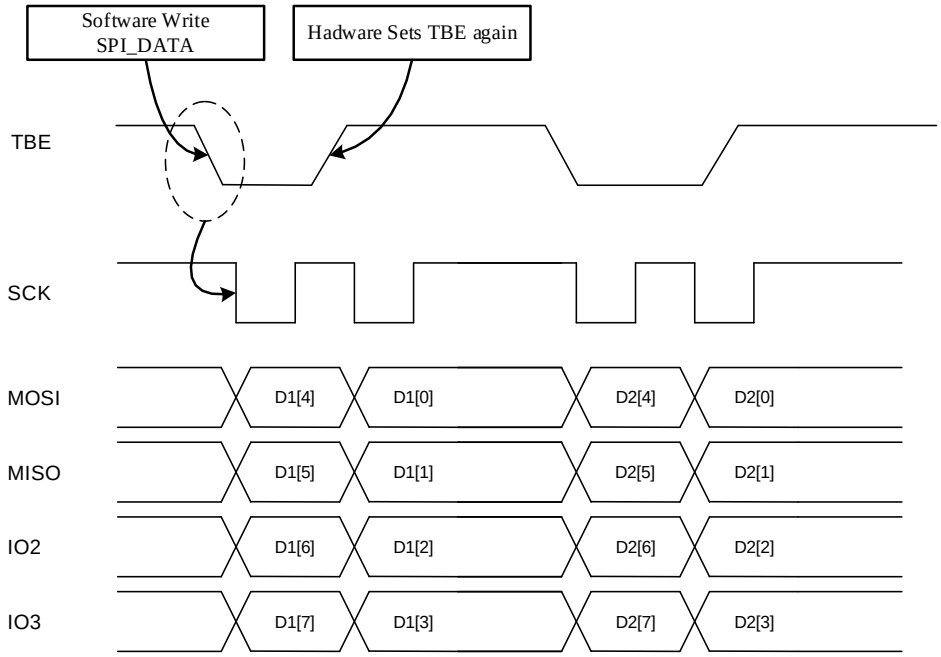
Quad write operation

SPI works in quad write mode when QMOD is set and QRD is cleared in SPI_QCTL register. In this mode, MOSI, MISO, IO2 and IO3 are all used as output pins. SPI begins to generate clock on SCK line and transmit data on MOSI, MISO, IO2 and IO3 as soon as data is written into SPI_DATA (TBE is cleared) and SPIEN is set. Once SPI starts transmission, it always checks TBE status at the end of a frame and stops when condition is not met.

The operation flow for transmitting in quad mode:

1. Configure clock prescaler, clock polarity, phase, etc. in SPI_CTL0 and SPI_CTL1 based on your application requirements.
2. Set QMOD bit in SPI_QCTL register and then enable SPI by setting SPIEN in SPI_CTL0.
3. Write the byte to SPI_DATA register and the TBE will be cleared.
4. Wait until TBE is set by hardware again before writing the next byte.

Figure 20-12. Timing diagram of quad write operation in Quad-SPI mode



Quad read operation

SPI works in quad read mode when QMOD and QRD are both set in SPI_QCTL register. In this mode, MOSI, MISO, IO2 and IO3 are all used as input pins. SPI begins to generate clock on SCK line as soon as a data is written into SPI_DATA (TBE is cleared) and SPIEN is set. Writing data into SPI_DATA is only to generate SCK clocks, so the written data can be any value. Once SPI starts transmission, it always checks SPIEN and TBE status at the end of a frame and stops when condition is not met. So, software should always write dummy data into SPI_DATA to make SPI generate SCK.

The operation flow for receiving in quad mode:

1. Configure clock prescaler, clock polarity, phase, etc. in SPI_CTL0 and SPI_CTL1 register based on your application requirements.

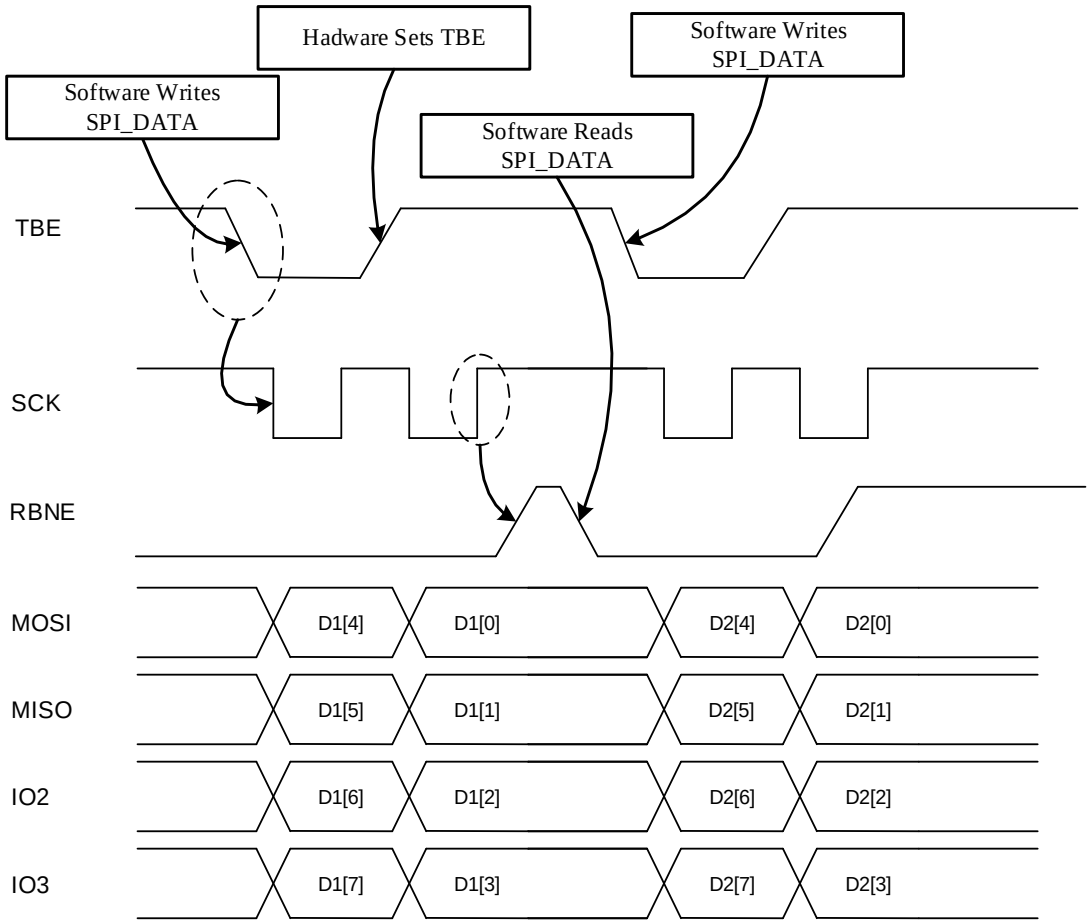
2. Set QMOD and QRD bits in SPI_QCTL register and then enable SPI by setting SPIEN in SPI_CTL0 register.

3. Write an arbitrary byte (for example, 0xFF) to SPI_DATA register.

4. Wait until the RBNE flag is set and read SPI_DATA to get the received byte.

5. Write an arbitrary byte (for example, 0xFF) to SPI_DATA to receive the next byte.

Figure 20-13. Timing diagram of quad read operation in Quad-SPI mode



SPI disabling sequence

Different sequences are used to disable the SPI in different operation modes:

MFD SFD

Wait for the last RBNE flag and then receive the last data. Confirm that TBE=1 and TRANS=0. At last, disable the SPI by clearing SPIEN bit.

MTU MTB STU STB

Write the last data into SPI_DATA and wait until the TBE flag is set and then wait until the TRANS flag is cleared. Disable the SPI by clearing SPIEN bit.

MRU MRB

After getting the second last RBNE flag, read out this data and delay for a SCK clock time and then, disable the SPI by clearing SPIEN bit. Wait until the last RBNE flag is set and read out the last data.

SRU SRB

Application can disable the SPI when it doesn't want to receive data, and then wait until the TRANS=0 to ensure the on-going transfer completes.

TI mode

The disabling sequence of TI mode is the same as the sequences described above.

NSS pulse mode

The disabling sequence of NSSP mode is the same as the sequences described above.

Quad-SPI mode

Before leaving quad wire mode or disabling SPI, software should first check that, TBE bit is set and TRANS bit is cleared, then the QMOD bit in SPI_QCTL register and SPIEN bit in SPI_CTL0 register are cleared.

20.5.4. DMA function

The DMA function frees the application from data writing and reading process during transfer, to improve the system efficiency.

DMA function in SPI is enabled by setting DMATEN and DMAREN bits in SPI_CTL1 register. To use DMA function, application should first correctly configure DMA modules, then configure SPI module according to the initialization sequence, at last enable SPI.

After being enabled, If DMATEN is set, SPI will generate a DMA request each time TBE=1, then DMA will acknowledge to this request and write data into the SPI_DATA register automatically. If DMAREN is set, SPI will generate a DMA request each time RBNE=1, then DMA will acknowledge to this request and read data from the SPI_DATA register automatically.

20.5.5. CRC function

There are two CRC calculators in SPI: one for transmission and the other for reception. The CRC calculation uses the polynomial in SPI_CRCPOLY register.

Application can switch on the CRC function by setting CRCEN bit in SPI_CTL0 register. The CRC calculators continuously calculate CRC for each bit transmitted and received on lines, and the calculated CRC values can be read from SPI_TCRC and SPI_RCRC register.

To transmit the calculated CRC value, application should set the CRCNT bit in SPI_CTL0 register after the last data is written to the transmit buffer. In full-duplex mode (MFD or SFD) the SPI treats the incoming data as a CRC value when it transmits a CRC and will check the received CRC value. In reception mode (MRB, MRU, SRU and SRB), the application should set the CRCNT bit after the second-last data frame is received. When CRC checking fails,

the CRCERR flag will be set.

If DMA function is enabled, application doesn't need to operate CRCNT bit and hardware will automatically process the CRC transmitting and checking.

20.6. SPI interrupts

20.6.1. Status flags

- Transmit buffer empty flag (TBE)

This bit is set when the transmit buffer is empty, the software can write the next data to the transmit buffer by writing the SPI_DATA register.

- Receive buffer not empty flag (RBNE)

This bit is set when receive buffer is not empty, which means that one data is received and stored in the receive buffer, and software can read the data by reading the SPI_DATA register.

- SPI Transmitting On-Going flag (TRANS)

TRANS is a status flag to indicate whether the transfer is on-going or not. It is set and cleared by internal hardware and not controlled by software. This flag doesn't generate any interrupt.

20.6.2. Error conditions

- Configuration Fault Error (CONFERR)

CONFERR is an error flag in master mode. In NSS hardware mode and the NSSDRV is not enabled, the CONFERR is set when the NSS pin is pulled low. In NSS software mode, the CONFERR is set when the SWNSS bit is 0. When the CONFERR is set, the SPIEN bit and the MSTMOD bit are cleared by hardware, the SPI is disabled and the device is forced into slave mode.

The SPIEN and MSTMOD bit are write protection until the CONFERR is cleared. The CONFERR bit of the slave cannot be set. In a multi-master configuration, the device can be in slave mode with CONFERR bit set, which means there might have been a multi-master conflict for system control.

- Rx Overrun Error (RXORERR)

The RXORERR bit is set if a data is received when the RBNE is set. That means, the last data has not been read out and the newly incoming data is received. The receive buffer contents won't be covered with the newly incoming data, so the newly incoming data is lost.

- Format Error (FERR)

In slave TI mode, the slave also monitors the NSS signal and set an error flag if it detects an incorrect NSS behavior, for example: toggles at the middle bit of a byte.

- CRC Error (CRCERR)

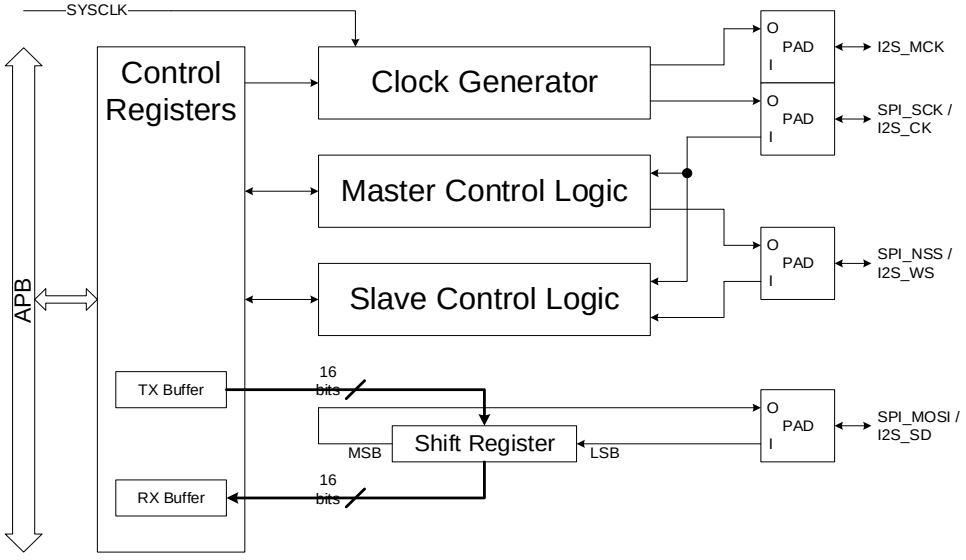
When the CRCEN bit is set, the CRC calculation result of the received data in the SPI_RCRC register is compared with the received CRC value after the last data, the CRCERR is set when they are different.

Table 20-4. SPI interrupt requests

Flag	Description	Clear Method	Interrupt Enable bit
TBE	Transmit buffer empty	Write SPI_DATA register.	TBEIE
RBNE	Receive buffer not empty	Read SPI_DATA register.	RBNEIE
CONFERR	Configuration Fault Error	Read or write SPI_STAT register, then write SPI_CTL0 register.	ERRIE
RXORERR	Rx Overrun Error	Read SPI_DATA register, then read SPI_STAT register.	
CRCERR	CRC error	Write 0 to CRCERR bit	
FERR	TI Mode Format Error	Write 0 to FERR bit	

20.7. I2S block diagram

Figure 20-14. Block diagram of I2S



There are five sub modules to support I2S function, including control registers, clock generator, master control logic, slave control logic and shift register. All the user configuration registers are implemented in the control registers module, including the TX buffer and RX buffer. The clock generator is used to produce I2S communication clock in master mode. The master control logic is implemented to generate the I2S_WS signal and

control the communication in master mode. The slave control logic is implemented to control the communication in slave mode according to the received I2SCK and I2S_WS. The shift register handles the serial data transmission and reception on I2S_SD.

20.8. I2S signal description

There are four pins on the I2S interface, including I2S_CK, I2S_WS, I2S_SD and I2S_MCK. I2S_CK is the serial clock signal, which shares the same pin with SPI_SCK. I2S_WS is the frame control signal, which shares the same pin with SPI_NSS. I2S_SD is the serial data signal, which shares the same pin with SPI_MOSI. I2S_MCK is the master clock signal. It produces a frequency rate equal to 256 x Fs, and Fs is the audio sampling frequency.

20.9. I2S function overview

20.9.1. I2S audio standards

The I2S audio standard is selected by the I2SSTD bits in the SPI_I2SCTL register. Four audio standards are supported, including I2S Phillips standard, MSB justified standard, LSB justified standard, and PCM standard. All standards except PCM handle audio data time-multiplexed on two channels (the left channel and the right channel). For these standards, the I2S_WS signal indicates the channel side. For PCM standard, the I2S_WS signal indicates frame synchronization information.

The data length and the channel length are configured by the DTLEN bits and CHLEN bit in the SPI_I2SCTL register. Since the channel length must be greater than or equal to the data length, four packet types are available. They are 16-bit data packed in 16-bit frame, 16-bit data packed in 32-bit frame, 24-bit data packed in 32-bit frame, and 32-bit data packed in 32-bit frame. The data buffer for transmission and reception is 16-bit wide. In the case that the data length is 24 bits or 32 bits, two write or read operations to or from the SPI_DATA register are needed to complete a frame. In the case that the data length is 16 bits, only one write or read operation to or from the SPI_DATA register is needed to complete a frame. When using 16-bit data packed in 32-bit frame, 16-bit 0 is inserted by hardware automatically to extend the data to 32-bit format.

For all standards and packet types, the most significant bit (MSB) is always sent first. For all standards based on two channels time-multiplexed, the channel left is always sent first followed by the channel right.

I2S Phillips standard

For I2S Phillips standard, I2S_WS and I2S_SD are updated on the falling edge of I2S_CK.

The timing diagrams for each configuration are shown below.

Figure 20-15. I2S Phillips standard timing diagram (DTLEN=00, CHLEN=0, CKPL=0)

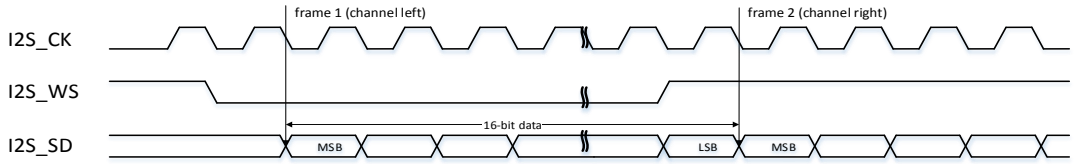
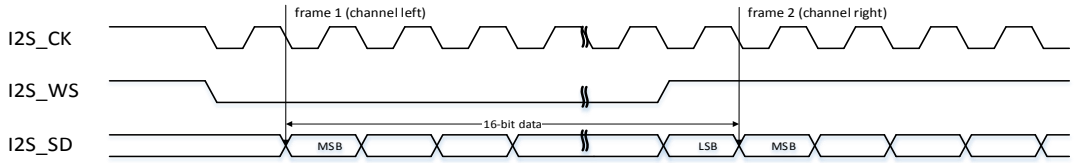


Figure 20-16. I2S Phillips standard timing diagram (DTLEN=00, CHLEN=0, CKPL=1)



When the packet type is 16-bit data packed in 16-bit frame, only one write or read operation to or from the SPI_DATA register is needed to complete a frame.

Figure 20-17. I2S Phillips standard timing diagram (DTLEN=10, CHLEN=1, CKPL=0)

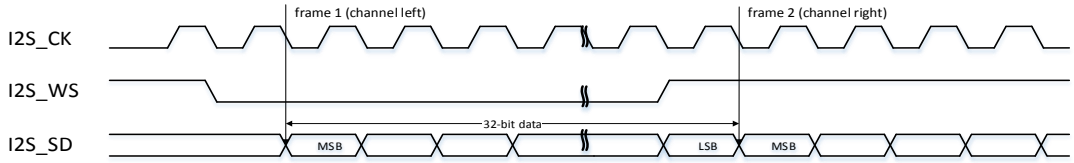
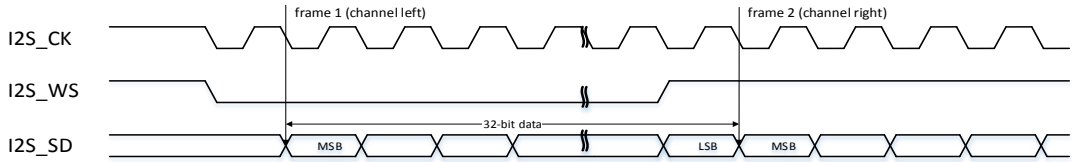


Figure 20-18. I2S Phillips standard timing diagram (DTLEN=10, CHLEN=1, CKPL=1)



When the packet type is 32-bit data packed in 32-bit frame, two write or read operations to or from the SPI_DATA register are needed to complete a frame. In transmission mode, if a 32-bit data is going to be sent, the first data written to the SPI_DATA register should be the higher 16 bits, and the second one should be the lower 16 bits. In reception mode, if a 32-bit data is received, the first data read from the SPI_DATA register should be higher 16 bits, and the second one should be the lower 16 bits.

Figure 20-19. I2S Phillips standard timing diagram (DTLEN=01, CHLEN=1, CKPL=0)

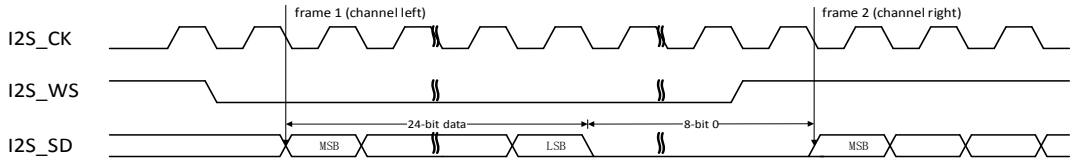
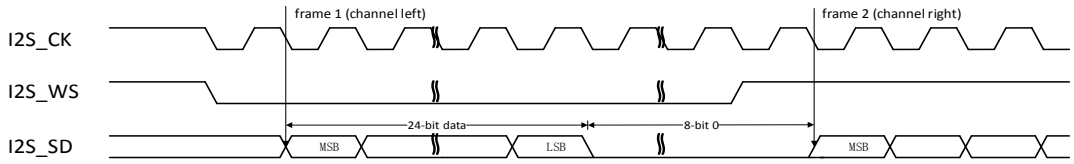


Figure 20-20. I2S Phillips standard timing diagram (DTLEN=01, CHLEN=1, CKPL=1)



When the packet type is 24-bit data packed in 32-bit frame, two write or read operations to or from the SPI_DATA register are needed to complete a frame. In transmission mode, if a 24-bit data D[23:0] is going to be sent, the first data written to the SPI_DATA register should be the higher 16 bits: D[23:8], and the second one should be a 16-bit data. The higher 8 bits of this 16-bit data should be D[7:0] and the lower 8 bits can be any value. In reception mode, if a 24-bit data D[23:0] is received, the first data read from the SPI_DATA register is D[23:8], and the second one is a 16-bit data. The higher 8 bits of this 16-bit data are D[7:0] and the lower 8 bits are zeros.

Figure 20-21. I2S Phillips standard timing diagram (DTLEN=00, CHLEN=1, CKPL=0)

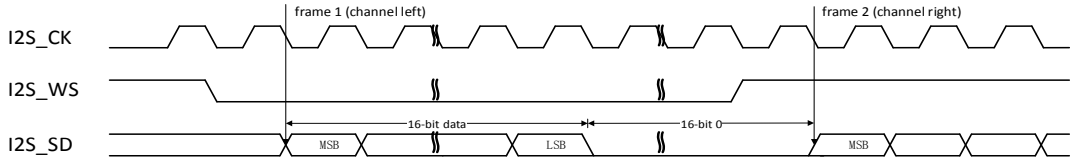
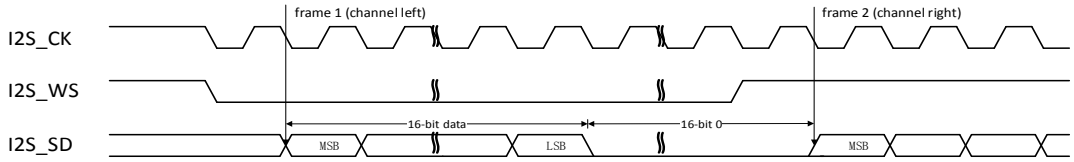


Figure 20-22. I2S Phillips standard timing diagram (DTLEN=00, CHLEN=1, CKPL=1)



When the packet type is 16-bit data packed in 32-bit frame, only one write or read operation to or from the SPI_DATA register is needed to complete a frame. The 16 remaining bits are forced by hardware to 0x0000 to extend the data to 32-bit format.

MSB justified standard

For MSB justified standard, I2S_WS and I2S_SD are updated on the falling edge of I2S_CK. The SPI_DATA register is handled in the exactly same way as that for I2S Phillips standard. The timing diagrams for each configuration are shown below.

Figure 20-23. MSB justified standard timing diagram (DTLEN=00, CHLEN=0, CKPL=0)

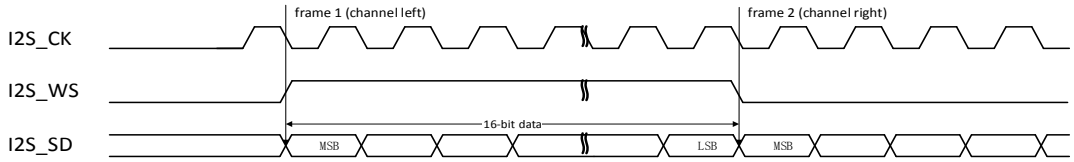


Figure 20-24. MSB justified standard timing diagram (DTLEN=00, CHLEN=0, CKPL=1)

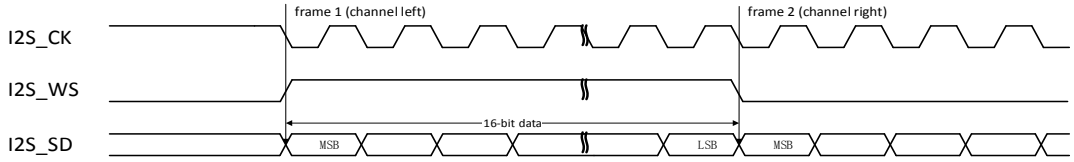


Figure 20-25. MSB justified standard timing diagram (DTLEN=10, CHLEN=1, CKPL=0)

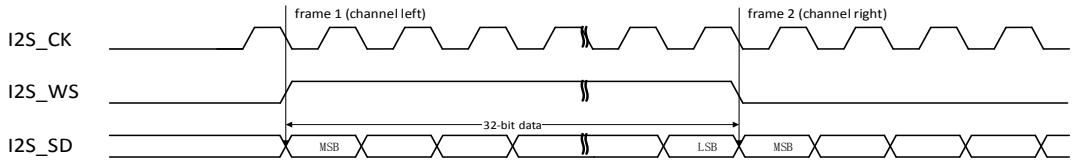


Figure 20-26. MSB justified standard timing diagram (DTLEN=10, CHLEN=1, CKPL=1)

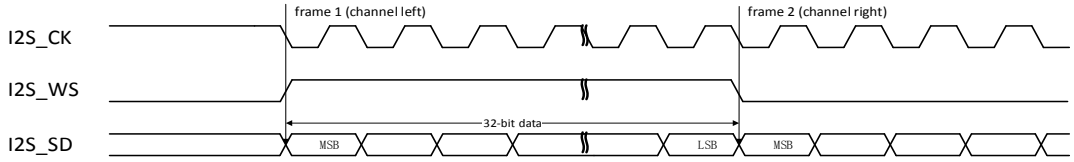


Figure 20-27. MSB justified standard timing diagram (DTLEN=01, CHLEN=1, CKPL=0)

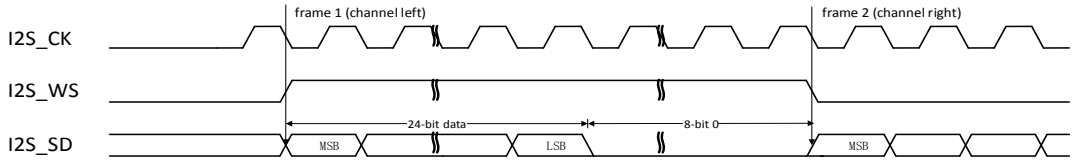


Figure 20-28. MSB justified standard timing diagram (DTLEN=01, CHLEN=1, CKPL=1)

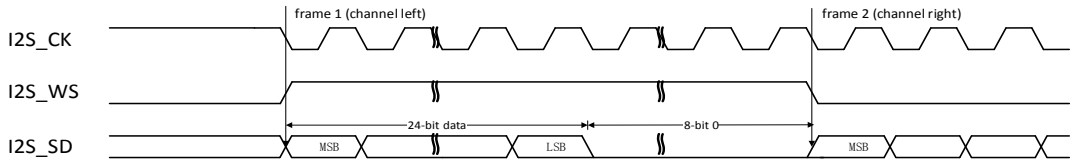


Figure 20-29. MSB justified standard timing diagram (DTLEN=00, CHLEN=1, CKPL=0)

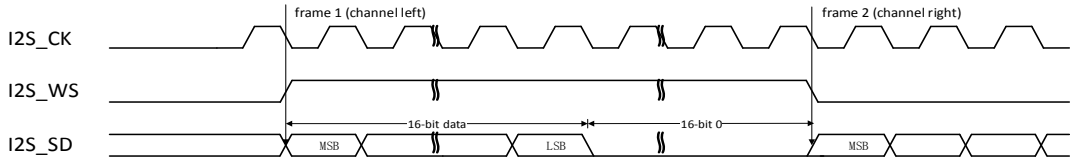
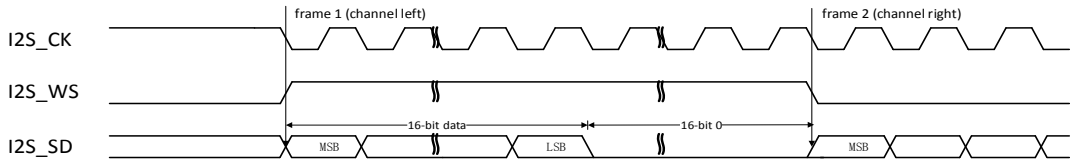


Figure 20-30. MSB justified standard timing diagram (DTLEN=00, CHLEN=1, CKPL=1)



LSB justified standard

For LSB justified standard, I2S_WS and I2S_SD are updated on the falling edge of I2S_CK. In the case that the channel length is equal to the data length, LSB justified standard and MSB justified standard are exactly the same. In the case that the channel length is greater than the data length, the valid data is aligned to LSB for LSB justified standard while the valid data is aligned to MSB for MSB justified standard. The timing diagrams for the cases that the channel length is greater than the data length are shown below.

Figure 20-31. LSB justified standard timing diagram (DTLEN=01, CHLEN=1, CKPL=0)

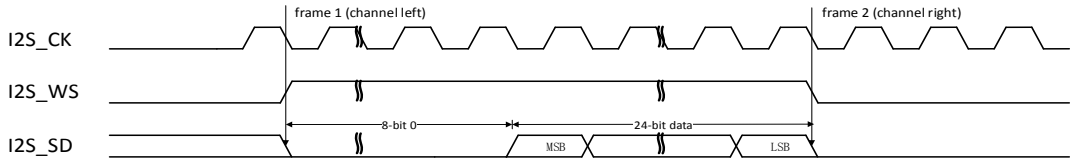
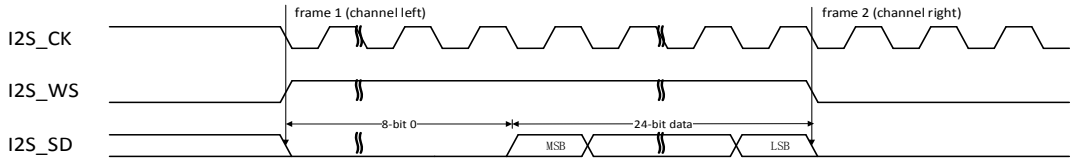


Figure 20-32. LSB justified standard timing diagram (DTLEN=01, CHLEN=1, CKPL=1)



When the packet type is 24-bit data packed in 32-bit frame, two write or read operations to or from the SPI_DATA register are needed to complete a frame. In transmission mode, if a 24-bit data D [23:0] is going to be sent, the first data written to the SPI_DATA register should be a 16-bit data. The higher 8 bits of the 16-bit data can be any value and the lower 8 bits should be D [23:16]. The second data written to the SPI_DATA register should be D [15:0]. In reception mode, if a 24-bit data D [23:0] is received, the first data read from the SPI_DATA register is a 16-bit data. The high 8 bits of this 16-bit data are zeros and the lower 8 bits are D [23:16]. The second data read from the SPI_DATA register is D [15:0].

Figure 20-33. LSB justified standard timing diagram (DTLEN=00, CHLEN=1, CKPL=0)

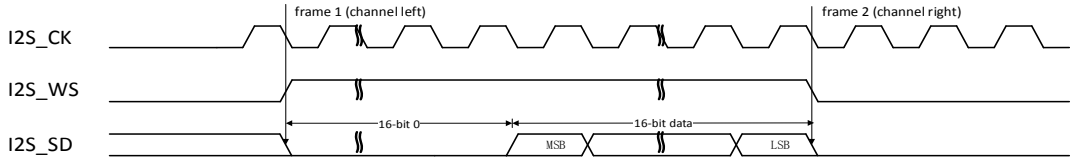
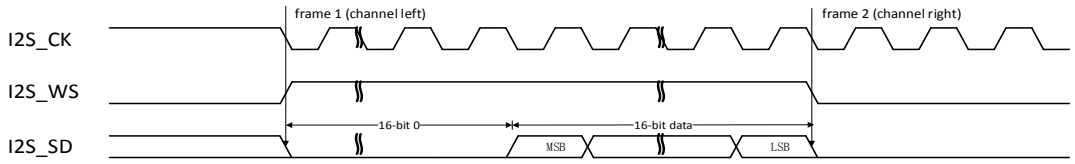


Figure 20-34. LSB justified standard timing diagram (DTLEN=00, CHLEN=1, CKPL=1)



When the packet type is 16-bit data packed in 32-bit frame, only one write or read operation to or from the SPI_DATA register is needed to complete a frame. The 16 remaining bits are forced by hardware to 0x0000 to extend the data to 32-bit format.

PCM standard

For PCM standard, I2S_WS and I2S_SD are updated on the rising edge of I2S_CK, and the I2S_WS signal indicates frame synchronization information. Both the short frame synchronization mode and the long frame synchronization mode are available and configurable using the PCMSMOD bit in the SPI_I2SCTL register. The SPI_DATA register is handled in the exactly same way as that for I2S Phillips standard. The timing diagrams for each configuration of the short frame synchronization mode are shown below.

Figure 20-35. PCM standard short frame synchronization mode timing diagram (DTLEN=00, CHLEN=0, CKPL=0)

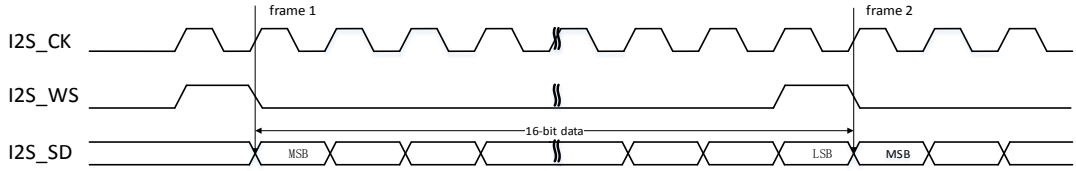


Figure 20-36. PCM standard short frame synchronization mode timing diagram (DTLEN=00, CHLEN=0, CKPL=1)

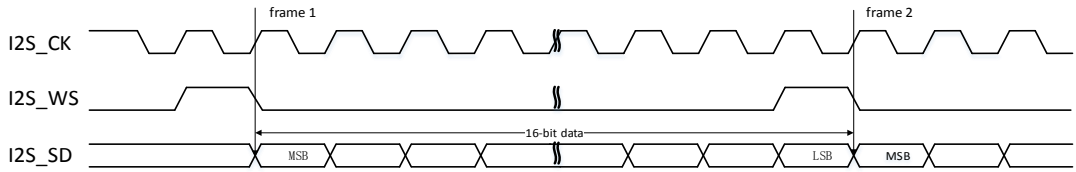


Figure 20-37. PCM standard short frame synchronization mode timing diagram (DTLEN=10, CHLEN=1, CKPL=0)

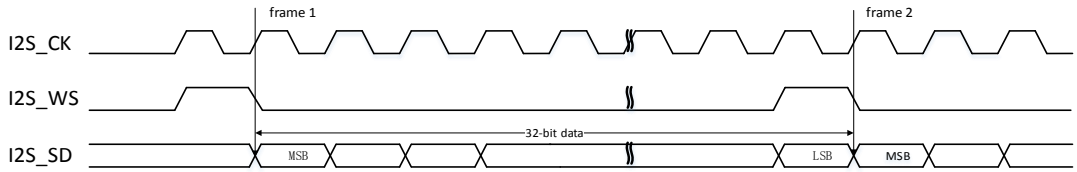


Figure 20-38. PCM standard short frame synchronization mode timing diagram (DTLEN=10, CHLEN=1, CKPL=1)

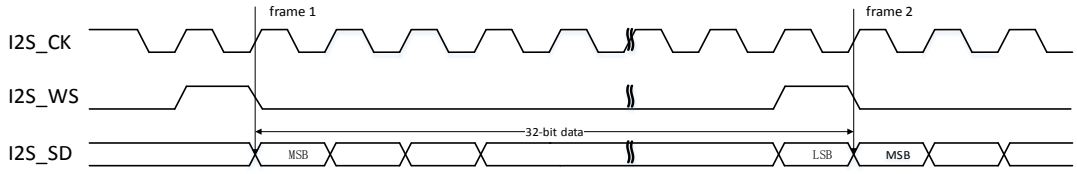


Figure 20-39. PCM standard short frame synchronization mode timing diagram (DTLEN=01, CHLEN=1, CKPL=0)

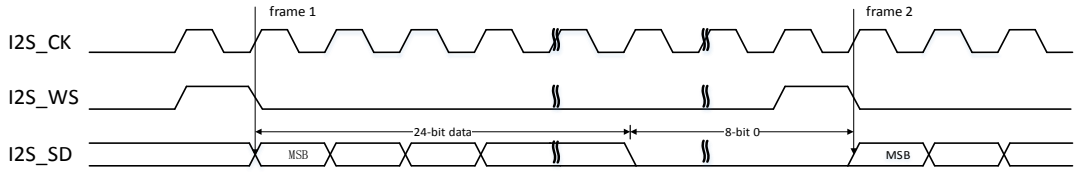


Figure20-40. PCM standard short frame synchronization mode timing diagram (DTLEN=01, CHLEN=1, CKPL=1)

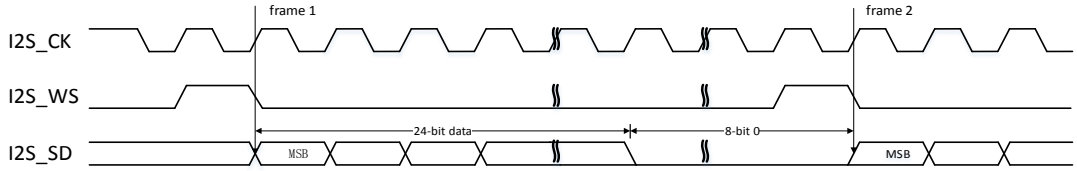


Figure 20-41. PCM standard short frame synchronization mode timing diagram (DTLEN=00, CHLEN=1, CKPL=0)

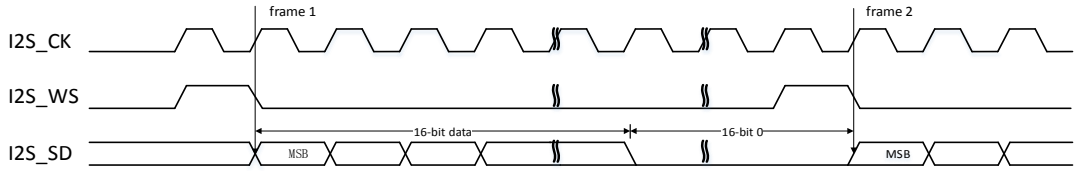
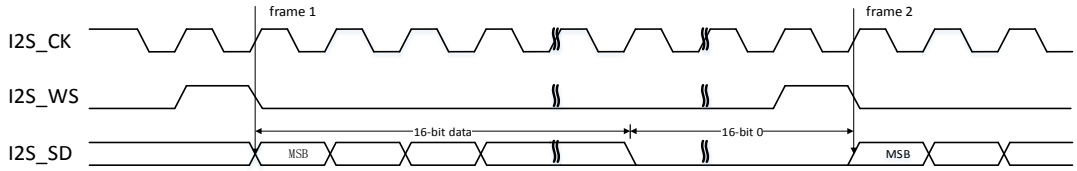


Figure 20-42. PCM standard short frame synchronization mode timing diagram (DTLEN=00, CHLEN=1, CKPL=1)



The timing diagrams for each configuration of the long frame synchronization mode are shown below.

Figure 20-43. PCM standard long frame synchronization mode timing diagram (DTLEN=00, CHLEN=0, CKPL=0)

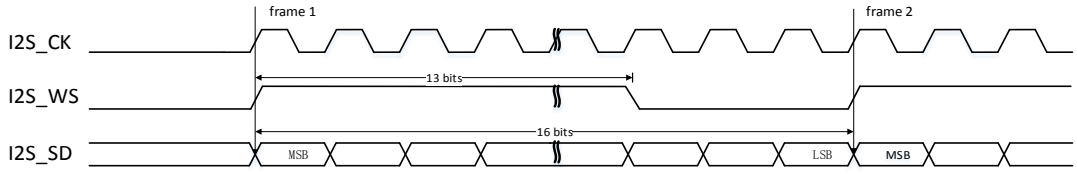


Figure20-44. PCM standard long frame synchronization mode timing diagram (DTLEN=00, CHLEN=0, CKPL=1)

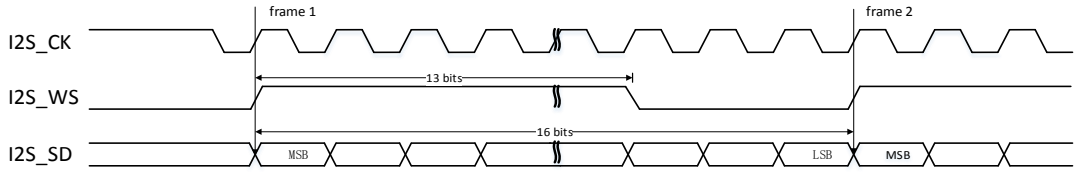


Figure 20-45. PCM standard long frame synchronization mode timing diagram (DTLEN=10, CHLEN=1, CKPL=0)

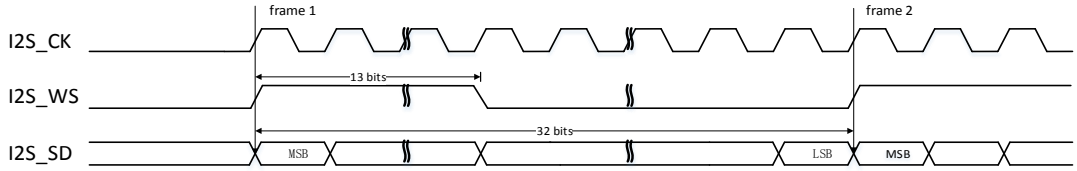


Figure 20-46. PCM standard long frame synchronization mode timing diagram (DTLEN=10, CHLEN=1, CKPL=1)

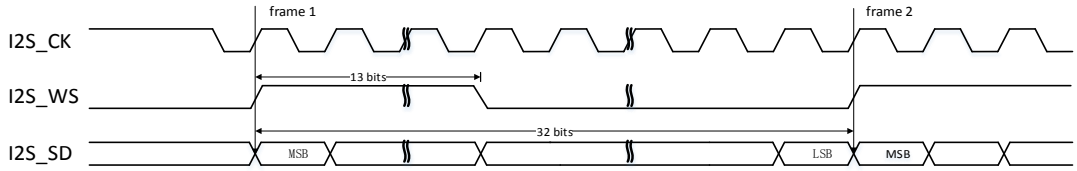


Figure 20-47. PCM standard long frame synchronization mode timing diagram (DTLEN=01, CHLEN=1, CKPL=0)

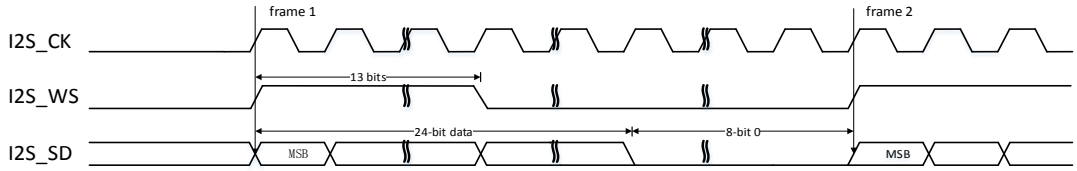


Figure 20-48. PCM standard long frame synchronization mode timing diagram (DTLEN=01, CHLEN=1, CKPL=1)

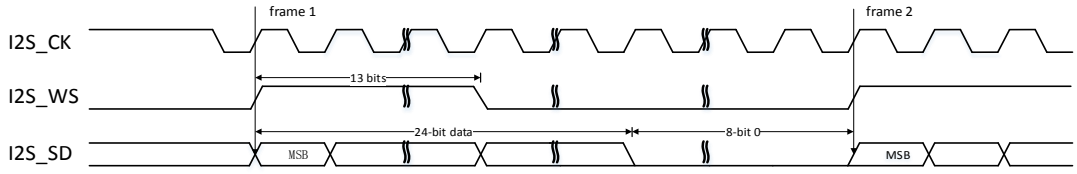


Figure 20-49. PCM standard long frame synchronization mode timing diagram (DTLEN=00, CHLEN=1, CKPL=0)

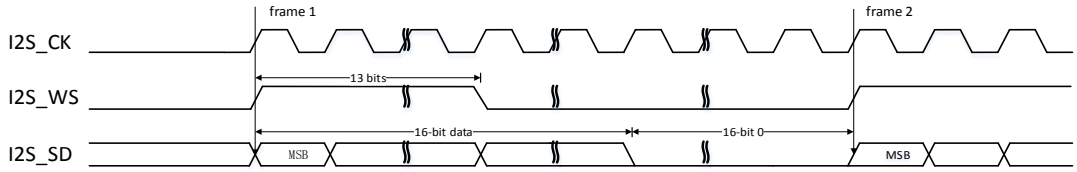
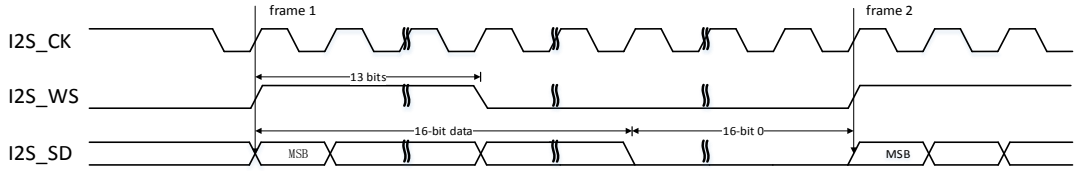
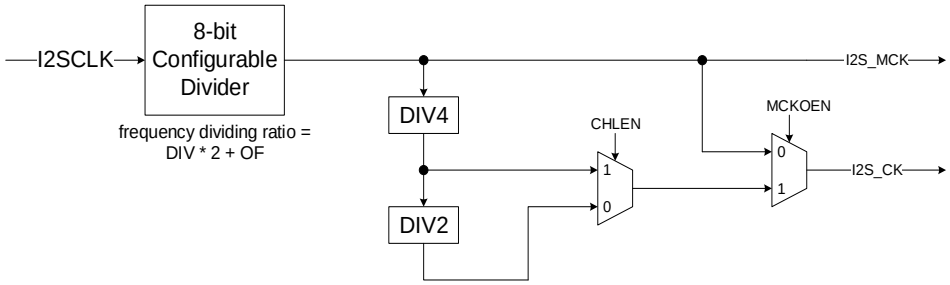


Figure 20-50. PCM standard long frame synchronization mode timing diagram (DTLEN=00, CHLEN=1, CKPL=1)



20.9.2. I2S clock

Figure 20-51. Block diagram of I2S clock generator



The block diagram of I2S clock generator is shown as ***Figure 20-51. Block diagram of I2S clock generator***. The I2S interface clocks are configured by the DIV bits, the OF bit, the MCKOEN bit in the SPI_I2SPSC register and the CHLEN bit in the SPI_I2SCTL register. The source clock is the system clock(CK_SYS). The I2S bitrate can be calculated by the formulas shown in ***Table 20-5. I2S bitrate calculation formulas.***

Table 20-5. I2S bitrate calculation formulas

MCKOEN	CHLEN	Formula
0	0	I2SCLK / (DIV * 2 + OF)
0	1	I2SCLK / (DIV * 2 + OF)
1	0	I2SCLK / (8 * (DIV * 2 + OF))
1	1	I2SCLK / (4 * (DIV * 2 + OF))

The relationship between audio sampling frequency (Fs) and I2S bitrate is defined by the following formula:

Fs = I2S bitrate / (number of bits per channel * number of channels)

So, in order to get the desired audio sampling frequency, the clock generator needs to be configured according to the formulas listed in ***Table 20-6. Audio sampling frequency calculation formulas.***

Table 20-6. Audio sampling frequency calculation formulas

MCKOEN	CHLEN	Formula
0	0	I2SCLK / (32 * (DIV * 2 + OF))
0	1	I2SCLK / (64 * (DIV * 2 + OF))
1	0	I2SCLK / (256 * (DIV * 2 + OF))
1	1	I2SCLK / (256 * (DIV * 2 + OF))

20.9.3. Operation

Operation modes

The operation mode is selected by the I2SOPMOD bits in the SPI_I2SCTL register. There are four available operation modes, including master transmission mode, master reception mode, slave transmission mode, and slave reception mode. The direction of I2S interface signals for each operation mode is shown in the ***Table 20-7. Direction of I2S interface signals for each operation mode.***

Table 20-7. Direction of I2S interface signals for each operation mode

Operation mode	I2S_MCK	I2S_CK	I2S_WS	I2S_SD
Master transmission	output or NU(1)	output	output	output
Master reception	output or NU(1)	output	output	input

Slave transmission	input or NU(1)	input	input	output
Slave reception	input or NU(1)	input	input	input

1. NU means the pin is not used by I2S and can be used by other functions.

I2S initialization sequence

I2S initialization sequence contains five steps shown below. In order to initialize I2S working in master mode, all the five steps should be done. In order to initialize I2S working in slave mode, only step 2, step 3, step 4 and step 5 should be done.

- Step 1: Configure the DIV [7:0] bits, the OF bit, and the MCKOEN bit in the SPI_I2SPSC register, in order to define the I2S bitrate and whether I2S_MCK needs to be provided or not.
- Step 2: Configure the CKPL in the SPI_I2SCTL register, in order to define the idle state clock polarity.
- Step 3: Configure the I2SSEL bit, the I2SSTD [1:0] bits, the PCMSMOD bit, the I2SOPMOD [1:0] bits, the DTLEN [1:0] bits, and the CHLEN bit in the SPI_I2SCTL register, in order to define the I2S feature.
- Step 4: Configure the TBEIE bit, the RBNEIE bit, the ERRIE bit, the DMATEN bit, and the DMAREN bit in the SPI_CTL1 register, in order to select the potential interrupt sources and the DMA capabilities. This step is optional.
- Step 5: Set the I2SEN bit in the SPI_I2SCTL register to enable I2S.

I2S master transmission sequence

The TBE flag is used to control the transmission sequence. As is mentioned before, the TBE flag indicates that the transmit buffer is empty, and an interrupt will be generated if the TBEIE bit in the SPI_CTL1 register is set. At the beginning, the transmit buffer is empty (TBE is high) and no transmission sequence is processing in the shift register. When a half word is written to the SPI_DATA register (TBE goes low), the data is transferred from the transmit buffer to the shift register (TBE goes high) immediately. At the moment, the transmission sequence begins.

The data is parallel loaded into the 16-bit shift register, and shifted out serially to the I2S_SD pin, MSB first. The next data should be written to the SPI_DATA register, when the TBE flag is high. After a write operation to the SPI_DATA register, the TBE flag goes low. When the current transmission finishes, the data in the transmit buffer is loaded into the shift register, and the TBE flag goes back high. Software should write the next audio data into SPI_DATA register before the current data finishes, otherwise, the audio data transmission is not continuous.

For all standards except PCM, the I2SCH flag is used to distinguish the channel side to which the data to transfer belongs. The I2SCH flag is refreshed at the moment when the TBE flag goes high. At the beginning, the I2SCH flag is low, indicating the left channel data should be written to the SPI_DATA register.

In order to switch off I2S, it is mandatory to clear the I2SEN bit after the TBE flag is high and the TRANS flag is low.

I2S master reception sequence

The RBNE flag is used to control the reception sequence. As is mentioned before, the RBNE flag indicates the receive buffer is not empty, and an interrupt will be generated if the RBNEIE bit in the SPI_CTL1 register is set. The reception sequence begins immediately when the I2SEN bit in the SPI_I2SCTL register is set. At the beginning, the receive buffer is empty (RBNE is low). When a reception sequence finishes, the received data in the shift register is loaded into the receive buffer (RBNE goes high). The data should be read from the SPI_DATA register, when the RBNE flag is high. After a read operation to the SPI_DATA register, the RBNE flag goes low. It is mandatory to read the SPI_DATA register before the end of the next reception. Otherwise, reception overrun error occurs. The RXORERR flag is set and an interrupt may be generated if the ERRIE bit in the SPI_CTL1 register is set. In this case, it is necessary to switch off and then switch on I2S before resuming the communication.

For all standards except PCM, the I2SCH flag is used to distinguish the channel side to which the received data belongs. The I2SCH flag is refreshed at the moment when the RBNE flag goes high.

Different sequences are used to disable the I2S in different standards, data length and channel length. The sequences for each case are described below.

- 16-bit data packed in 32-bit frame in the LSB justified standard (DTLEN = 00, CHLEN = 1, and I2SSTD = 10)

1. Wait for the second last RBNE
2. Then wait 17 I2S CK clock (clock on I2S_CK pin) cycles
3. Clear the I2SEN bit

- 16-bit data packed in 32-bit frame in the audio standards except the LSB justified standard (DTLEN = 00, CHLEN = 1, and I2SSTD is not equal to 10)

1. Wait for the last RBNE
2. Then wait one I2S clock cycle
3. Clear the I2SEN bit

- For all other cases

1. Wait for the second last RBNE
2. Then wait one I2S clock cycle
3. Clear the I2SEN bit

I2S slave transmission sequence

The transmission sequence in slave mode is similar to that in master mode. The difference between them is described below.

In slave mode, the slave has to be enabled before the external master starts the communication. The transmission sequence begins when the external master sends the clock and when the I2S_WS signal requests the transfer of data. The data has to be written to the SPI_DATA register before the master initiates the communication. Software should write the next audio data into SPI_DATA register before the current data finishe. Otherwise, transmission underrun error occurs. The TXURERR flag is set and an interrupt may be generated if the ERRIE bit in the SPI_CTL1 register is set. In this case, it is mandatory to switch off and switch on I2S to resume the communication. In slave mode, I2SCH is sensitive to the I2S_WS signal coming from the external master.

In order to switch off I2S, it is mandatory to clear the I2SEN bit after the TBE flag is high and the TRANS flag is low.

I2S slave reception sequence

The reception sequence in slave mode is similar to that in master mode. The difference between them is described below.

In slave mode, the slave has to be enabled before the external master starts the communication. The reception sequence begins when the external master sends the clock and when the I2S_WS signal indicates a start of the data transfer. In slave mode, I2SCH is sensitive to the I2S_WS signal coming from the external master.

In order to switch off I2S, it is mandatory to clear the I2SEN bit immediately after receiving the last RBNE.

20.9.4. DMA function

DMA function is the same as SPI mode. The only difference is that the CRC function is not available in I2S mode.

20.10. I2S interrupts

20.10.1. Status flags

There are four status flags implemented in the SPI_STAT register, including TBE, RBNE, TRANS and I2SCH. The user can use them to fully monitor the state of the I2S bus.

- Transmit buffer empty flag (TBE)

This bit is set when the transmit buffer is empty, the software can write the next data to the transmit buffer by writing the SPI_DATA register.

- Receive buffer not empty flag (RBNE)

This bit is set when receive buffer is not empty, which means that one data is received and stored in the receive buffer, and software can read the data by reading the SPI_DATA register.

- I2S Transmitting On-Going flag (TRANS)

TRANS is a status flag to indicate whether the transfer is on-going or not. It is set and cleared by internal hardware and not controlled by software. This flag doesn't generate any interrupt.

- I2S channel side flag (I2SCH)

This flag indicates the channel side information of the current transfer and has no meaning in PCM mode. It is updated when TBE rises in transmission mode or RBNE rises in reception mode. This flag doesn't generate any interrupt.

20.10.2. Error conditions

There are three error conditions:

- Transmission Underrun Error Flag (TXURERR)

This condition occurs when the transmit buffer is empty when the valid SCK signal starts in slave transmission mode.

- Reception Overrun Error Flag (RXORERR)

This condition occurs when the receive buffer is full and a newly incoming data has been completely received. When overrun occurs, the data in receive buffer is not updated and the newly incoming data is lost.

- Format Error (FERR)

In slave I2S mode, the I2S monitors the I2S_WS signal and an error flag will be set if I2S_WS toggles at an unexpected position.

I2S interrupt events and corresponding enabled bits are summed up in the ***Table 20-8. I2S interrupt.***

Table 20-8. I2S interrupt

Flag Name	Description	Clear Method	Interrupt Enable bit
TBE	Transmit buffer empty	Write SPI_DATA register	TBEIE
RBNE	Receive buffer not empty	Read SPI_DATA register	RBNEIE
TXURERR	Transmission underrun error	Read SPI_STAT register	ERRIE
RXORERR	Reception overrun error	Read SPI_DATA register and then read SPI_STAT register.	
FERR	I2S Format Error	Read SPI_STAT register	

20.11. Register definition

20.11.1. Control register 0 (SPI_CTL0)

Address offset: 0x00
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

This register has no meaning in I2S mode.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BDEN	BDOEN	CRCEN	CRCNT	FF16	RO	SWNSSEN	SWNSS	LF	SPIEN	PSC [2:0]			MSTMOD	CKPL	CKPH
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw			rw	rw	rw

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15	BDEN	Bidirectional enable 0: 2 line unidirectional transmit mode 1: 1 line bidirectional transmit mode. The information transfers between the MOSI pin in master and the MISO pin in slave.
14	BDOEN	Bidirectional Transmit Output Enable When BDEN is set, this bit determines the direction of transfer. 0: Work in receive-only mode 1: Work in transmit-only mode

13	CRCEN	CRC Calculation Enable 0: CRC calculation is disabled 1: CRC calculation is enabled.
12	CRCNT	CRC Next Transfer 0: Next transfer is Data 1: Next transfer is CRC value (TCR) When the transfer is managed by DMA, CRC value is transferred by hardware. This bit should be cleared. In full-duplex or transmit-only mode, set this bit after the last data is written to SPI_DATA register. In receive only mode, set this bit after the second last data is received.
11	FF16	Data frame format 0: 8-bit data frame format 1: 16-bit data frame format
10	RO	Receive only When BDEN is cleared, this bit determines the direction of transfer. 0: Full-duplex 1: Receive-only
9	SWNSSEN	NSS Software Mode Selection 0: NSS hardware mode. The NSS level depends on NSS pin. 1: NSS software mode. The NSS level depends on SWNSS bit. This bit has no meaning in SPI TI mode.
8	SWNSS	NSS Pin Selection In NSS Software Mode 0: NSS pin is pulled low 1: NSS pin is pulled high This bit has an effect only when the SWNSSEN bit is set. This bit has no meaning in SPI TI mode.
7	LF	LSB First Mode 0: Transmit MSB first 1: Transmit LSB first This bit has no meaning in SPI TI mode.
6	SPIEN	SPI Enable 0: SPI peripheral is disabled 1: SPI peripheral is enabled
5:3	PSC[2:0]	Master Clock Prescaler Selection 000: PCLK/2 100: PCLK/32 001: PCLK/4 101: PCLK/64 010: PCLK/8 110: PCLK/128 011: PCLK/16 111: PCLK/256

PCLK means PCLK2 when using SPI0 or PCLK1 when using SPI1.

2	MSTMOD	Master Mode Enable 0: Slave mode 1: Master mode
1	CKPL	Clock Polarity Selection 0: CLK pin is pulled low when SPI is idle 1: CLK pin is pulled high when SPI is idle
0	CKPH	Clock Phase Selection 0: Capture the first data at the first clock transition. 1: Capture the first data at the second clock transition

20.11.2. Control register 1 (SPI_CTL1)

Address offset: 0x04
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								TBEIE	RBNEIE	ERRIE	TMOD	NSSP	NSSDRV	DMATEN	DMAREN
								rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value.
7	TBEIE	Transmit Buffer Empty Interrupt Enable 0: TBE interrupt is disabled. 1: TBE interrupt is enabled. An interrupt is generated when the TBE bit is set
6	RBNEIE	Receive Buffer Not Empty Interrupt Enable 0: RBNE interrupt is disabled. 1: RBNE interrupt is enabled. An interrupt is generated when the RBNE bit is set
5	ERRIE	Errors Interrupt Enable. 0: Error interrupt is disabled. 1: Error interrupt is enabled. An interrupt is generated when the CRCERR bit or the CONFERR bit or the RXORERR bit or the TXURERR bit is set.
4	TMOD	SPI TI Mode Enable 0: SPI TI Mode Disabled.

		1: SPI TI Mode Enabled.
3	NSSP	SPI NSS Pulse Mode Enable. 0: SPI NSS Pulse Mode Disable 1: SPI NSS Pulse Mode Enable
2	NSSDRV	Drive NSS Output 0: NSS output is disabled. 1: NSS output is enabled. If the NSS pin is configured as output, the NSS pin is pulled low in master mode when SPI is enabled. If the NSS pin is configured as input, the NSS pin should be pulled high in master mode, and this bit has no effect.
1	DMATEN	Transmit Buffer DMA Enable 0: Transmit buffer DMA is disabled 1: Transmit buffer DMA is enabled, when the TBE bit in SPI_STAT is set, it will be a DMA request at corresponding DMA channel.
0	DMAREN	Receive Buffer DMA Enable 0: Receive buffer DMA is disabled 1: Receive buffer DMA is enabled, when the RBNE bit in SPI_STAT is set, it will be a DMA request at corresponding DMA channel.

20.11.3. Status register (SPI_STAT)

Address offset: 0x08
Reset value: 0x0002

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved							FERR	TRANS	RXORERR	CONFERR	CRCERR	TXURERR	I2SCH	TBE	RBNE
							rc_w0	r	r	r	rc_w0	r	r	r	r

Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value.
8	FERR	Format Error SPI TI Mode: 0: No TI Mode format error 1: TI Mode format error occurs. I2S Mode: 0: No I2S format error 1: I2S format error occurs.

		This bit is set by hardware and is able to be cleared by writing 0.
7	TRANS	Transmitting On-going Bit 0: SPI or I2S is idle. 1: SPI or I2S is currently transmitting and/or receiving a frame This bit is set and cleared by hardware.
6	RXORERR	Reception Overrun Error Bit 0: No reception overrun error occurs. 1: Reception overrun error occurs. This bit is set by hardware and cleared by a read operation on the SPI_DATA register followed by a read access to the SPI_STAT register.
5	CONFERR	SPI Configuration error 0: No configuration fault occurs 1: Configuration fault occurred. (In master mode, the NSS pin is pulled low in NSS hardware mode or SWNSS bit is low in NSS software mode.) This bit is set by hardware and cleared by a read or write operation on the SPI_STAT register followed by a write access to the SPI_CTL0 register. This bit is not used in I2S mode.
4	CRCERR	SPI CRC Error Bit 0: The SPI_RCRC value is equal to the received CRC data at last. 1: The SPI_RCRC value is not equal to the received CRC data at last. This bit is set by hardware and is able to be cleared by writing 0. This bit is not used in I2S mode.
3	TXURERR	Transmission underrun error bit 0: No transmission underrun error occurs. 1: Transmission underrun error occurs. This bit is set by hardware and cleared by a read operation on the SPI_STAT register. This bit is not used in SPI mode.
2	I2SCH	I2S channel side 0: The next data needs to be transmitted or the data just received is channel left. 1: The next data needs to be transmitted or the data just received is channel right. This bit is set and cleared by hardware. This bit is not used in SPI mode, and has no meaning in the I2S PCM mode.
1	TBE	Transmit Buffer Empty 0: Transmit buffer is not empty 1: Transmit buffer is empty
0	RBNE	Receive Buffer Not Empty 0: Receive buffer is empty 1: Receive buffer is not empty

20.11.4. Data register (SPI_DATA)

Address offset: 0x0C
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SPI_DATA[15:0]															
rw															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	SPI_DATA[15:0]	Data transfer register. The hardware has two buffers, including transmit buffer and receive buffer. Write data to SPI_DATA will save the data to transmit buffer and read data from SPI_DATA will get the data from receive buffer. When the data frame format is set to 8-bit data, the SPI_DATA [15:8] is forced to 0 and the SPI_DATA [7:0] is used for transmission and reception, transmit buffer and receive buffer are 8-bits. If the Data frame format is set to 16-bit data, the SPI_DATA [15:0] is used for transmission and reception, transmit buffer and receive buffer are 16-bit.

20.11.5. CRC polynomial register (SPI_CRCPOLY)

Address offset: 0x10
Reset value: 0x0007

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CPR [15:0]															
rw															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	CPR[15:0]	CRC polynomial register This register contains the CRC polynomial and it is used for CRC calculation. The

default value is 0007h.

20.11.6. RX CRC register (SPI_RCRC)

Address offset: 0x14
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RCR[15:0]															
r															

Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	RCR[15:0]	RX CRC register When the CRCERRN bit of SPI_CTL0 is set, the hardware computes the CRC value of the received bytes and saves them in RCR register. If the Data frame format is set to 8-bit data, CRC calculation is based on CRC8 standard, and saves the value in RCR [7:0], when the Data frame format is set to 16-bit data, CRC calculation is based on CRC16 standard, and saves the value in RCR[15:0]. The hardware computes the CRC value after each received bit, when the TRANS is set, a read to this register could return an intermediate value. This register is reset when the CRCEN bit in SPI_CTL0 register or the SPIxRST bit in RCU reset register is set.

20.11.7. TX CRC register (SPI_TCRC)

Address offset: 0x18
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TCR[15:0]															
r															

Bits	Fields	Descriptions

31:16	Reserved	Must be kept at reset value
15:0	TCR[15:0]	TX CRC register When the CRCEN bit of SPI_CTL0 is set, the hardware computes the CRC value of the transmitted bytes and saves them in TCR register. If the Data frame format is set to 8-bit data, CRC calculation is based on CRC8 standard, and saves the value in TCR [7:0], when the Data frame format is set to 16-bit data, CRC calculation is based on CRC16 standard, and saves the value in TCR [15:0]. The hardware computes the CRC value after each transmitted bit, when the TRANS is set, a read to this register could return an intermediate value. The different frame format (LF bit of the SPI_CTL0) will get different CRC value. This register is reset when the CRCEN bit in SPI_CTL0 register or the SPIxRST bit in RCU reset register is set.

20.11.8. I2S control register (SPI_I2SCTL)

Address offset: 0x1C

Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved				I2SSEL	I2SEN	I2SOPMOD[1:0]		PCMSMOD	Reserved	I2SSTD[1:0]		CKPL	DTLEN[1:0]		CHLEN
				rw	rw	rw		rw		rw		rw	rw		rw

Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11	I2SSEL	I2S mode selection 0: SPI mode 1: I2S mode This bit should be configured when SPI mode or I2S mode is disabled.
10	I2SEN	I2S enable 0: I2S is disabled 1: I2S is enabled This bit is not used in SPI mode.
9:8	I2SOPMOD[1:0]	I2S operation mode 00: Slave transmission mode 01: Slave reception mode 10: Master transmission mode

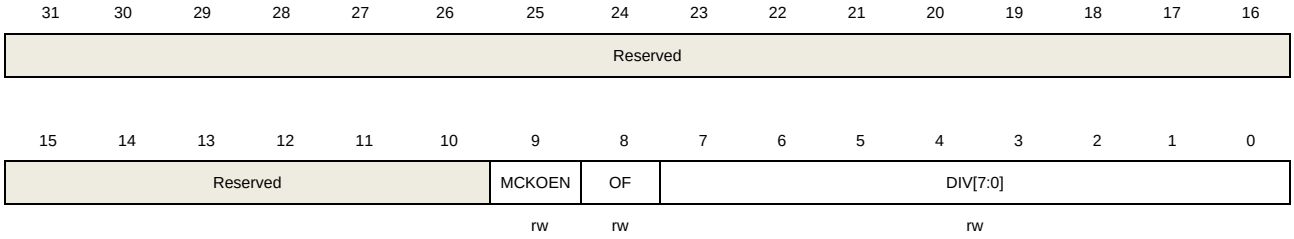
		11: Master reception mode This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.
7	PCMSMOD	PCM frame synchronization mode 0: Short frame synchronization 1: long frame synchronization This bit has a meaning only when PCM standard is used. This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.
6	Reserved	Must be kept at reset value
5:4	I2SSTD[1:0]	I2S standard selection 00: I2S Phillips standard 01: MSB justified standard 10: LSB justified standard 11: PCM standard These bits should be configured when I2S mode is disabled. These bits are not used in SPI mode.
3	CKPL	Idle state clock polarity 0: The idle state of I2S_CK is low level 1: The idle state of I2S_CK is high level This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.
2:1	DTLEN[1:0]	Data length 00: 16 bits 01: 24 bits 10: 32 bits 11: Reserved These bits should be configured when I2S mode is disabled. These bits are not used in SPI mode.
0	CHLEN	Channel length 0: 16 bits 1: 32 bits The channel length must be equal to or greater than the data length. This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.

20.11.9. I2S clock prescaler register (SPI_I2SPSC)

Address offset: 0x20

Reset value: 0x0002

This register can be accessed by half-word (16-bit) or word (32-bit).

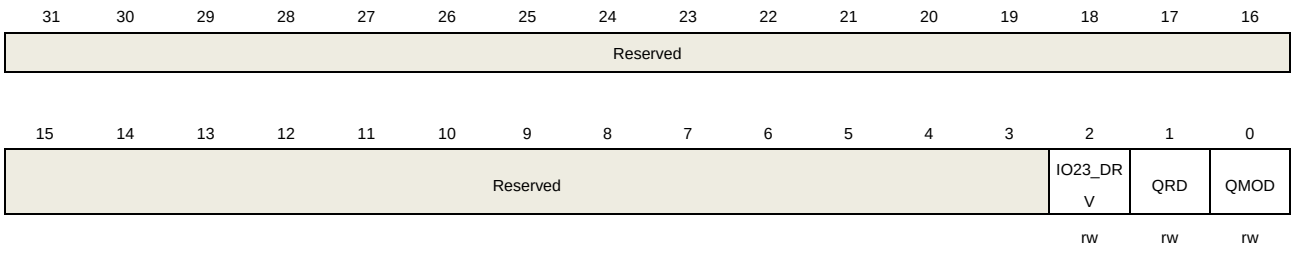


Bits	Fields	Descriptions
31:10	Reserved	Must be kept at reset value
9	MCKOEN	I2S_MCK output enable 0: I2S_MCK output is disabled 1: I2S_MCK output is enabled This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.
8	OF	Odd factor for the prescaler 0: Real divider value is DIV * 2 1: Real divider value is DIV * 2 + 1 This bit should be configured when I2S mode is disabled. This bit is not used in SPI mode.
7:0	DIV[7:0]	Dividing factor for the prescaler Real divider value is DIV * 2 + OF. DIV must not be 0. These bits should be configured when I2S mode is disabled. These bits are not used in SPI mode.

20.11.10. Quad-SPI mode control register (SPI_QCTL) of SPI1

Address offset: 0x80
Reset value: 0x0000

This register can be accessed by half-word (16-bit) or word (32-bit).



Bits	Fields	Descriptions
31:3	Reserved	Must be kept at reset value

2	IO23_DRV	Drive IO2 and IO3 enable 0: IO2 and IO3 are not driven in single wire mode 1: IO2 and IO3 are driven to high in single wire mode This bit is only available in SPI1.
1	QRD	Quad-SPI mode read select. 0: SPI is in quad wire write mode 1: SPI is in quad wire read mode This bit should be only be configured when SPI is not busy (TRANS bit cleared) This bit is only available in SPI1.
0	QMOD	Quad-SPI mode enable. 0: SPI is in single wire mode 1: SPI is in Quad-SPI mode This bit should only be configured when SPI is not busy (TRANS bit cleared). This bit is only available in SPI1.

21. HDMI-CEC controller(HDMI-CEC)

21.1. Overview

Consumer Electronics Control (CEC) belongs to a part of HDMI (High-Definition Multimedia Interface) standard. CEC, as a kind of protocol, provides the advanced control functions of all kinds of audio-visual products in a user environment. The CEC protocol gets hardware support from the HDMI-CEC controller.

21.2. Characteristics

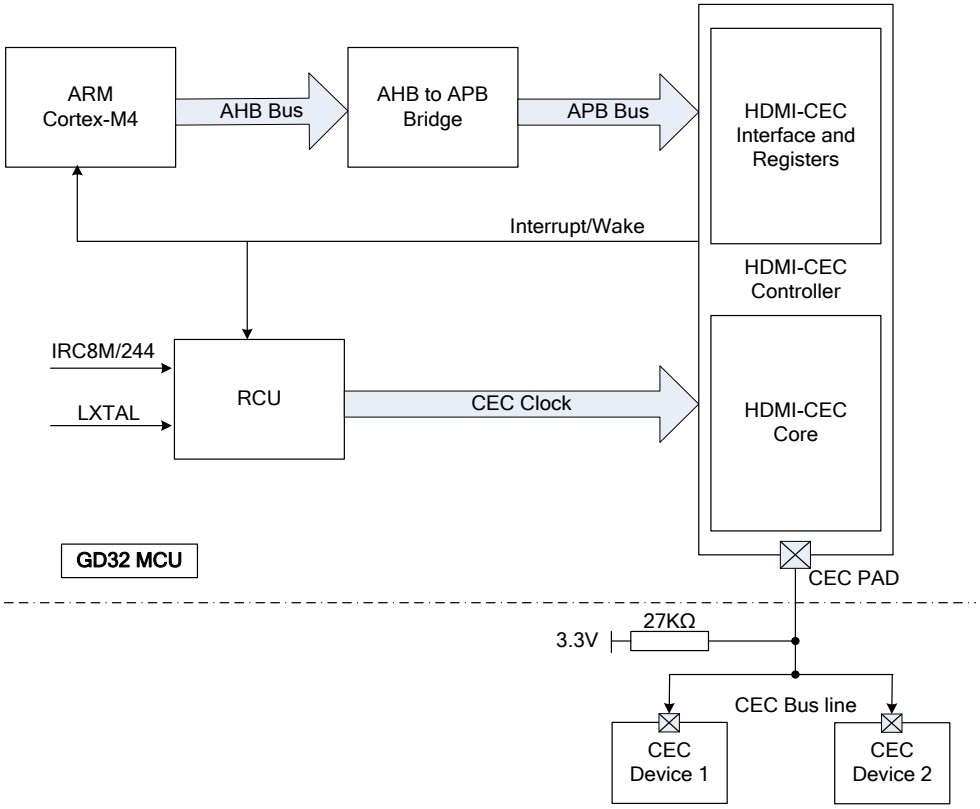
- HDMI-CEC controller complies with HDMI-CEC v1.4 Specification
- Two clock source options for 32.768KHz CEC clock:
  1) LXTAL oscillator
  2) IRC8M oscillator with settled prescaler (IRC8M/244)
- For ultra low-power applications, HDMI-CEC controller can work in Deep-sleep mode
- Programmable SFT(Signal Free Time) value for arbitration priority:
  1) User configure
  2) Auto configure by controller as HDMI-CEC protocol specification
- Programmable own address(OAD)
- Listen mode supports user receiving messages on the CEC line but not disturb the CEC line.
- Receive bit-tolerance function support for higher compatibility
- Bit Error Detection
  1) Bit period short error(BPSE)
  2) Bit period long error(BPLE)
  3) Bit rising error(BRE)
- Programmable error-bit generation
  1) BPSE detection will always generate error-bit
  2) BPLE detection will generate error-bit if BPLEG=1
  3) BRE detection will generate error-bit if BREG=1
- Transmission error detection (TERR)
- Transmission underrun detection (TU)
- Reception overrun detection (RO)
- Arbitration fail detection (ARBF), controller will automatic retry transmission if ARBF asserted.

21.3. Function overview

21.3.1. CEC bus pin

The CEC device communicates with others by only one bidirectional line. When the CEC device is in the output state, in order to allow a wired-and connection, the CEC pin need to be configured in alternate function open drain mode, and an external 27kΩ resister is needed for pulling-up the CEC pin to a +3.3V supply voltage.

Figure 21-1. HDMI-CEC Controller Block Diagram



21.3.2. Message description

A complete message includes one or more frames and the message structure is shown as below:

Bus High	START Bit	Header Frame	Data Frame	. . . .	Data Frame	Data Frame	Bus High

The frame has two types:

1) **Header frame**: The first frame in the message which followed the start-bit consists of the source logical address field and the destination logical address field. The Header frame is always needed.

2) **Data frame**: The frames in the message followed the header frame. Data frame is optional.

All frames are ten bits long and have the same basic structure as shown below:

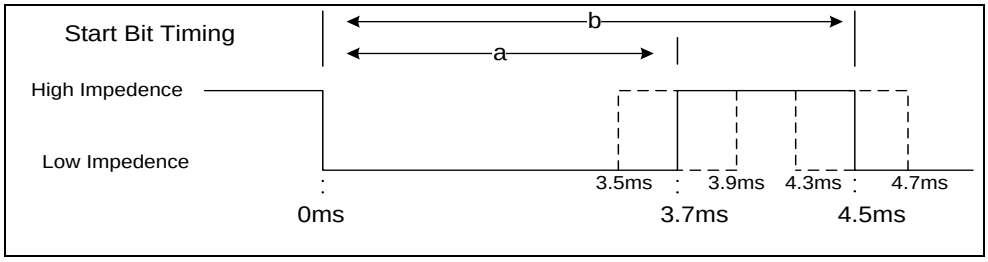
Frame Structure									
7	6	5	4	3	2	1	0		
Information bits								ENDOM	ACK

The information bits are data, opcodes or addresses, dependent on context. The control bits, ENDOM and ACK, are always present and always have the same usage.

21.3.3. Bit timing description

All bits timing in the message are divided into two types: Start bit and Data bit.

1) Start Bit: The start bit has to be validated by its low duration(a) and its total duration(b) showed as below:



2) Data Bit: The valid data bit timing is constrained as below:

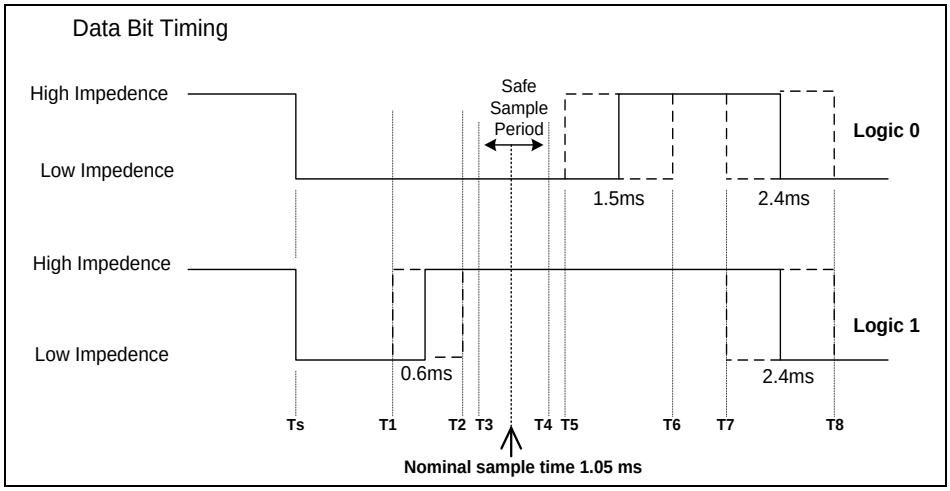


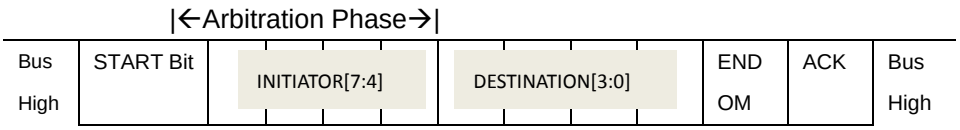
Table 21-1. Data Bit Timing Parameter Table

Ts	Time (ms)	The bit start event.
T1	0.4ms	When indicating a logical 1, T1 as the earliest time for a low - high transition.
T2	0.8ms	When indicating a logical 1, T2 as the latest time for a low - high

Ts	Time (ms)	The bit start event.
		transition.
T3	0.85ms	The earliest time it is safe to sample the signal line to determine its state.
T4	1.25ms	The latest time it is safe to sample the signal line to determine its state.
T5	1.3ms	T5 as the earliest time that a device is allowed to return to a high impedance state(logical 0).
T6	1.7ms	T6 as the latest time that a device is allowed to return to a high impedance state(logical 0).
T7	2.05ms	T7 as the earliest time for the start of a following bit.
	2.4ms	As a nominal data bit period.
T8	2.75ms	T8 as the latest time for the start of a following bit.

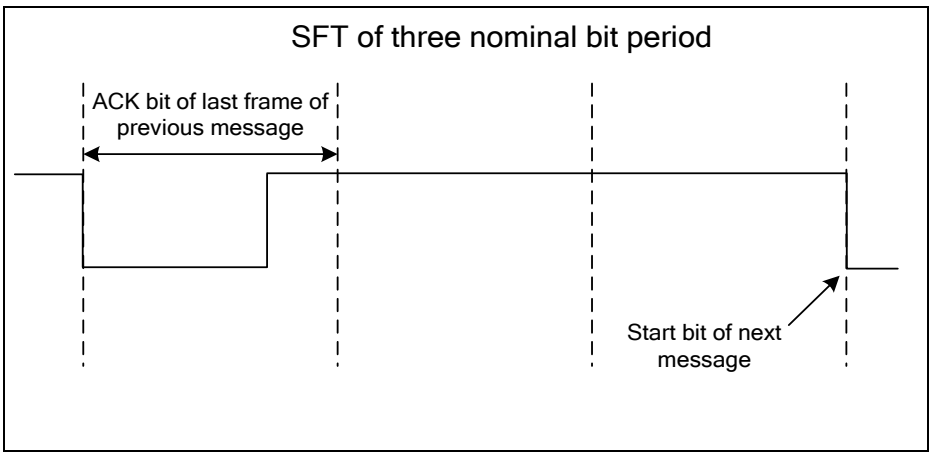
21.3.4. Arbitration

CEC line arbitration starts from the front edge of the start bit to the end of the Initiator address bits among the Header Block. In the meantime the Initiator should monitor the CEC line. During this period, if low impedance is detected when sending high impedance state then it should assume that it has lost the arbitration.



Before attempting to transmit or re-transmit a frame, a device shall ensure that the CEC line has been inactive for a number of bit periods.

This signal free time is defined as the time since the start of the final bit of the previous frame.



The length of the required signal free time depends on the current status of the control signal

line and the initiating device. If SFT=0x0, the HDMI-CEC controller's SFT will perform as table below:

Precondition	Signal Free Time (nominal data bit periods)
Present Initiator wants to send another message immediately after its previous message	≥7
New Initiator wants to send a message	≥5
Previous attempt to send message unsuccessful	≥3

This means that there is an opportunity for other devices to gain access to the CEC line during the periods mentioned above to send their own messages after the current device has finished sending its current message.

If SFT is not 0x0, the corresponding user configure SFT will be performed.

21.3.5. SFT option bit description

SFT option bit support another way for saving bus inactive time through setting more SFT counter's start time point.

When SFTOPT = 0, the SFT timer will start at the time STAOM bit asserted when the controller is in the idle state.

When SFTOPT = 1, the SFT timer will start at the time CEC bus is in idle state and the SFT time will be saved if you configure the STAOM after SFT done because the controller will start transmit without any latency.

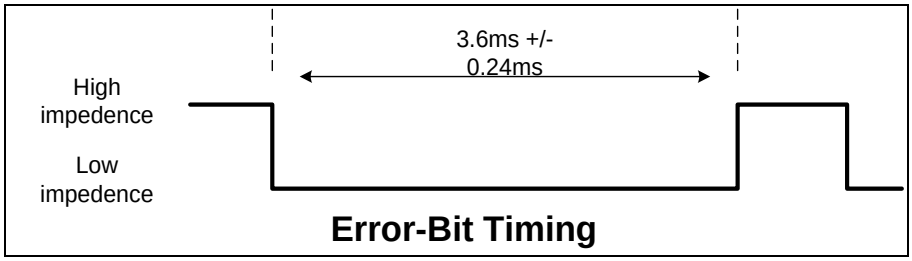
When SFTOPT = 1, some other cases will also start the SFT counter:

- In case of regular TX/RX complete(TEND/REND asserted)
- In case of transmission not complete such as the time TERR, TAERR or TU asserted.
- In case of receiving progress, if some error detected and error bit is generated, the SFT timer will start when output error bit finished.

21.3.6. Error definition

Error-Bit

If some errors are occurred and corresponding generation configure is enabled the HDMI-CEC controller will generate an error bit on the CEC pin for indicating. Error bit period definition is shown as below:



Error-Bit Timing

Frame error

CEC protocol defines that each frame of message need the acknowledgement to confirm the communication is successful. For broadcast(destination address=0xF), the ACK bit should be logic 1 and for singlecast(destination address<0xF), the ACK bit should be logic 0, otherwise the frame error occurs(TAERR/RAE flag asserted).

Another frame error situation is that the CEC bus pin voltage is different from CEC pad when HDMI-CEC controller is under initiator state(TERR flag asserted).

Bit rising error(BRE)

BRE flag can be asserted if rising edge detected during the BRE checking window and BRE flag will also generate CEC interrupt if the BREIE=1.

If BRES=1, the controller will stop receiving message and if BREG=1 the error-bit will be generated.

If BRES=1 in broadcast the BRE flag asserted, the error bit will be generated to notify the initiator the error. If you do not want to generate the error bit for BRE detection you can configure the BREG=0 and BCNG=1.

Note: The BRES=0 and BREG=1 configuration must be avoided.

Bit period short error(BPSE)

BPSE is set when the period of the neighboring falling edge is shorter than expected. BPSE flag will also generate CEC interrupt if the BPSEIE=1.

If the BPSE flag asserted, the error bit will must be generated except one of the cases below:

1) BCNG = 1

2) LMEN = 1

3) Receiving broadcast

Bit period long error(BPLE)

BPLE is set when the period of the neighboring falling edge is longer than expected. BPLE flag will also generate CEC interrupt if the BPLEIE=1.

When BPLE asserted, controller will stop receiving message and generate error bit if in one of the cases below:

1) BPLEG=1 in both singlecast and broadcast

2) BCNG=0 in broadcast

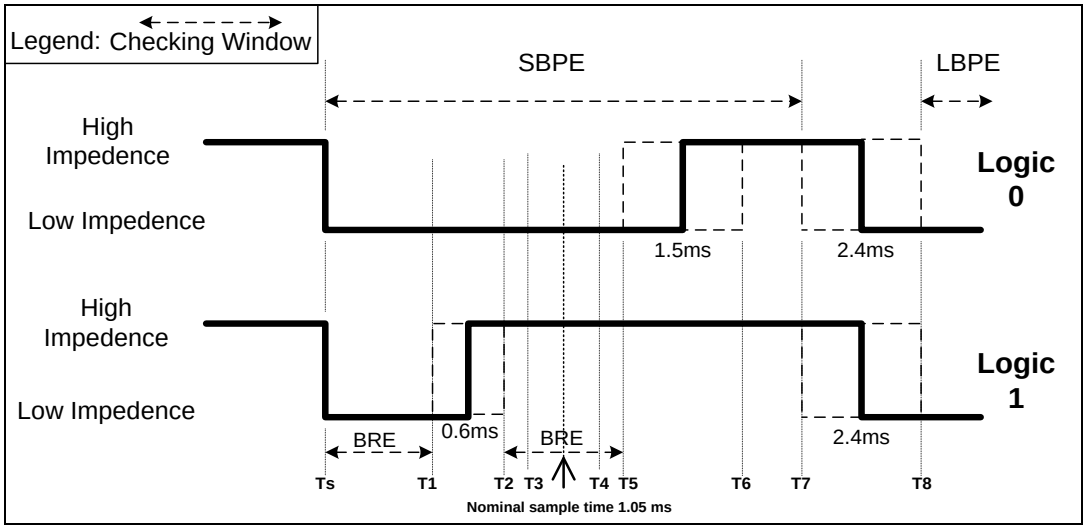


Table 21-2. Error Handling Timing Parameter Table

Symbol	RTOL	Time(ms)	Description
Ts	-	0ms	The bit start event.
T1	1	0.3ms	When indicating a logical 1, T1 as the earliest time for a low - high transition.
	0	0.4ms	
T2	0	0.8ms	When indicating a logical 1, T2 as the latest time for a low - high transition.
	1	0.9ms	
T3	-	0.85ms	The earliest time it is safe to sample the signal line to determine its state.
T4	-	1.25ms	The latest time it is safe to sample the signal line to determine its state.
T5	1	1.2ms	T5 as the earliest time that a device is allowed to return to a high impedance state(logical 0).
	0	1.3ms	
T6	0	1.7ms	T6 as the latest time that a device is allowed to return to a high impedance state(logical 0).
	1	1.8ms	
T7	1	1.85ms	T7 as the earliest time for the start of a following bit.
	0	2.05ms	
		2.4ms	As a nominal data bit period.
T8	0	2.75ms	T8 as the latest time for the start of a following bit.
	1	2.95ms	

Transmission error detection(TERR)

The TERR is set when the initiator find low impedance on the CEC bus when it is

transmitting high impedance. TERR will also generate CEC interrupt if TERRIE=1.

When TERR asserted the transmission is aborted and the software can retry the transmission.

TERR check window is depending on the different bit state of the frame shown as below:

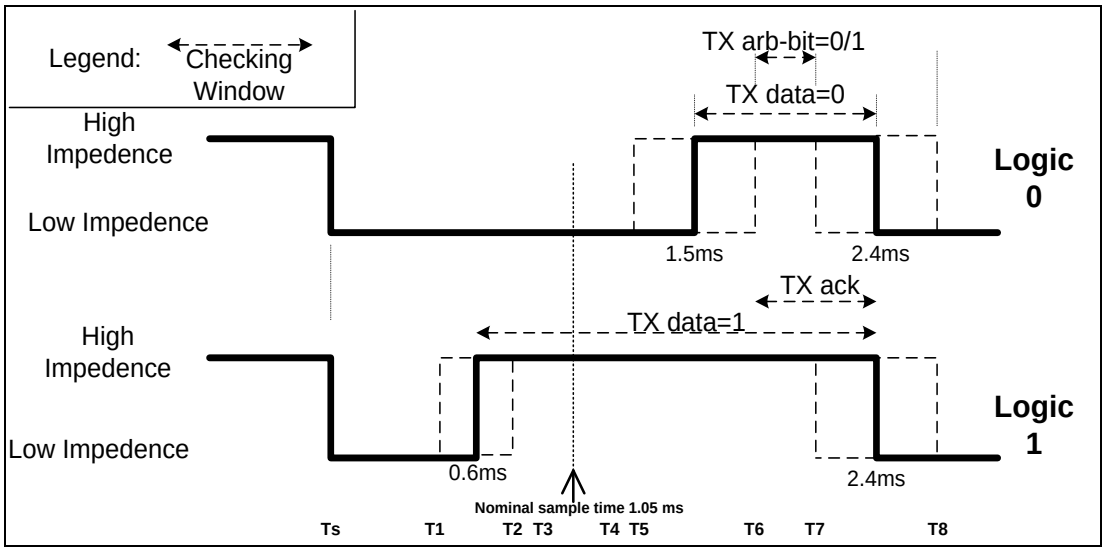


Table 21-3. TERR Timing Parameter Table

Symbol	RTOL	Time(ms)	Description
Ts	-	0ms	The bit start event.
T1	1	0.3ms	The earliest time for a low - high transition when indicating a logical 1.
	0	0.4ms	
T2	0	0.8ms	The latest time for a low - high transition when indicating a logical 1.
	1	0.9ms	
T3	-	0.85ms	The earliest time it is safe to sample the signal line to determine its state.
T4	-	1.25ms	The latest time it is safe to sample the signal line to determine its state.
T5	1	1.2ms	The earliest time a device is permitted return to a high impedance state (logical 0).
	0	1.3ms	
T6	0	1.7ms	The latest time a device is permitted return to a high impedance state (logical 0).
	1	1.8ms	
T7	1	1.85ms	The earliest time for the start of a following bit.
	0	2.05ms	
		2.4ms	The nominal data bit period.
T8	0	2.75ms	The latest time for the start of a following bit.
	1	2.95ms	

21.3.7. HDMI-CEC interrupt

There 13 interrupts in HDMI-CEC controller are made up of corresponding flag and interrupt enable bit:

No.	Interrupt event in HDMI-CEC	Event flag	Interrupt enable bit
1	Arbitration fail	ARBF	ARBFIE
2	TX Byte Request	TBR	TBRIE
3	Transmission end	TEND	TENDIE
4	Transmit Byte buffer underrun	TU	TUIE
5	Transmit error	TERR	TERRIE
6	Transmit acknowledge error	TAERR	TAERRIE
7	Byte Received	BR	BRIE
8	Reception end	REND	RENDIE
9	Receive Overrun	RO	ROIE
10	Bit rising error	BRE	BREIE
11	Bit Period Short Error	BPSE	BPSEIE
12	Bit Period Long Error	BPLE	BPLEIE
13	RX acknowledge error	RAE	RAEIE

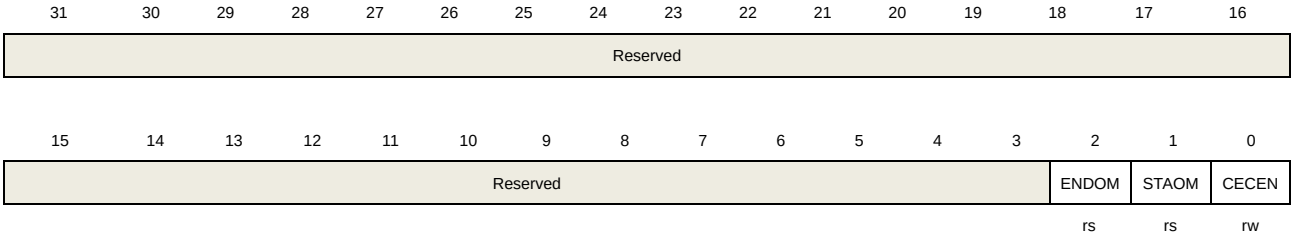
Note: Any HDMI-CEC interrupt will wake up the chip from Deep-sleep Mode.

21.4. Register definition

21.4.1. Control register (CEC_CTL)

Address offset: 0x00

Reset value: 0x0000 0000



Bits	Fields	Descriptions
31:3	Reserved	Must be kept at reset value
2	ENDOM	ENDOM bit value in the next frame in Transmit mode. ENDOM can only be set by software when CECEN=1. ENDOM is cleared by hardware in the same situation of clearing STAOM. 0: Next frame send 0 in ENDOM bit position

		1: Next frame send 1 in ENDOM bit position
1	STAOM	Start of sending a message. STAOM can only be set by software when CECEN=1. STAOM is cleared by hardware if any of these flags asserted: TEND, TU, TAERR, TERR or CECEN is cleared. If the message consists of only header frame, ENDOM should be set before configuring header frame in TDATA. After setting STAOM, the SFT counter will start and when SFT is done the Start-bit will performance on CEC line. Software can abort sending the message through clearing CECEN bit under STAOM=1. 0: No CEC transmission is on-going 1: CEC transmission is pending or executing
0	CECEN	Enable/disable HDMI-CEC controller. CECEN bit is configured by software. 0: Disable HDMI-CEC controller. Abort any sending message state and clear ENDOM/STAOM 1: Enable CEC controller and go into receiving state if STAOM=0

21.4.2. Configuration register (CEC_CFG)

Address offset: 0x04

Reset value: 0x0000 0000

Note: This register can only be write when CECEN=0

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
LMEN	OAD [14:0]														
rw								rw							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved							SFTOPT	BCNG	BPLEG	BREG	BRES	RTOL	SFT[2:0]		
							rw	rw	rw	rw	rw	rw	rw		

Bits	Fields	Descriptions
31	LMEN	Listen Mode Enable Bit This bit is set and cleared by software. 0: Only receive broadcast and singlecast in OAD address with appropriate ACK 1: Receive broadcast and singlecast in OAD address with appropriate ACK and receive message whose destination address is not in OAD without feedback ACK
30:16	OAD[14:0]	Own Address Each bit of OAD represents one destination address. For example: if OAD[0]=1,the controller will receive the message being sent to address 0x0. This means the controller can be configured to have multiple own addresses. Broadcast message is always received. After received destination address(last 4 bit of HEADER frame),if it is valid in the OAD,

		the controller will feedback with positive acknowledge ,if it is not valid in the OAD and LMEN=1,the controller will receive the message with no acknowledge, if it is not valid in the OAD and LMEN=0,the controller will not receive the message.
15:9	Reserved	Must be kept at reset value
8	SFTOPT	The SFT start option bit This bit is set and cleared by software. 0: SFT counter starts counting when STAOM is asserted 1: SFT counter starts automatically after transmission/reception enabled
7	BCNG	Do not generate an Error-bit in broadcast message This bit is set and cleared by software. 0: In broadcast mode, BRE and BPLE will generate an Error-bit on CEC line and if LMEN=1, BPSE will also generate an Error-bit 1: Error-bit is not generated in the same condition as above
6	BPLEG	Generate an Error-bit when detected BPLE in singlecast This bit is set and cleared by software. 0: Not generate an Error-bit on CEC line when detected BPLE in singlecast 1: Generate an Error-bit on CEC line when detected BPLE in singlecast
5	BREG	Generate an Error-bit when detected BRE in singlecast This bit is set and cleared by software. 0: Not generate an Error-bit on CEC line when detected BRE in singlecast 1: Generate an Error-bit on CEC line when detected BRE in singlecast
4	BRES	Whether stop receive message when detected BRE This bit is set and cleared by software. 0: Do not stop reception for BRE and data bit is sampled at nominal time(1.05ms) 1: Stop reception for BRE
3	RTOL	Reception bit timing tolerance This bit is set and cleared by software. 0: Standard bit timing tolerance 1: Extended bit timing tolerance
2:0	SFT[2:0]	Signal Free Time This bit is set and cleared by software. If SFT=0x0, the SFT time will perform as HDMI-CEC protocol description and if not, the SFT time is fixed configured by software. The start point is the falling edge of the ACK bit. 0x0: - 3x Standard data-bit period if SFT counter is start because of unsuccessful transmission(ARBF=1,TERR=1,TU=1 or TAERR=1) - 5x Standard data-bit period if CEC controller is the new initiator - 7x Standard data-bit period if CEC controller has successful completed

transmission

0x1: 1.5x nominal data bit periods

0x2: 2.5x nominal data bit periods

0x3: 3.5x nominal data bit periods

0x4: 4.5x nominal data bit periods

0x5: 5.5x nominal data bit periods

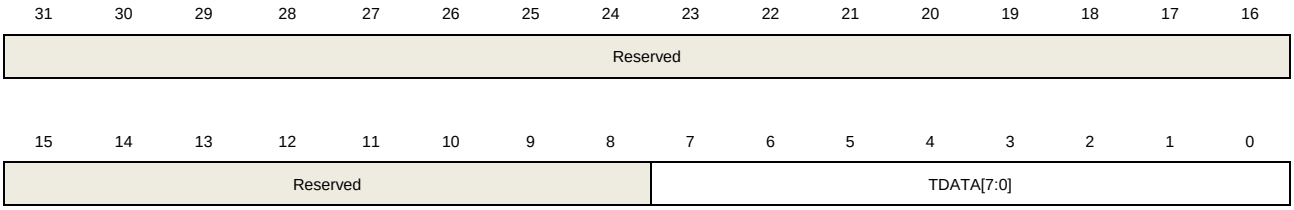
0x6: 6.5x nominal data bit periods

0x7: 7.5x nominal data bit periods

21.4.3. Transmit data register (CEC_TDATA)

Address offset: 0x08

Reset value: 0x0000 0000

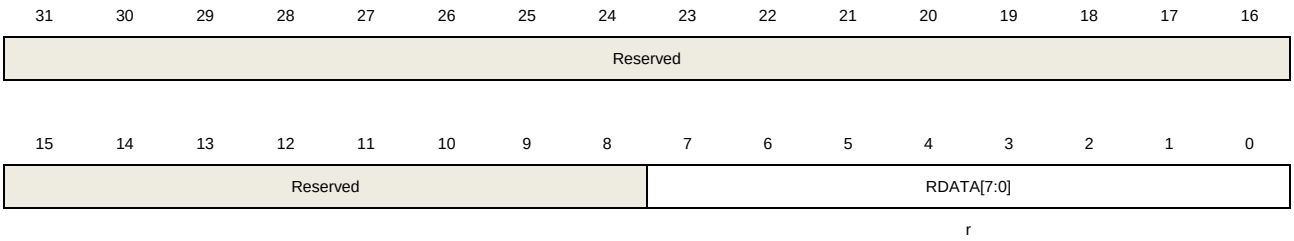


Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	TDATA[7:0]	Transmit data register These bits are write only and contain the data byte to be transmit.

21.4.4. Receive data register (CEC_RDATA)

Address offset: 0xC

Reset value: 0x0000 0000



Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	RDATA[7:0]	Receive data register These bits are read only and contain the last data byte which has been received from

the CEC line.

21.4.5. Interrupt Flag Register (CEC_INTF)

Address offset: 0x10

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			TAERR	TERR	TU	TEND	TBR	ARBF	RAE	BPLE	BPSE	BRE	RO	REND	BR
			rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1

Bits	Fields	Descriptions
31:13	Reserved	Must be kept at reset value
12	TAERR	Transmit ACK Error flag. This bit is set by hardware and cleared by software writing 1. The ACK bit is received 1 in singlecast and is received 0 in broadcast will assert the flag. TAERR will stop sending message and clear STAOM and ENDOM.
11	TERR	Transmit Error This bit is set by hardware and cleared by software writing 1. TERR is asserted if the controller is in initiator state and the CEC line is low impedance but it does not pull it down. TERR will stop sending message and clear STAOM and ENDOM.
10	TU	Transmit data buffer underrun This bit is set by hardware and cleared by software writing 1. TU is asserted if the software does not write data before sending the next byte. TU will stop sending message and clear STAOM and ENDOM.
9	TEND	Transmit successfully end This bit is set by hardware and cleared by software writing 1. TEND is asserted if the all frames of the message are successfully transmitted. TEND will clear STAOM and ENDOM bit.
8	TBR	Transmit Byte data request This bit is set by hardware and cleared by software writing 1. TBR is asserted when the 4th bit of current frame is transmitted and software should write data into txdata within 6 nominal data-bit periods
7	ARBF	Arbitration fail This bit is set by hardware and cleared by software writing 1. ARBF is asserted when either situation is occurs: external CEC device pull down the

		CEC line for sending start bit when controller is in SFT state or the controller and CEC device sending the start bit at the same time but the controller's initiator address priority is lower. If ARBF is asserted, the controller will get into reception state and after finish receiving the message the controller will retry to send message. During receiving and sending message, the STAOM will keep set.
6	RAE	Receive ACK Error This bit is set by hardware and cleared by software writing 1. RAE is asserted if ACK=0 in broadcast or ACK=1 in singlecast under LMEN=1 and destination address is not in OAD. RAE will stop receiving message.
5	BPLE	Bit Period Long Error This bit is set by hardware and cleared by software writing 1. BPLE is asserted when the data-bit is out of the maximum period. BPLE will stop receiving message and generate an error-bit if BPLEG=1 in singlecast or BCNG=0 in broadcast.
4	BPSE	Bit Period Short Error This bit is set by hardware and cleared by software writing 1. BPSE is asserted if a data-bit period is less than the minimal period.
3	BRE	Bit Rising Error This bit is set by hardware and cleared by software writing 1. BRE is asserted if the rising edge in a period is occurs in unexpected time.
2	RO	Receive Overrun This bit is set by hardware and cleared by software writing 1. RO is asserted when a new byte is received and BR is also set. RO will stop receiving message and send an incorrect ACK bit.
1	REND	End of Reception This bit is set by hardware and cleared by software writing 1. REND is asserted if the controller received the whole message with feedback correct ACK. REND is asserted at the same time of BR.
0	BR	Byte received This bit is set by hardware and cleared by software writing 1. BR is asserted if the controller received the whole message with feedback correct ACK. When BR is asserted, the RDATA is valid.

21.4.6. Interrupt enable register (CEC_INTEN)

Address offset: 0x14

Reset value: 0x0000 0000

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			TAERRIE	TERRIE	TUIE	TXENDIE	TBRIE	ARBFIE	RAEIE	BPLEIE	BPSEIE	BREIE	ROIE	RENDIE	BRIE
			rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:13	Reserved	Must be kept at reset value
12	TAERRIE	TAERR Interrupt Enable. This bit is set and cleared by software. 0: TAERR interrupt disable 1: TAERR interrupt enable
11	TERRIE	TERR Interrupt Enable. This bit is set and cleared by software. 0: TERR interrupt disable 1: TERR interrupt enable
10	TUIE	TU Interrupt Enable. This bit is set and cleared by software. 0: TU interrupt disable 1: TU interrupt enable
9	TENDIE	TEND Interrupt Enable. This bit is set and cleared by software. 0: TEND interrupt disable 1: TEND interrupt enable
8	TBRIE	TBR Interrupt Enable. This bit is set and cleared by software. 0: TBR interrupt disable 1: TBR interrupt enable
7	ARBFIE	ARBF Interrupt Enable. This bit is set and cleared by software. 0: ARBF interrupt disable 1: ARBF interrupt enable
6	RAEIE	RAE Interrupt Enable. This bit is set and cleared by software. 0: RAE interrupt disable 1: RAE interrupt enable
5	BPLEIE	BPLE Interrupt Enable. This bit is set and cleared by software.

		0: BPLE interrupt disable 1: BPLE interrupt enable
4	BPSEIE	BPSE Interrupt Enable. This bit is set and cleared by software. 0: BPSE interrupt disable 1: BPSE interrupt enable
3	BREIE	BRE Interrupt Enable. This bit is set and cleared by software. 0: BRE interrupt disable 1: BRE interrupt enable
2	ROIE	RO Interrupt Enable. This bit is set and cleared by software. 0: RO interrupt disable 1: RO interrupt enable
1	RENDIE	REND Interrupt Enable. This bit is set and cleared by software. 0: REND interrupt disable 1: REND interrupt enable
0	BRIE	BR Interrupt Enable. This bit is set and cleared by software. 0: BR interrupt disable 1: BR interrupt enable

22. Touch sensing interface (TSI)

22.1. Introduction

Touch Sensing Interface (TSI) provides a convenient solution for touch keys, sliders and capacitive proximity sensing applications. The controller builds on charge transfer method. Placing a finger near fringing electric fields adds capacitance to the system and TSI is able to measure this capacitance change using charge transfer method.

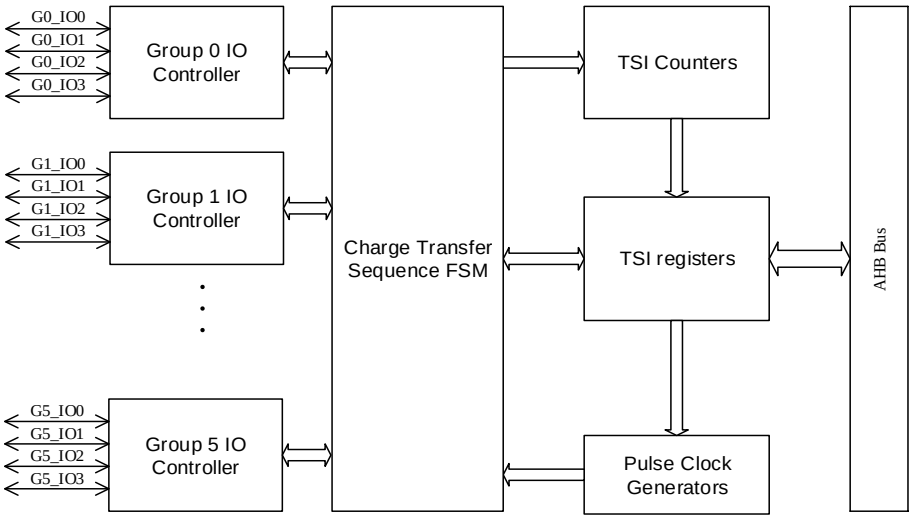
22.2. Main features

- Charge transfer sequence fully controlled by hardware.
- 6 fully parallel groups implemented.
- 18 IOs configurable for capacitive sensing Channel Pins and 6 for Sample Pins.
- Configurable transfer sequence frequency.
- Able to implement the user specific charge transfer sequences.
- Sequence end and error flags / configurable interrupts.
- Spread spectrum function implemented.

22.3. Function description

22.3.1. TSI block diagram

Figure 22-1. Block diagram of TSI module

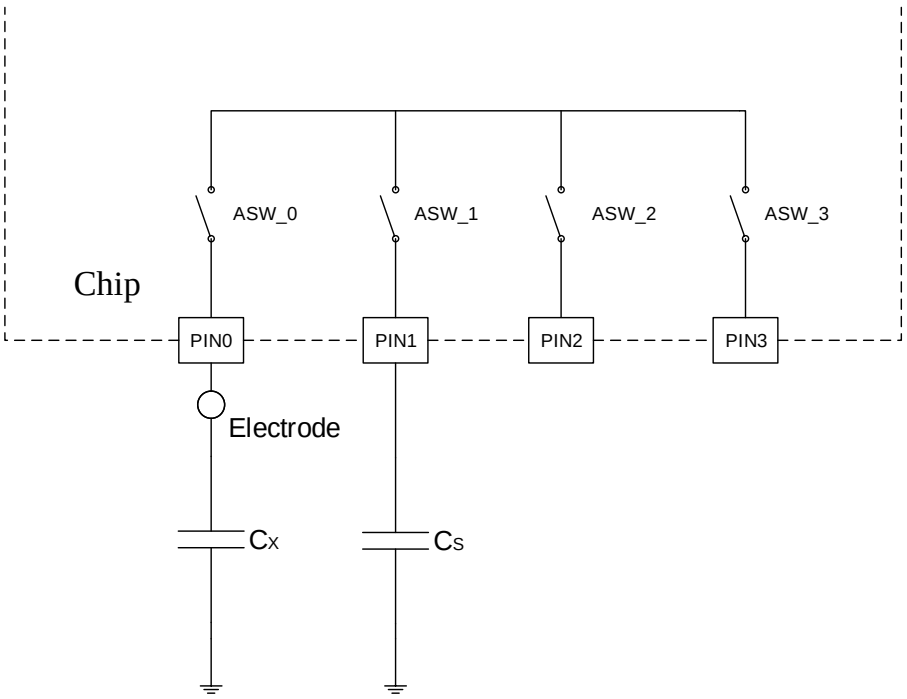


22.3.2. Touch sensing technique overview

There are different technologies for touch sensing, such as optical, resistive, capacitive, strain, etc. Detecting the change of a system is the key problem and goal in these technologies. The TSI module is designed to use charge transfer method which detects the capacitive change of an electrode when touched by or a finger close to it. In order to detect the capacitive change, TSI performs a charge transfer sequence including several charging, transfer steps. The number of these steps indicates the capacitance of an electrode. So the application is able to detect the change of capacitance by monitoring the step number of each transfer sequence.

As shown in ***Figure 22-2. Block diagram of Sample pin and Channel Pin***, there are 4 PINs in one group and each PIN has an analog switch connected to a common point which is the key component to implement charge transfer. There should be a sample pin and one or more channel pin(s) configured in one group. In ***Figure 22-2. Block diagram of Sample pin and Channel Pin***, PIN0 is a channel pin and PIN1 is a sample pin while PIN2 and PIN3 are unused. An electrode connecting PIN0 is designed on PCB board. The A sample capacitor C_S connected to sample pin PIN1 is also required. Now the capacitance of the channel pin PIN0 includes C_X and the capacitance introduced by the electrode, so capacitance of PIN0 increases when a finger is touching while the capacitance of PIN1 remains unchanged. Thus, the finger's touching can be detected if the capacitance of PIN0 can be measured. In TSI module, a charge-transfer sequence is performed to measure the capacitance of the channel pin(s) in a group, which will be detailed in next section.

Figure 22-2. Block diagram of Sample pin and Channel Pin



22.3.3. Charge transfer sequence

In order to measure the capacitance of a channel pin, charge transfer sequence is performed in chip. The sequence shown in ***Table 22-1. Pin and analog switch state in a charge-transfer sequence*** is described based on the connection of ***Figure 22-2. Block diagram of Sample pin and Channel Pin***, i.e. PIN0 is channel pin and PIN1 is sample pin.

Table 22-1. Pin and analog switch state in a charge-transfer sequence

Step	Name	ASW_0	ASW_1	Pin0	Pin1
1	Discharge	Close	Close	Input Floating	Pull Down
2	Buffer Time1	Open	Open	Input Floating	Input Floating
3	Charge	Open	Open	Output High	Input Floating
4	Extend Charge	Open	Open	Output High	Input Floating
5	Buffer Time2	Open	Open	Input Floating	Input Floating
6	Charge Transfer	Close	Close	Input Floating	Input Floating
7	Buffer Time3	Open	Open	Input Floating	Input Floating
8	Compare	Open	Open	Input Floating	Input Floating

1. Discharge

Both C_x and C_s are discharged by closing ASW_0 and ASW_1 and configuring PIN1 to pull down. This step is the initial operation for a correct charge transfer sequence and is performed by software before starting a charge transfer sequence. Discharging time in this step should be guaranteed to ensure that the voltage of C_x and C_s are discharged to zero.

2. Buffer Time1

Buffer time with ASW_0 and ASW_1 open, PIN0 is configured to input floating.

3. Charge

Channel pin PIN0 is configured to output high, in order to charge C_x . ASW_0 and ASW_1 remain open during this step. The charging time should be configured (see Register Section for detail) to ensure that the voltage of C_x is charged to V_{DD}.

4. Extend Charge

This is an optional step in a charge-transfer sequence and the behavior of all pins and analog switches in this step is the same as Step 3. The only difference between this and step 3 is the duration time, which is configurable in TSI registers. The duration of this step changes in each loop of a charge-transfer sequence, spreading the spectrum.

5. Buffer Time2

Buffer time with ASW_0 and ASW_1 open, PIN0 is configured to input floating.

6. Charge transfer

ASW_0 and ASW_1 are closed and PIN0 is configured to input floating to transfer charge from C_x to C_s. The transfer time should be configured (see Register Section for detail) to ensure the full transfer after that the voltage of C_x and C_s will be equal.

7. Buffer Time3

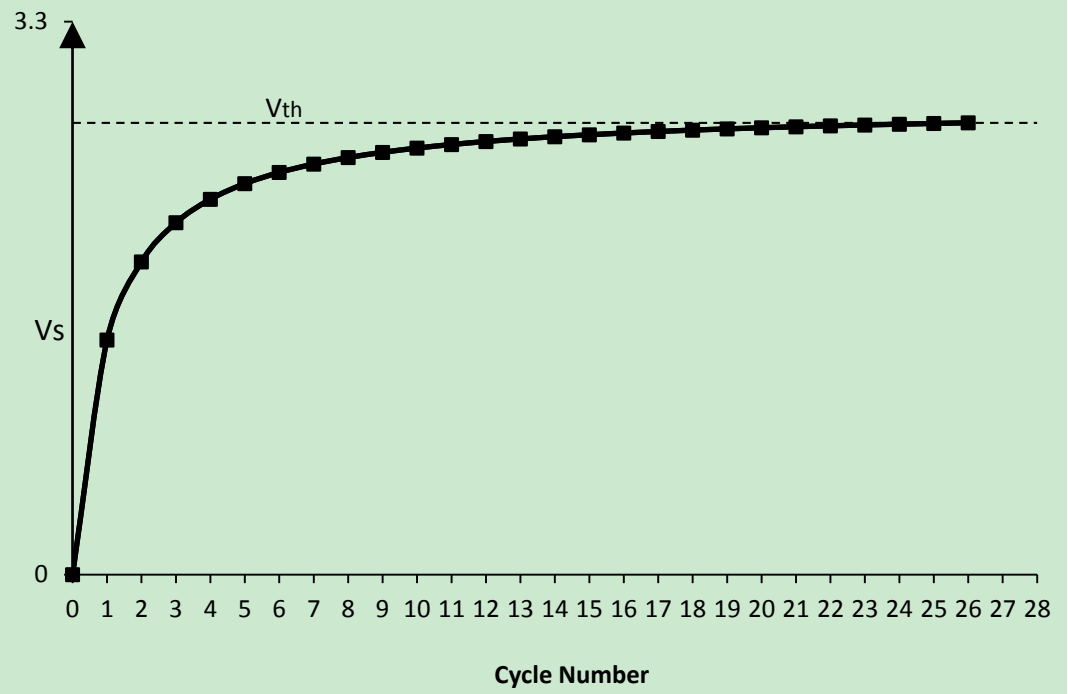
Buffer time with ASW_0 and ASW_1 open, PIN0 is configured to input floating.

8. Compare

ASW_0, ASW_1 and PIN0 remain the configuration of Step7. At this step, the voltage of sample pin PIN1 is compared to a threshold called V_{th}. If voltage of PIN1 is lower than V_{th}, the sequence returns to Step2 and continues, otherwise, the sequence ends.

The voltage of sample pin V_s is zero after initial step and increases after each charge cycle, as shown in ***Figure 22-3. Voltage of a sample pin during charge-transfer sequence.*** A larger C_x will cause a greater increase during a cycle. The sequence stops when V_s reaches V_{th}. Each group has a counter which records the number of cycles performed on it to reach V_{th}. At the end of charge-transfer sequence, the group counter is read out to estimate the C_x, i.e. a smaller counter values indicates a larger C_x.

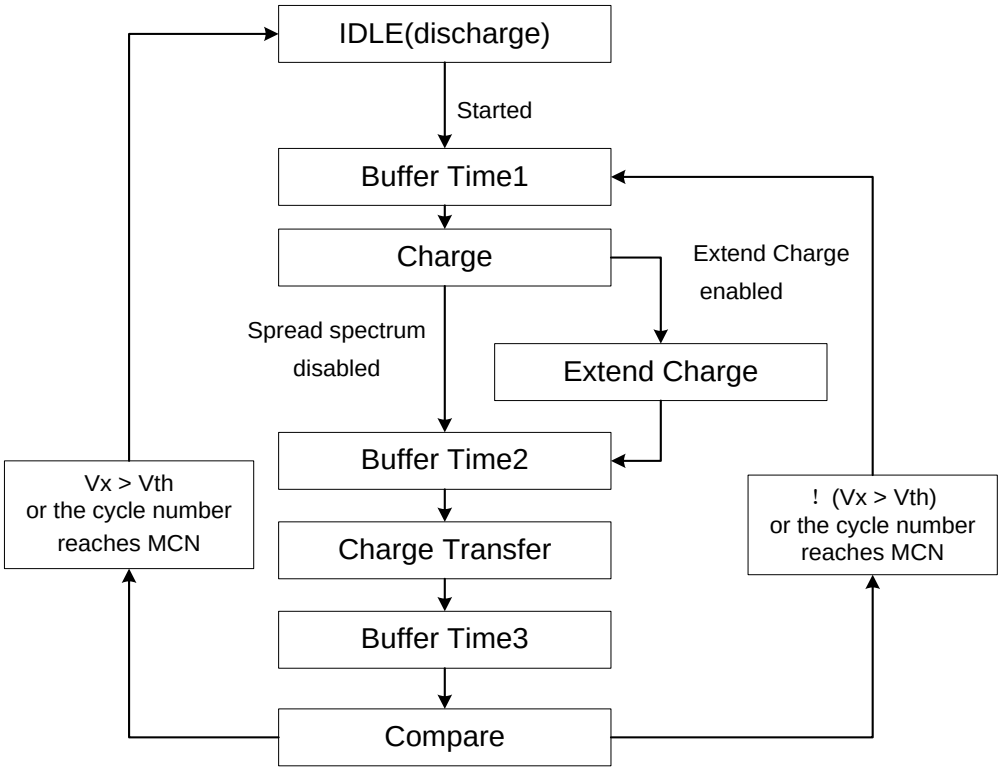
Figure 22-3. Voltage of a sample pin during charge-transfer sequence



22.3.4. Charge transfer sequence FSM

A hardware Finite-state machine (FSM) is designed in chip to perform the charge transfer sequence described in the previous section as shown in ***Figure 22-4. FSM flow of a charge-transfer sequence***.

Figure 22-4. FSM flow of a charge-transfer sequence



This FSM remains in IDLE state after reset. There are 2 kinds of start condition defined by TRGMOD bit in TSI_CTL0 register:

TRGMOD = 0: Software Trigger Mode. In this mode, the FSM starts after TSIS bit in TSI_CTL0 register is written 1 by software.

TRGMOD = 1: Hardware Trigger Mode. In this mode the FSM starts when a falling or rising edge on TSITG pin is detected.

Once started, the FSM runs following the flow described in ***Figure 22-4. FSM flow of a charge-transfer sequence***. The FSM leaves a state if the duration time of this state reaches defined value, and goes into the next state.

The Extend Charge state is present only if the ECEN bit is set in TSI_CTL0 register. This state is designed to implement spread spectrum function, which will extend the duration of the pulse high state with different extend time according to current FSM cycle number. So in other word, the charge frequency becomes dynamic and not fixed. In case of noisy application environment, enabling this function can improve the robustness of TSI. At the same time, system's electromagnetic emissions will be reduced.

In comparing state, the FSM compares voltage of the sample pin in every enabled group and the threshold voltage. If all sample pins' voltage reach the threshold, FSM returns IDLE state and stops, otherwise, it returns to Buffer Time 1 state and begins the next cycle.As shown in

Figure 22-3. Voltage of a sample pin during charge-transfer sequence, after 27 cycles, V_s (the voltage of sample pin) reaches V_{th} (the threshold voltage).

There is also a max cycle number defined by MCN in TSI_CTL0 register. When the cycle number reaches MCN, FSM returns to IDLE state and stops after Compare State, whether V_s reaches V_{th} or not.

22.3.5. Clock and duration time of states

There are 3 clocks in TSI module: HCLK, CTCLK(Charge Transfer Clock) and ECCLK(Extend Charge Clock). HCLK is system clock and drives TSI's register and FSM. CTCLK, which is divided from HCLK with division factor defined by register CTCDIV is the clock used for calculating the duration time of the charge state and Charge Transfer state. ECCLK, which is divided from HCLK with division factor defined by register ECCDIV is the clock used to calculate the maximum duration time of Extend Charge state. ECCLK and CTCLK are independent of each other.

The duration time of each state except Extend Charge state is fixed in each loop according to the configuration of the register.

The duration time of Buffer Time1, Buffer Time2 and Buffer Time3 are fixed to 2 HCLK periods. The duration time of Charge state and Charge Transfer state is defined by CDT and CTDT bits (see TSI_CTL0 register section for detail).

Generally, the variation range of extend charge frequency is limited to between 10% and 50%. And the duration time of Extend Charge state changes in each cycle of the charge-transfer FSM and the maximum duration time are defined by ECDT[6:0] in TSI_CTL0 register. If the Extend Charge state is enabled, the longest change time is when cycle number is ECDT+2. The duration time of Extend Charge state in each cycle is presented in *Table 22-2. Duration time of Extend Charge state in each cycle*.

Table 22-2. Duration time of Extend Charge state in each cycle

Cycle Number	Number of ECCLKs in Extend Charge state
1	0
2	1
…	
ECDT	ECDT-1
ECDT+1	ECDT
ECDT+2	ECDT+1
ECDT+3	ECDT
ECDT+4	ECDT-1
…	…
2*ECDT+1	2
2*ECDT+2	1
2*ECDT+3	0

2*ECDT+4	1
2*ECDT+5	2
…	…

Table 22-3. Spread spectrum deviation base on HCLK period

HCLK Period	Spread spectrum deviation with different ECDIV value (ECDT=0x7F)		
	ECDIV[2:0]=0x0 (Min)	ECDIV[2:0]=0x1	ECDIV[2:0]=0x7(Max)
41.6ns (24MHz)	5333.3ns	10666.6ns	42666.6ns
20.8ns (48MHz)	2666.6ns	5333.3ns	21333.3ns
13.8ns (72MHz)	1777.7ns	3555.5ns	14222.2ns
11.9ns (84MHz)	1523.8ns	3047.6ns	12190.4ns
9.26ns(108MHz)	1185.18ns	2370.37ns	9481.48ns

22.3.6. PIN mode control of TSI

There are 4 pins in each group and each of these pins is able to be used as a sample pin or channel pin. Only one pin in a group should be configured as sample pin, and channel pins can be more than one. The sample pin and channel pin(s) should not be configured as the same pin in any case.

When a PIN is configured in GPIO (see chapter GPIO) used by TSI, the pin's mode is controlled by TSI. Generally, each pin has 3 modes: input, output high and output low.

The mode of a channel pin or a sample pin during a charge-transfer sequence is described in ***Table 22-1. Pin and analog switch state in a charge-transfer sequence*** which PIN0 represents a channel pin and PIN1 represents a sample pin, i.e. the charge-transfer FSM take control of these channels or sample pins' mode and the states of related analog switches when the sequence is on-going. When the sequence is in IDLE state, PINMOD bit in TSI_CTL0 register defines the mode of these pins. Pins that are configured in GPIO used by TSI but neither sample nor channel in TSI register is called free pins whose mode is defined by PINMOD bit in TSI_CTL0, too.

22.3.7. Analog switch (ASW) and I/O hysteresis mode

A channel or sample pin's analog switch is controlled by charge-transfer sequence when FSM is running, as shown in ***Table 22-1. Pin and analog switch state in a charge-transfer sequence***. When the FSM is IDLE, these pins' analog switches are controlled by GxPy bits in TSI_ASW register. All free pin's analog switches are controlled by GxPy bits too.

TSI takes control of the analog switches when FSM is IDLE, even if these pins are not configured to be used by TSI in GPIO. The user is able to perform user-defined charge-transfer sequence by writing GxPy bits to control these analog switches, while controlling pin mode directly in GPIO.

TSI controller has the highest priority of GPIO. When TSI is enable, this configuration is available regardless of the GPIO mode, controlled by GPIO registers or other peripherals

Disable the GPIO's Schmitt trigger hysteresis of TSI Pins by resetting GxPy bit in TSI_PHM register could improve the system immunity.

22.3.8. TSI operation flow

The normal operation flow of TSI is listed below:

System initialization, such as system clock configuration, TSI related GPIO configuration, etc.

Program TSI_CTL0, TSI_CHCFG, TSI_INTEN, TSI_SAMPCFG and GEx bits of TSI_GCTL register according to demand.

Enable TSI by setting TSIEN bit in TSI_CTL0 register.

Optional for software trigger mode: program TSIS bit to start charging transfer sequence. In hardware trigger mode, TSI is started by falling/rising edge on the trigger pin.

Wait for the CTCF or MNERR flag in TSI_INTF and clear these flags by writing TSI_INTC.

Read out the CYCN bits in TSI_GxCYCN registers.

22.3.9. TSI flags and interrupts

Table 22-4. TSI errors and flags

Flag Name	Description	Cleared by
CTCF	TSI stops because all enabled samplers' sample pins reach V_{th}.	CCTCF bit in TSI_INTC
MNERR	TSI stops because the cycle number reaches the maximum value.	CMNERR bit in TSI_INTC

22.3.10. TSI GPIOs

Table 22-5. TSI pins

TSI Group	TSI Pins	GPPIN pins
TSI_GRP0	PIN0	PA0
	PIN1	PA1
	PIN2	PA2
	PIN3	PA3
TSI_GRP1	PIN0	PA4
	PIN1	PA5
	PIN2	PA6
	PIN3	PA7
TSI_GRP2	PIN0	PC5
	PIN1	PB0
	PIN2	PB1
	PIN3	PB2
TSI_GRP3	PIN0	PA9
	PIN1	PA10
	PIN2	PA11
	PIN3	PA12

TSI Group	TSI Pins	GPPIN pins
TSI_GRP4	PIN0	PB3
	PIN1	PB4
	PIN2	PB6
	PIN3	PB7
TSI_GRP5	PIN0	PB11
	PIN1	PB12
	PIN2	PB13
	PIN3	PB14

22.4. TSI registers

22.4.1. Control register0 (TSI_CTL0)

Address offset: 0x00

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CDT[3:0]				CTDT[3:0]				ECDT[6:0]							ECEN
rw				rw				rw							rw

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ECDIV[0]	CTCDIV[2:0]			Reserved				MCN[2:0]			PINMOD	EGSEL	TRGMOD	TSIS	TSIEN
rw	rw							rw			rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:28	CDT[3:0]	Charge State Duration Time CDT[3:0] is set and clear by software. These bits controls the duration time of Charge State in a charge-transfer sequence. 0000: $1 \times t_{CTCLK}$ 0001: $2 \times t_{CTCLK}$ 0010: $3 \times t_{CTCLK}$ …. 1111: $16 \times t_{CTCLK}$
27:24	CTDT[3:0]	Charge Transfer State Duration Time CTDT[3:0] is set and clear by software. These bits control the duration time of Charge Transfer State in a charge-transfer sequence. 0000: $1 \times t_{CTCLK}$ 0001: $2 \times t_{CTCLK}$ 0010: $3 \times t_{CTCLK}$ …. 1111: $16 \times t_{CTCLK}$
23:17	ECDT[6:0]	Extend Charge State Maximum Duration Time ECDT[6:0] is set and clear by software. These bits control the maximum duration time of Extend Charge Transfer State in a charge-transfer sequence. Extend Charge State is only present when ECEN bit in TSI_CTL0 register is set. 0000000: $1 \times t_{ECCLK}$ 0000001: $2 \times t_{ECCLK}$ 0000010: $3 \times t_{ECCLK}$ ….

		1111111: $128 \times t_{ECCLK}$
16	ECEN	Extend Charge State Enable. 0: Extend Charge disabled 1: Extend Charge enabled
15	ECDIV[0]	Extend Charge clock(ECCLK) division factor. ECCLK in TSI is divided from HCLK and ECDIV defines the division factor. 0x0: $f_{ECCLK} = f_{HCLK}$ 0x1: $f_{ECCLK} = f_{HCLK}/2$ 0x2: $f_{ECCLK} = f_{HCLK}/3$ 0x3: $f_{ECCLK} = f_{HCLK}/4$ 0x4: $f_{ECCLK} = f_{HCLK}/5$ 0x5: $f_{ECCLK} = f_{HCLK}/6$ 0x6: $f_{ECCLK} = f_{HCLK}/7$ 0x7: $f_{ECCLK} = f_{HCLK}/8$ **Note**: ECDIV[2:1] are located in TSI_CTL1 and ECDIV[0] is located in TSI_CTL0.
14:12	CTCDIV[2:0]	Charge Transfer clock(CTCLK) division factor. CTCLK in TSI is divided from HCLK and CTCDIV defines the division factor. 0000: $f_{CTCLK} = f_{HCLK}$ 0001: $f_{CTCLK} = f_{HCLK}/2$ 0010: $f_{CTCLK} = f_{HCLK}/4$ 0011: $f_{CTCLK} = f_{HCLK}/8$ …. 0111: $f_{CTCLK} = f_{HCLK}/128$ 1000: $f_{CTCLK} = f_{HCLK}/256$ 1001: $f_{CTCLK} = f_{HCLK}/512$ …. 1110: $f_{CTCLK} = f_{HCLK}/16384$ 1111: $f_{CTCLK} = f_{HCLK}/32768$ **Note**: CTCDIV[3] is located in TSI_CTL1 and CTCDIV[2:0] are located in TSI_CTL0.
11:8	Reserved	Must be kept at reset value
7:5	MCN[2:0]	Max cycle number of a sequence MCN[2:0] defines the max cycle number of a charge-transfer sequence FSM which stops after reaching this number. 000: 255 001: 511 010: 1023 011: 2047

		100: 4095 101: 8191 110: 16383 111: Reserved
4	PINMOD	Pin mode This bit defines a TSI pin's mode when charge-transfer sequence is IDLE. 0: TSI pin will output low when IDLE 1: TSI pin will keep input mode when IDLE
3	EGSEL	Edge selection This bit defines the edge type in hardware trigger mode. 0: Falling edge 1: Rising edge
2	TRGMOD	Trigger mode selection 0: Software Trigger Mode, sequence will start after TSIS bit is set. 1: Hardware Trigger Mode, sequence will start after a falling/rising edge on trigger pin detected.
1	TSIS	TSI start This bit is set by software to start a charge-transfer sequence in software trigger mode and reset by hardware when the sequence stops. After setting this bit, software can reset it to stop the started sequence manually. 0: TSI is not started 1: TSI is started.
0	TSIEN	TSI enable 0: TSI module is enabled 1: TSI module is disabled

22.4.2. Interrupt enable register(TSI_INTEN)

Address offset: 0x04
Reset value: 0x0000 0000

This register can be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														MNERRIE	CTCFIE
														rw	rw

Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1	MNERRIE	Max Cycle Number Error Interrupt Enable 0: MNERR interrupt is disabled 1: MNERR interrupt is enabled
0	CTCFIE	Charge-transfer complete flag Interrupt Enable 0: CTCF interrupt is disabled 1: CTCF interrupt is enabled

22.4.3. Interrupt flag clear register (TSI_INTC)

Address offset: 0x08

Reset value: 0x0000 0000

This register can be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														CMNERR	CCTCF
														w	w

Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1	CMNERR	Clear max cycle number error 0: Reserved 1: Clear MNERR
0	CCTCF	Clear charge-transfer complete flag 0: Reserved 1: Clear CTCF

22.4.4. Interrupt flag register (TSI_INTF)

Address offset: 0x0C

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														MNERR	CTCF
														r	r

Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1	MNERR	Max Cycle Number Error This bit is set by hardware after charge-transfer sequence stops because it reaches the max cycle number defined by MCN[2:0]. This bit is cleared by writing 1 to CMNERR bit in TSI_ICR register. 0: No Max Count Error 1: Max Count Error
0	CTCF	Charge-Transfer complete flag This bit is set by hardware after charge-transfer sequence stops because all enabled group's sample pins reach the threshold voltage or because the cycle number reaches the value defined by MCN[2:0]. This bit is cleared by writing 1 to CCTCF bit in TSI_ICR register. 0: Charge-Transfer not complete 1: Charge-Transfer complete

22.4.5. Pin hysteresis mode register(TSI_PHM)

Address offset: 0x10

Reset value: 0xFFFF FFFF

This register can be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								G5P3	G5P2	G5P1	G5P0	G4P3	G4P2	G4P1	G4P0
								rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
G3P3	G3P2	G3P1	G3P0	G2P3	G2P2	G2P1	G2P0	G1P3	G1P2	G1P1	G1P0	G0P3	G0P2	G0P1	G0P0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23:0	GxPy	Pin hysteresis mode This bit is set and cleared by software. 0: Pin GxPy Schmitt trigger hysteresis mode disabled 1: Pin GxPy Schmitt trigger hysteresis mode enabled

22.4.6. Analog switch register(TSI_ASW)

Address offset: 0x18

Reset value: 0x0000 0000

This register can be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								G5P3	G5P2	G5P1	G5P0	G4P3	G4P2	G4P1	G4P0
								rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
G3P3	G3P2	G3P1	G3P0	G2P3	G2P2	G2P1	G2P0	G1P3	G1P2	G1P1	G1P0	G0P3	G0P2	G0P1	G0P0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23:0	GxPy	Analog switch state. This bit is set and cleared by software. 0: Analog switch of GxPy is open 1: Analog switch of GxPy is closed

22.4.7. Sample configuration register(TSI_SAMPCFG)

Address offset: 0x20

Reset value: 0x0000 0000

This register can be accessed by word(32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								G5P3	G5P2	G5P1	G5P0	G4P3	G4P2	G4P1	G4P0
								rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
G3P3	G3P2	G3P1	G3P0	G2P3	G2P2	G2P1	G2P0	G1P3	G1P2	G1P1	G1P0	G0P3	G0P2	G0P1	G0P0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23:0	GxPy	Sample pin mode This bit is set and cleared by software. 0: Pin GxPy is not a sample pin 1: Pin GxPy is a sample pin

22.4.8. Channel configuration register(TSI_CHCFG)

Address offset: 0x28

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved								G5P3	G5P2	G5P1	G5P0	G4P3	G4P2	G4P1	G4P0
								rw	rw	rw	rw	rw	rw	rw	rw
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
G3P3	G3P2	G3P1	G3P0	G2P3	G2P2	G2P1	G2P0	G1P3	G1P2	G1P1	G1P0	G0P3	G0P2	G0P1	G0P0
rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
23:0	GxPy	Channel pin mode This bit is set and cleared by software. 0: Pin GxPy is not a channel pin 1: Pin GxPy is a channel pin

22.4.9. Group control register(TSI_GCTL)

Address offset: 0x30

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved										GC5	GC4	GC3	GC2	GC1	GC0
										r	r	r	r	r	r
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved										GE5	GE4	GE3	GE2	GE1	GE0
										rw	rw	rw	rw	rw	rw

Bits	Fields	Descriptions
31:24	Reserved	Must be kept at reset value
21:16	GCx	Group complete This bit is set by hardware when charge-transfer sequence for an enabled group is complete. It is cleared by hardware when a new charge-transfer sequence starts. 0: Charge-transfer for group x is not complete 1: Charge-transfer for group x is complete

15:6	Reserved	Must be kept at reset value
5:0	GEx	Group enable This bit is set and cleared by software. 0: Group x is disabled 1: Group x is enabled

22.4.10. Group x cycle number registers(TSI_GxCYCN)(x= 0..5)

Address offset: 0x30 + 0x04 *(x + 1)

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved		CYCN[13:0]													
		rw													

Bits	Fields	Descriptions
31:14	Reserved	Must be kept at reset value
13:0	CYCN[13:0]	Cycle number These bits reflect the cycle number for a group as soon as a charge-transfer sequence completes. They are cleared by hardware when a new charge-transfer sequence starts.

22.4.11. Control register1 (TSI_CTL1)

Address offset: 0x300

Reset value: 0x0000 0000

This register can be accessed by word (32-bit).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved		ECDIV[2:1]		Reserved			CTCDIV[3]	Reserved							
		rw					rw								

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

Bits	Fields	Descriptions
31:30	Reserved	Must be kept at reset value
29:28	ECDIV[2:1]	Extend Charge clock(ECCLK) division factor. ECCLK in TSI is divided from HCLK and ECDIV defines the division factor. 0x0: $f_{ECCLK} = f_{HCLK}$ 0x1: $f_{ECCLK} = f_{HCLK}/2$ 0x2: $f_{ECCLK} = f_{HCLK}/3$ 0x3: $f_{ECCLK} = f_{HCLK}/4$ 0x4: $f_{ECCLK} = f_{HCLK}/5$ 0x5: $f_{ECCLK} = f_{HCLK}/6$ 0x6: $f_{ECCLK} = f_{HCLK}/7$ 0x7: $f_{ECCLK} = f_{HCLK}/8$ **Note**:ECDIV[2:1] are located in TSI_CTL1 and ECDIV[0] is located in TSI_CTL0.
27:25	Reserved	Must be kept at reset value
24	CTCDIV[3]	Charge Transfer clock(CTCLK) division factor. CTCLK in TSI is divided from HCLK and CTCDIV defines the division factor. 0000: $f_{CTCLK} = f_{HCLK}$ 0001: $f_{CTCLK} = f_{HCLK}/2$ 0010: $f_{CTCLK} = f_{HCLK}/4$ 0011: $f_{CTCLK} = f_{HCLK}/8$ …. 0111: $f_{CTCLK} = f_{HCLK}/128$ 1000: $f_{CTCLK} = f_{HCLK}/256$ 1001: $f_{CTCLK} = f_{HCLK}/512$ …. 1110: $f_{CTCLK} = f_{HCLK}/16384$ 1111: $f_{CTCLK} = f_{HCLK}/32768$ **Note**: CTCDIV[3] is located in TSI_CTL1 and CTCDIV[2:0] are located in TSI_CTL0.
23:0	Reserved	Must be kept at reset value

23. Universal serial bus full-speed interface (USBFS)

23.1. Overview

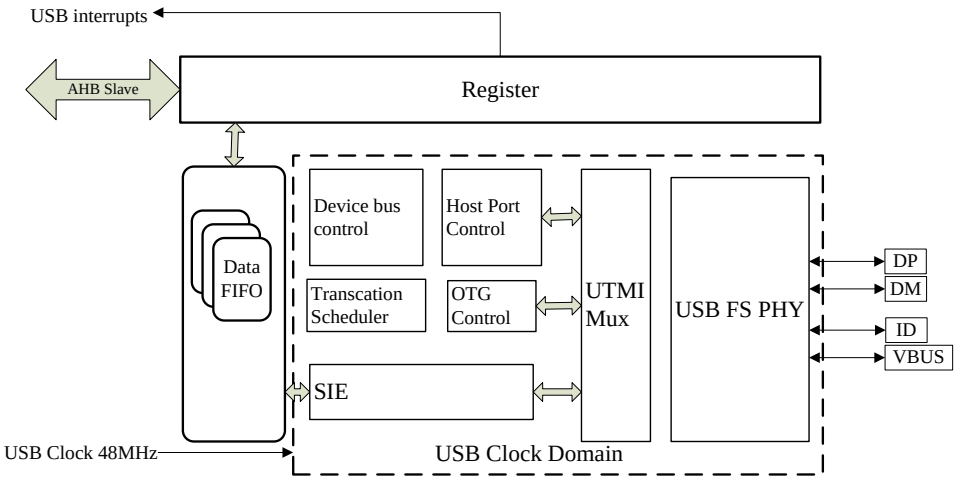
USB Full-Speed (USBFS) controller provides a USB-connection solution for portable devices. USBFS supports host and device modes, as well as OTG mode with HNP (Host Negotiation Protocol) and SRP (Session Request Protocol). USBFS contains a full-speed internal USB PHY and external PHY chip is not supported. USBFS supports all the four types of transfer (control, bulk, Interrupt and isochronous) which defined in USB 2.0 protocol.

23.2. Characteristics

- Supports USB 2.0 host mode at Full-Speed (12Mb/s) or Low-Speed (1.5Mb/s).
- Supports USB 2.0 device mode at Full-Speed (12Mb/s).
- Supports OTG protocol with HNP (Host Negotiation Protocol) and SRP (Session Request Protocol).
- Supports all the 4 types of transfer: control, bulk, interrupts and isochronous.
- Includes a USB transaction scheduler in host mode to handle USB transaction request efficiently.
- Includes a 1.25KB FIFO RAM.
- Supports 8 channels in host mode.
- Includes 2 transmit FIFOs (periodic and non-periodic) and a receive FIFO (shared by all channels) in host mode.
- Includes 4 transmit FIFOs (one for each IN endpoint) and a receive FIFO (shared by all OUT endpoints) in device mode.
- Supports 4 OUT and 4 IN endpoints in device mode.
- Supports remote wakeup in device mode.
- Includes a Full-Speed USB PHY with OTG protocol supported.
- Time intervals of SOFs is dynamic adjustable in host mode
- Supports output SOF pulse to PAD.
- Supports detecting ID pin level and VBUS voltage.
- Needs external component to supply power for connected USB device in host mode or OTG A-device mode.

23.3. Block diagram

Figure 23-1. USBFS block diagram



23.4. Signal description

Table 23-1. USBFS signal description

I/O port	Type	Description
VBUS	Input	Bus power port
DM	Input/Output	Differential D-
DP	Input/Output	Differential D+
ID	Input	USB identification: Mini connector identification port

23.5. Function overview

23.5.1. USBFS clocks and working modes

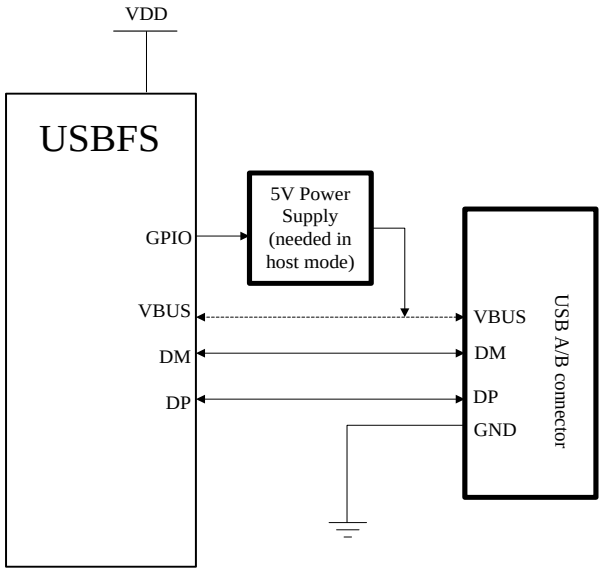
USBFS can operate as a host, a device or a DRD (Dual-role-Device), it contains an internal full-speed PHY. The maximum speed supported by USBFS is full-speed.

The internal PHY supports Full-Speed and Low-Speed in host mode, supports Full-speed in device mode, and supports OTG mode with HNP and SRP. The USB clock used by the USBFS should be 48MHz. The 48MHz USB clock is generated from internal clocks in system, and its source and divider factors are configurable in RCU.

The pull-up and pull-down resistors have already been integrated into the internal PHY and

they could be controlled by USBFS automatically according to the current mode (host, device or OTG mode) and connection status. A typical connection is shown in ***Figure 23-2. Connection with host or device mode.***

Figure 23-2. Connection with host or device mode



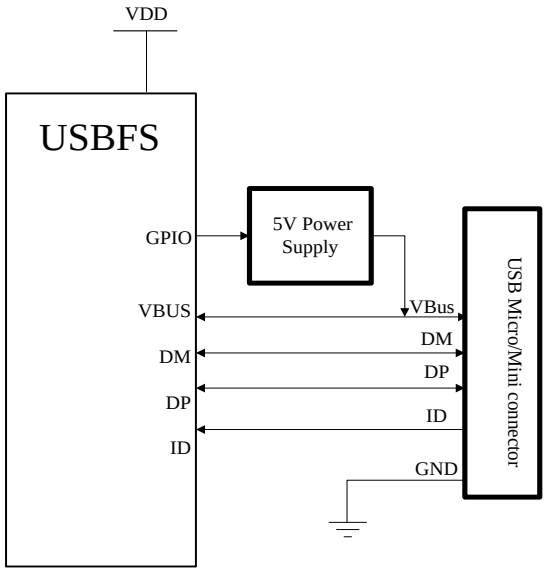
When USBFS works in host mode (FHM bit is set and FDM bit is cleared), the VBUS is 5V power detecting pin used for voltage detection defined in USB protocol. The internal PHY cannot supply 5V VBUS power and only has some voltage comparers, charge and dis-charge circuits on VBUS line. So if application needs VBUS power, an external power supply IC is needed. The VBUS connection between USBFS and the USB connector can be omitted in host mode, so USBFS doesn't detect the voltage level on VBUS pin and always assumes that the 5V power is present.

When USBFS works in device mode (FHM bit is cleared and FDM bit is set), the VBUS detection circuit is controlled by VBUSIG bit in USBFS_GCCFG register. So if the application needn't detect the voltage on VBUS pin, the VBUS pin can be freed for other use by setting the VBUSIG bit, the power supply is considered always on and the pull-up resistor on DP line is always switch on. Otherwise, the VBUS connection cannot be omitted, and USBFS continuously monitor the VBUS voltage and will immediately switch off the pull-up resistor on DP line once that the VBUS voltage falls below the needed valid value. This will cause a disconnection.

The OTG mode connection is described in the ***Figure 23-3. Connection with OTG mode***. When USBFS works in OTG mode, the FHM, FDM bits in USBFS_GUSBCS and VBUSIG bit in USBFS_GCCFG should be cleared. In this mode, the USBFS needs all the four pins: DM, DP, VBUS and ID, and needs to use several voltage comparers to monitor the voltage on these pins. USBFS also contains VBUS charge and discharge circuits to perform SRP request described in OTG protocol. The OTG A-device or B-device is decided by the level of ID pins. USBFS controls the pull-up or pull-down resistor during performing the HNP

protocol.

Figure 23-3. Connection with OTG mode

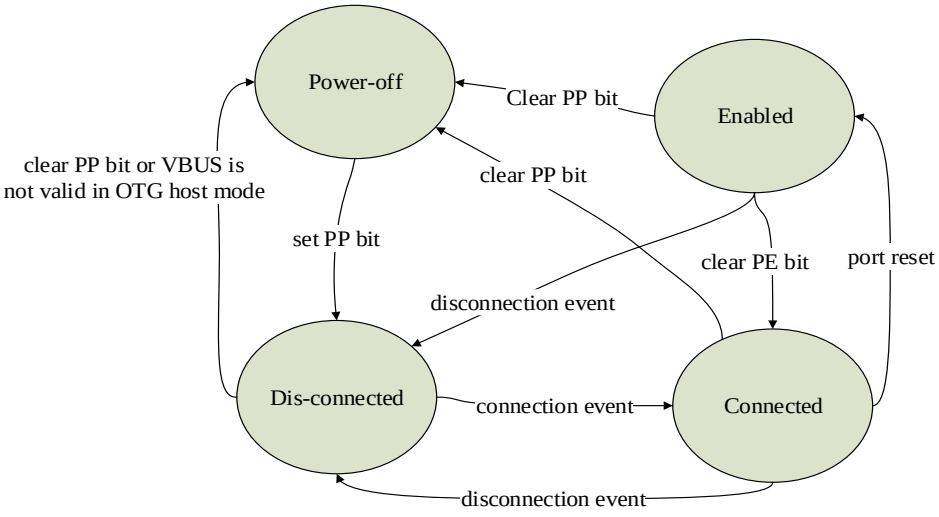


23.5.2. USB host function

USB Host Port State

Host application may control state of the USB port via USBFS_HPCS register. After system initialization, the USB port stays at power-off state. After PP bit is set by software, the internal USB PHY is powered on, and the USB port changes into disconnected state. After a connection is detected, USB port changes into connected state. The USB port changes into enabled state after a port reset is performed on USB bus.

Figure 23-4. State transition diagram of host port



Connection, Reset and Speed identification

As host, USBFS will trigger a connection flag for application after a connection is detected and will trigger a disconnection flag after a disconnection event.

PRST bit is used for USB reset sequence. Application may set this bit to start a USB reset and clear this bit to finish the USB reset. This bit only takes effect when port is at connected or enabled state.

The USBFS performs speed identification during connection, and the speed information will be reported in PS filed in USBFS_HPCS register. USBFS identifies the device speed by the voltage level of DM or DP. As described in USB protocol, full-speed device pulls up DP line while low-speed device pulls up DM line.

Suspend and resume

USBFS supports suspend state and resume operation. When USBFS port is at enabled state, setting PSP bit in USBFS_HPCS register will cause USBFS to enter suspend state. In suspend state, USBFS stops sending SOFs on USB bus and this will cause the connected USB device to enter suspend state after 3ms. Application can set the PREM bit in USBFS_HPCS register to start a resume sequence to wake up the suspended device and clear this bit to stop the resume sequence. The WKUPIF bit in USBFS_GINTF will be set and the USBFS wake up interrupt will be triggered if a host in suspend state detects a remote wakeup signal.

SOF generate

USBFS sends SOF tokens on USB bus in host mode. As described in USB 2.0 protocol, SOF packets are generated (by the host controller or hub transaction translator) every 1ms in full-speed links.

Each time after USBFS enters into enabled state, it will send the SOF packet periodically which the time is defined in USB 2.0 protocol. In addition, application may adjust the length of a frame by writing FRI filed in USBFS_HFT registers. The FRI bits define the number of USB clock cycles in a frame, so its value should be calculated based on the frequency of USB clock which is used by USBFS. The FRT filed bits show that the remaining clock cycles of the current frame and stop changing during suspend state.

USBFS is able to generate a pulse signal each SOF packet and output it to a pin. The pulse length is 16 HCLK cycle. If application desires to use this function, it needs to set SOFOEN bit in USBFS_GCCFG register and configure the related pin registers in GPIO.

USB Channels and Transactions

USBFS includes 8 independent channels in host mode. Each channel is able to communicate with an endpoint in USB device. The transfer type, direction, packet length and other information are all configured in channel related registers such as USBFS_HCHxCTL and USBFS_HCHxLEN.

USBFS supports all the four kinds of transfer types: control, bulk, interrupts and isochronous. USB 2.0 protocol divides these transfers into 2 kinds: non-periodic transfer (control and bulk) and periodic transfer (interrupt and isochronous). Based on this, USBFS includes two request queues: periodic request queue and non-periodic request queue, to perform efficient transaction schedule. A request entry in a request queue described above may represent a USB transaction request or a channel operation request.

Application needs to write packet into data FIFO via AHB register interface if it wants to start an OUT transaction on USB bus. USBFS hardware will automatically generate a transaction request entry in request queue after the application writes a whole packet.

The request entries in request queue are processed in order by transaction control module. USBFS always tries to process periodic request queue firstly and then non-periodic request queue.

After a start of frame, USBFS begins to process periodic queue until the queue is empty or bus time required by the current periodic request is not enough, and then process the non-periodic queue. This strategy ensures the bandwidth of periodic transactions in a frame. Each time the USBFS reads and pops a request entry from request queue, if this is a channel disable request, it immediately disables the channel and prepares to process the next entry.

If the current request is a transaction request and the USB bus time is enough for this transaction, USBFS will employ SIE to generate this transaction on USB bus.

When the required bus time for the current request is not enough in the current frame, and if this is a periodic request, USBFS stops processing the periodic queue and starts to process non-periodic request. If this is a non-periodic queue the USBFS will stop processing any queue and wait until the end of current frame.

23.5.3. USB device function

USB Device Connection

In device mode, USBFS stays at power-off state after initialization. After connecting to a USB host with 5V power supply through VBUS pin or setting VBUSIG bit in USBFS_GCCFG register, USBFS enters into powered state. USBFS begins to switch on the pull-up resistor on DP line and thus, host side will detect a connection event.

Reset and Speed-Identification

The USB host always starts a USB reset when it detects a device connection, and USBFS in device mode will trigger a reset interrupt by hardware when it detects the reset event on USB bus.

After reset sequence, USBFS will trigger an ENUMF interrupt in USBFS_GINTF register and reports current enumerated device speed in ES bits in USBFS_DSTAT register, this bit field is always 11(full-speed).

As required by USB 2.0 protocol, USBFS doesn't support low-speed in device mode.

Suspend and Wake-up

A USB device will enter into suspend state when the USB bus stays at IDLE state for 3ms. When USB device is in suspend state, most of its clock are closed to save power. The USB host is able to wake up the suspended device by generating a resume signal on USB bus. When USBFS detects the resume signal, the WKUPIF flag in USBFS_GINTF register will be set and the USBFS wake up interrupt will be triggered.

In suspend mode, USBFS is also able to remotely wake up the USB bus. Software may set RWKUP bit in USBFS_DCTL register to send a remote wake-up signal, and if remote wake-up is supported in USB host, the host will begin to send resume signal on USB bus.

Soft Disconnection

USBFS supports soft disconnection. After the device is powered on, USBFS will switch on the pull-up resistor on DP line so that the host can detect the connection. It is able to force a disconnection by setting the SD bit in USBFS_DCTL register. After the SD bit is set, USBFS will directly switch off the pull-up resistor, so that USB host will detect a disconnection on USB bus.

SOF tracking

When USBFS receives a SOF packet on USB bus, it will trigger a SOF interrupt and begin to count the bus time using local USB clock. The frame number of the current frame is reported in FNRSOF filed in USBFS_DSTAT register. When the USB bus time reaches EOF1 or EOF2 point (End of Frame, described in USB 2.0 protocol), USBFS will trigger an EOPFIF interrupt in USBFS_GINTF register. These flags and registers can be used to get current bus time and position information.

23.5.4. OTG function overview

USBFS supports OTG function described in OTG protocol 1.3, OTG function includes SRP and HNP protocols.

A-Device and B-Device

A-Device is an OTG capable USB device with a Standard-A or Micro-A plug inserted into its receptacle. The A-Device supplies power to VBUS and it is host at the start of a session. B-Device is an OTG capable USB device with a Standard-B, Micro-B or Mini-B plug inserted into its receptacle, or a captive cable ending being a Standard-A plug. The B-Device is a peripheral at the start of a session. USBFS uses the voltage level of ID pin to identify A-Device or B-Device. The ID status is reported in IDPS bit in USBFS_GOTGCS register. For the details of transfer states between A-Device and B-Device, please refer to OTG 1.3 protocol.

HNP

The Host Negotiation Protocol (HNP) allows the host function to be switched between two directly connected On-The-Go devices and eliminates the necessity of switching the cable connections for the change of control of communications between the devices. HNP will be initialized typically by the user or an application on the On-The-Go B-Device. HNP may only be implemented through the Micro-AB receptacle on a device.

Since On-The-Go devices have a Micro-AB receptacle, an On-The-Go device can default to being either a host or a device, depending that which type of plug (Micro-A plug for host, Micro-B plug for device) is inserted. By utilizing the Host Negotiation Protocol (HNP), an On-The-Go B-Device, which is the default device, may make a request to be a host. The process for the exchange of the role to a host is described in this section. This protocol eliminates the necessity of switching the cable connection for the change of the roles of the connected devices.

When USBFS is in OTG A-Device host mode and it wants to give up its host role, it may firstly set PSP bit in USBFS_HPCS register to make the USB bus enter in suspend status. Then, the B-Device will enter in suspend state 3ms later. If the B-Device wants to change to be a host, HNPREQ bit in USBFS_GOTGCS register should be set and the USBFS will begin to perform HNP protocol on bus, and at last, the result of HNP is reported in HNPS bit in USBFS_GOTGCS register. Besides, it is always available to get the current role (host or device) from COPM bit in USBFS_GINTF register.

SRP

The Session Request Protocol (SRP) allows a B-Device to request the A-Device to turn on VBUS and start a session. This protocol allows the A-Device, which may be battery powered, to conserve power by turning VBUS off when there is no bus activity while still providing a means for the B-Device to initiate bus activity. As described in OTG protocol, an OTG device must compare VBUS voltage with several threshold values and the compare result should be reported in ASV and BSV bits in USBFS_GOTGCS register.

Set SRPREQ bit in USBFS_GOTGCS register to start a SRP request when USBFS is in B-Device OTG mode and USBFS will generate a success flag SRPS in USBFS_GOTGCS register if the SRP request successfully.

When USBFS is in OTG A-Device mode and it has detected a SRP request from a B-Device, it sets a SESIF flag in USBFS_GINTF register. The 5V power supply for VBUS pin should be prepared to switch on after getting this flag.

23.5.5. Data FIFO

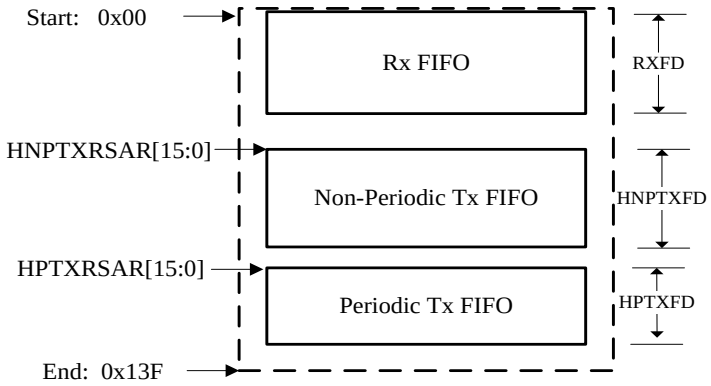
The USBFS contains a 1.25K bytes data FIFO for packet data storage. The data FIFO is implemented by using an internal SRAM in USBFS.

Host Mode

In host mode, the data FIFO space is divided into 3 parts: Rx FIFO for received packet,

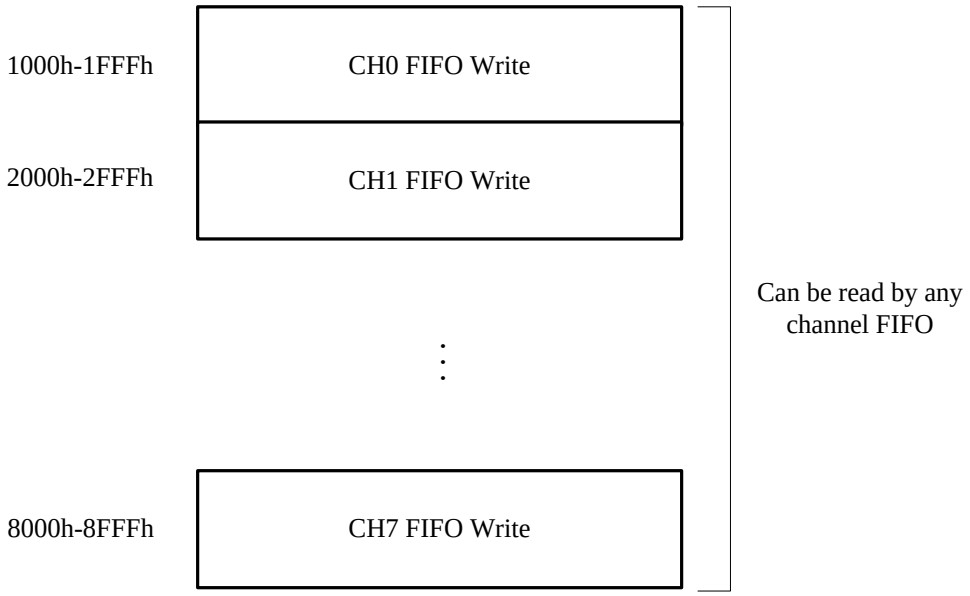
Non-Periodic Tx FIFO for non-period transmission packet and Periodic Tx FIFO for periodic transmission packet. All IN channels shares the Rx FIFO for packets reception. All the periodic OUT channels share the periodic Tx FIFO to packets transmission. All the non-periodic OUT channels share the non-Periodic Tx FIFO for transmit packets. The size and start offset of these data FIFOs should be configured using these registers: USBFS_GRFLEN, USBFS_HNPTFLEN and USBFS_HPTFLEN. ***Figure 23-5. HOST mode FIFO space in SRAM*** describes the structure of these FIFOs in SRAM. The values in the figure are in term of 32-bit words.

Figure 23-5. HOST mode FIFO space in SRAM



USBFS provides a special register area for the internal data FIFO reading and writing. ***Figure 23-6. Host mode FIFO access register map*** describes the register memory area that the data FIFO can write. This area can be read by any channel data FIFO. The addresses in the figure are addressed in bytes. Each channel has its own FIFO access register space, although all Non-periodic channels share the same FIFO and all the Periodic channels also share the same FIFO. It is important for USBFS to know which channel the current pushed packet belongs to. Rx FIFO is also able to be accessed using USBFS_GRSTATR/ USBFS_GRSTATP register.

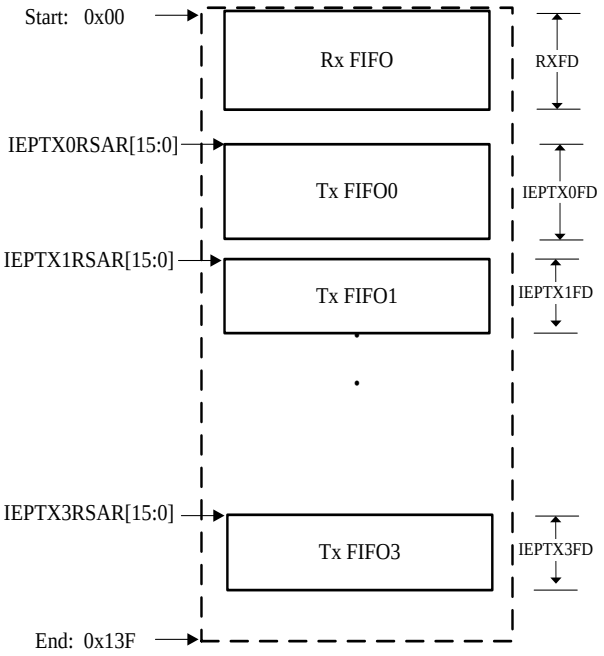
Figure 23-6. Host mode FIFO access register map



Device mode

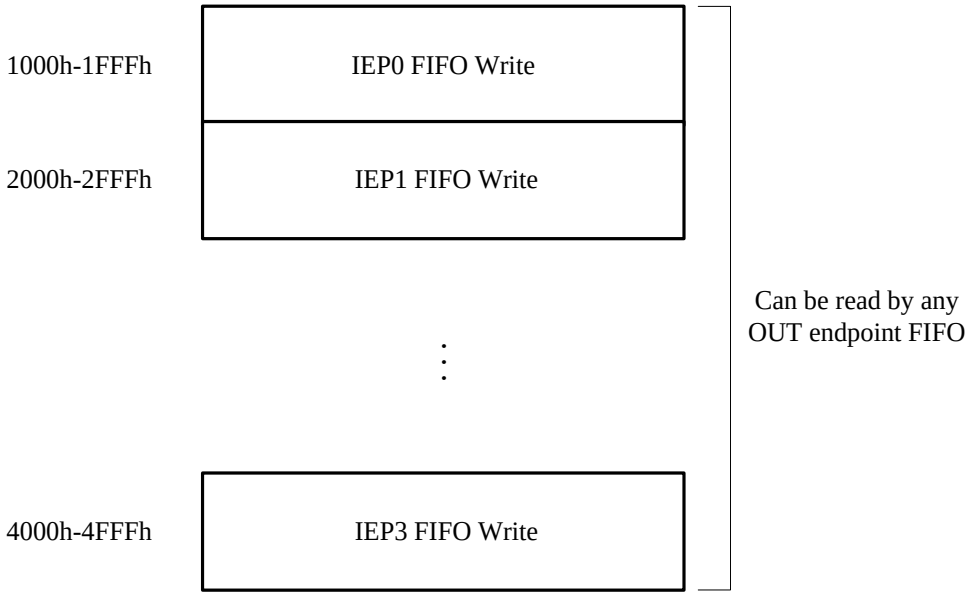
In device mode, the data FIFO is divided into several parts: one Rx FIFO and 4 Tx FIFOs (one for each IN endpoint). All the OUT endpoints share the Rx FIFO for receiving packets. The size and start offset of these data FIFOs should be configured using USBFS_GRFLEN and USBFS_DIEPxTFLEN (x=0…3) registers. ***Figure 23-7. Device mode FIFO space in SRAM*** describes the structure of these FIFOs in SRAM. The values in the figure are in term of 32-bit words.

Figure 23-7. Device mode FIFO space in SRAM



USBFS provides a special register area for the internal data FIFO reading and writing. *Figure 23-8. Device mode FIFO access register map* describes the register memory area where the data FIFO can write. This area can be read by any endpoint FIFO. The addresses in the figure are addressed in bytes. Each endpoint has its own FIFO access register space. Rx FIFO is also able to be accessed using USBFS_GRSTATR/USBFS_GRSTATP register.

Figure 23-8. Device mode FIFO access register map



23.5.6. Operation guide

This section describes the advised operation guide for USBFS.

Host mode

Global register initialization sequence

1. Program USBFS_GAHBCS register according to application's demand, such as the TxFIFO's empty threshold, etc. GINTEN bit should be kept cleared at this time.
2. Program USBFS_GUSBCS register according to application's demand, such as the operation mode (host, device or OTG) and some parameters of OTG and USB protocols.
3. Program USBFS_GCCFG register according to application's demand.
4. Program USBFS_GRFLEN, USBFS_HNPTFLEN_DIEP0TFLEN and USBFS_HPTFLEN register to configure the data FIFOs according to application's demand.
5. Program USBFS_GINTEN register to enable Mode Fault and Host Port interrupt and set GINTEN bit in USBFS_GAHBCS register to enable global interrupt.
6. Program USBFS_HPCS register and set PP bit.
7. Wait for a device's connection, and once a device is connected, the connection interrupt PCD in USBFS_HPCS register will be triggered. Then set PRST bit to perform a port reset. Wait for at least 10ms and then clear PRST bit.
8. Wait PEDC interrupt in USBFS_HPCS register and then read PE bit to ensure that the port is successfully enabled. Read PS [1:0] bits to get the connected device's speed and then program USBFS_HFT register to change the SOF interval if needed.

Channel initialization and enable sequence

1. Program USBFS_HCHxCTL registers with desired transfer type, direction, packet size, etc. Ensure that CEN and CDIS bits keep cleared during configuration.
2. Program USBFS_HCHxINTEN register. Set the desired interrupt enable bits.
3. Program USBFS_HCHxLEN register. PCNT is the number of packets in a transfer and TLEN is the total bytes number of all the transmitted or received packets in a transfer.

   For OUT channel: If PCNT=1, the single packet's size is equal to TLEN. If PCNT>1, the former PCNT-1 packets are considered as max-packet-length packets whose size are defined by MPL field in USBFS_HCHxCTL register, and the last packet's size is calculated based on PCNT, TLEN and MPL. If software want s to send out a zero-length packet, it should program TLEN=0, PCNT=1.

   For IN channel: Because the application doesn't know the actual received data size before the IN transaction finishes, TLEN can be set to a maximum possible value

supported by Rx FIFO.

4. Set CEN bit in USBFS_HCHxCTL register to enable the channel.

Channel disable sequence

Software can disable the channel by setting both CEN and CDIS bits at the same time. USBFS will generate a channel disable request entry in request queue after the register setting operation. When the request entry reaches the top of request queue, it is processed by USBFS immediately:

For OUT channels, the specified channel will be disabled immediately. Then, a CH flag will be generated and the CEN and CDIS bits will be cleared by USBFS.

For IN channels, USBFS pushes a channel disable status entry into Rx FIFO. Software should then handle the Rx FIFO not empty event: read and pop this status entry, then, a CH flag will be generated and the CEN and CDIS bits will be cleared.

IN transfers operation sequence

1. Initialize USBFS global registers.
2. Initialize the channel.
3. Enable the channel.
4. After the IN channel is enabled by software, USBFS generates an Rx request entry in the corresponding request queue.
5. When the Rx request entry reaches the top of the request queue, USBFS begins to process this request entry. If bus time for the IN transaction indicated by the request entry is enough, USBFS starts the IN transaction on USB bus.
6. If the IN transaction finishes successfully (ACK handshake received), USBFS pushes the received data packet into the Rx FIFO and triggers ACK flag. Otherwise, the status flag (NAK) reports the transaction result.
7. If the IN transaction described in step 5 is successful and PCNT is larger than 1 in step2, return to step 3 and continues to receive the remaining packets. If the IN transaction described in step 5 is not successful, return to step 3 to re-receive the packet again.
8. After all the transactions in a transfer are successfully received on USB bus, USBFS pushes a TF status entry into the Rx FIFO on top of the last packet data. Thus after reading and popping all the received data packet, the TF status entry is need, USBFS generates TF flag to indicate that the transfer successfully finishes.
9. Disable the channel. Now the channel is in IDLE state and is ready for other transfers.

OUT transfers operation sequence

1. Initialize USBFS global registers.

2. Initialize and enable the channel.
3. Write a packet into the channel's Tx FIFO (Periodic Tx FIFO or non-periodic Tx FIFO). After the whole packet data is written into the FIFO, USBFS generates a Tx request entry in the corresponding request queue and decreases the TLEN field in USBFS_HCHxLEN register by the written packet's size.
4. When the request entry reaches the top of the request queue, USBFS begins to process this request entry. If bus time for the transaction indicated by the request entry is enough, USBFS starts the OUT transaction on USB bus.
5. When the OUT transaction indicated by the request entry finishes on USB bus, PCNT in USBFS_HCHxLEN register is decreased by 1. If the transaction finishes successfully (ACK handshake received), the ACK flag is triggered. Otherwise, the status flag (NAK) reports the transaction result.
6. If the OUT transaction described in step 5 is successful and PCNT is larger than 1 in step2, return to step 3 and continues to send the remaining packets. If the OUT transaction described in step 5 is not successful, return to step 3 to resend the packet again.
7. After all the transactions in a transfer are successfully sent on USB bus, USBFS generates TF flag to indicate that the transfer successfully finishes.
8. Disable the channel. Now the channel is in IDLE state and is ready for other transfers.

Device mode

Global register initialization sequence

1. Program USBFS_GAHBCS register according to application's demand, such as the TxFIFO's empty threshold, etc. GINTEN bit should be kept cleared at this time.
2. Program USBFS_GUSBCS register according to application's demand, such as: the operation mode (host, device or OTG) and some parameters of OTG and USB protocols.
3. Program USBFS_GCCFG register according to application's demand.
4. Program USBFS_GRFLEN, USBFS_HNPTFLEN_DIEP0TFLEN, USBFS_DIEPxTFLEN register to configure the data FIFOs according to application's demand.
5. Program USBFS_GINTEN register to enable Mode Fault, Suspend, SOF, Enumeration Done and USB Reset interrupt and then, set GINTEN bit in USBFS_GAHBCS register to enable global interrupt.
6. Program USBFS_DCFG register according to application's demand, such as the device address, etc.
7. After the device is connected to a host, the host will perform port reset on USB bus and this will trigger the RST interrupt in USBFS_GINTF register.

8. Wait for ENUMF interrupt in USBFS_GINTF register.

Endpoint initialization and enable sequence

1. Program USBFS_DIEPxCTL or USBFS_DOEPxCTL register with desired transfer type, packet size, etc.
2. Program USBFS_DIEPINTEN or USBFS_DOEPINTEN register. Set the desired interrupt enable bits.
3. Program USBFS_DIEPxLEN or USBFS_DOEPxLEN register. PCNT is the number of packets in a transfer and TLEN is the total bytes number of all the transmitted or received packets in a transfer.

   For IN endpoint：If PCNT=1, the single packet's size is equal to TLEN. If PCNT>1, the former PCNT-1 packets are considered as max-packet-length packets whose size are defined by MPL field in USBFS_DIEPxCTL register, and the last packet's size is calculated based on PCNT, TLEN and MPL. If a zero-length packet is required to be sent, it should program TLEN=0, PCNT=1.

   For OUT endpoint：Because the application doesn't know the actual received data size before the OUT transaction finishes, TLEN can be set to a maximum possible value supported by Rx FIFO.
4. Set EPEN bit in USBFS_DIEPxCTL or USBFS_DOEPxCTL register to enable the endpoint.

Endpoint disable sequence

The endpoint can be disabled anytime when the EPEN bit in USBFS_DIEPxCTL or USBFS_DOEPxCTL registers is cleared.

IN transfers operation sequence

1. Initialize USBFS global registers.
2. Initialize and enable the IN endpoint.
3. Write packets into the endpoint's Tx FIFO. Each time a data packet is written into the FIFO, USBFS decreases the TLEN field in USBFS_DIEPxLEN register by the written packet's size.
4. When an IN token received, USBFS transmits the data packet, and after the transaction finishes on USB bus, PCNT in USBFS_DIEPxLEN register is decreased by 1. If the transaction finishes successfully (ACK handshake received), the ACK flag is triggered. Otherwise, the status flags reports the transaction result.
5. After all the data packets in a transfer are successfully sent on USB bus, USBFS generates TF flag to indicate that the transfer successfully finishes and disables the IN endpoint.

OUT transfers operation sequence

1. Initialize USBFS global registers.
2. Initialize the endpoint and enable the endpoint.
3. When an OUT token received, USBFS receives the data packet or response with an NAK handshake based on the status of Rx FIFO and register configuration. If the transaction finishes successfully (USBFS receives and saves the data packet into Rx FIFO successfully and sends ACK handshake on USB bus), PCNT in USBFS_DOEPxLEN register is decreased by 1 and the ACK flag is triggered, otherwise, the status flags report the transaction result.
4. After all the data packets in a transfer are successfully received on USB bus, USBFS pushes a TF status entry into the Rx FIFO on top of the last packet data. Thus after reading and popping all the received data packet, the TF status entry is read, USBFS generates TF flag to indicate that the transfer successfully finishes and disables the OUT endpoint.

23.6. Interrupts

USBFS has two interrupts: global interrupt and wake-up interrupt.

The source flags of the global interrupt are readable in USBFS_GINTF register and are listed in ***Table 23-2. USBFS global interrupt***.

Table 23-2. USBFS global interrupt

Interrupt Flag	Description	Operation Mode
SEIF	Session interrupt	Host or device mode
DISCIF	Disconnect interrupt flag	Host Mode
IDPSC	ID pin status change	Host or device mode
PTXFEIF	Periodic Tx FIFO empty interrupt flag	Host Mode
HCIF	Host channels interrupt flag	Host Mode
HPIF	Host port interrupt flag	Host Mode
ISOONCIF/PXNCIF	Periodic transfer Not Complete Interrupt flag /Isochronous OUT transfer Not Complete Interrupt Flag	Host or device mode
ISOINCIF	Isochronous IN transfer Not Complete Interrupt Flag	Device mode
OEPIF	OUT endpoint interrupt flag	Device mode

Interrupt Flag	Description	Operation Mode
IEPIF	IN endpoint interrupt flag	Device mode
EOPFIF	End of periodic frame interrupt flag	Device mode
ISOOPDIF	Isochronous OUT packet dropped interrupt flag	Device mode
ENUMF	Enumeration finished	Device mode
RST	USB reset	Device mode
SP	USB suspend	Device mode
ESP	Early suspend	Device mode
GONAK	Global OUT NAK effective	Device mode
GNPINAK	Global IN Non-Periodic NAK effective	Device mode
NPTXFEIF	Non-Periodic Tx FIFO empty interrupt flag	Host Mode
RXFNEIF	Rx FIFO non-empty interrupt flag	Host or device mode
SOF	Start of frame	Host or device mode
OTGIF	OTG interrupt flag	Host or device mode
MFIF	Mode fault interrupt flag	Host or device mode

Wake-up interrupt can be triggered when USBFS is in suspend state, even when the USBFS's clocks are stopped. The source of the wake-up interrupt is WKUPIF bit in USBHS_GINTF register.

23.7. Register definition

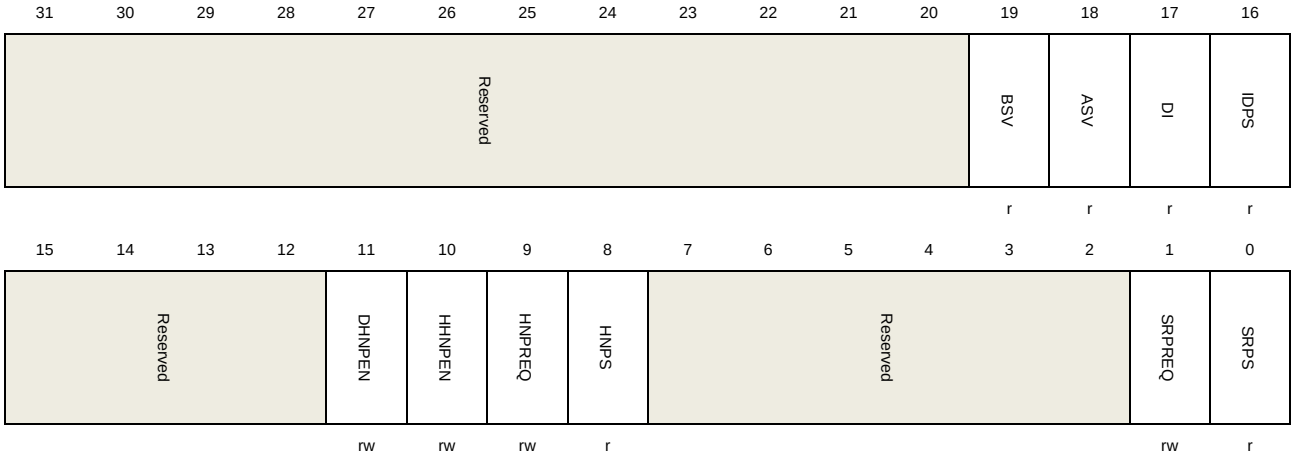
23.7.1. Global control and status registers

Global OTG control and status register (USBFS_GOTGCS)

Address offset: 0x0000

Reset value: 0x0000 0800

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19	BSV	B-Session Valid (described in OTG protocol). 0: Vbus voltage level of a OTG B-Device is below $V_{BSESSVLD}$ 1: Vbus voltage level of a OTG B-Device is not below $V_{BSESSVLD}$ **Note:** Only accessible in OTG B-Device mode.
18	ASV	A- Session valid A-host mode transceiver status. 0: Vbus voltage level of a OTG A-Device is below $V_{ASESSVLD}$ 1: Vbus voltage level of a OTG A-Device is below $V_{ASESSVLD}$ The A-Device is the default host at the start of a session. **Note:** Only accessible in OTG A-Device mode.
17	DI	Debounce interval Debounce interval of a detected connection. 0: Indicates the long debounce interval , when a plug-on and connection occurs on USB bus 1: Indicates the short debounce interval, when a soft connection is used in HNP protocol. **Note:** Only accessible in host mode.

16	IDPS	ID pin status Voltage level of connector ID pin 0: USBFS is in A-Device mode 1: USBFS is in B-Device mode **Note:** Accessible in both device and host modes.
15:12	Reserved	Must be kept at reset value
11	DHNPEN	Device HNP enable Enable the HNP function of a B-Device. If this bit is cleared, USBFS doesn't start HNP protocol when application set HNPREQ bit in USBFS_GOTGCS register. 0: HNP function is not enabled. 1: HNP function is enabled **Note:** Only accessible in device mode.
10	HHNPEN	Host HNP enable Enable the HNP function of an A-Device. If this bit is cleared, USBFS doesn't response to the HNP request from B-Device. 0: HNP function is not enabled. 1: HNP function is enabled **Note:** Only accessible in host mode.
9	HNPREQ	HNP request This bit is set by software to start a HNP on the USB. This bit can be cleared when HNPEND bit in USBFS_GOTGINTF register is set, by writing zero to it, or clearing the HNPEND bit in USBFS_GOTGINTF register. 0: Don't send HNP request 1: Send HNP request **Note:** Only accessible in device mode.
8	HNPS	HNP successes This bit is set by the core when HNP succeeds, and this bit is cleared when HNPREQ bit is set. 0: HNP fails 1: HNP succeeds **Note:** Only accessible in device mode.
7:2	Reserved	Must be kept at reset value
1	SRPREQ	SRP request This bit is set by software to start a SRP on the USB. This bit can be cleared when SRPEND bit in USBFS_GOTGINTF register is set, by writing zero to it, or clearing the SRPEND bit in USBFS_GOTGINTF register. 0: No session request 1: Session request **Note:** Only accessible in device mode.

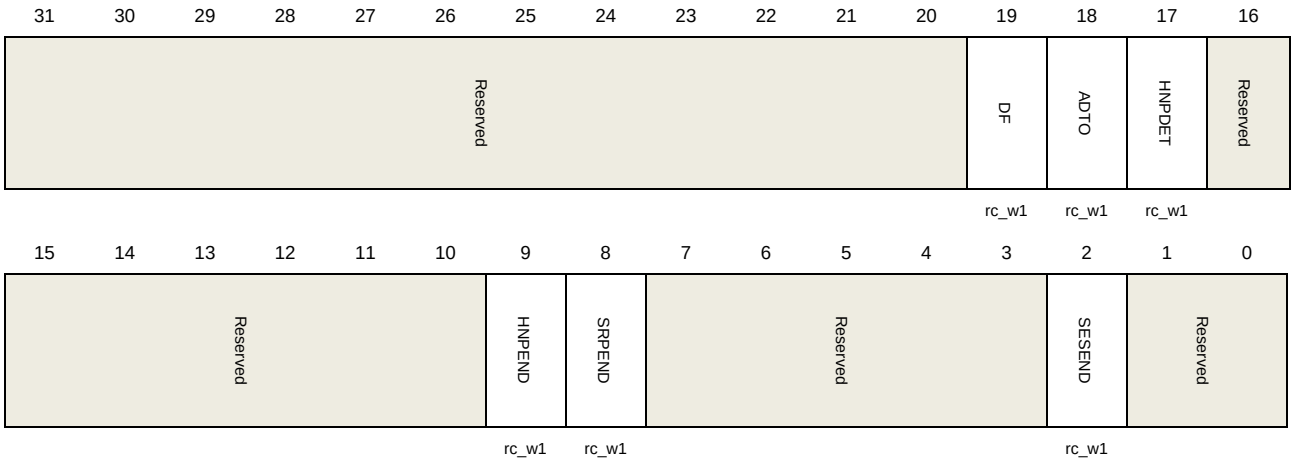
0	SRPS	SRP success This bit is set by the core when SRP succeeds, and this bit is cleared when SRPREQ bit is set. 0: SRP fails 1: SRP succeeds **Note:** Only accessible in device mode.

Global OTG interrupt flag register (USBFS_GOTGINTF)

Address offset: 0x0004

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19	DF	Debounce finish Set by USBFS when the debounce during device connection is done. **Note:** Only accessible in host mode.
18	ADTO	A-Device timeout Set by USBFS when the A-Device's waiting for a B-Device' connection has timed out. **Note:** Accessible in both device and host modes.
17	HNPDET	Host negotiation request detected Set by USBFS when A-Device detects a HNP request. **Note:** Accessible in both device and host modes.
16:10	Reserved	Must be kept at reset value
9	HNPEND	HNP end Set by the core when a HNP ends. Read the HNPS in USBFS_GOTGCS register to get the result of HNP.

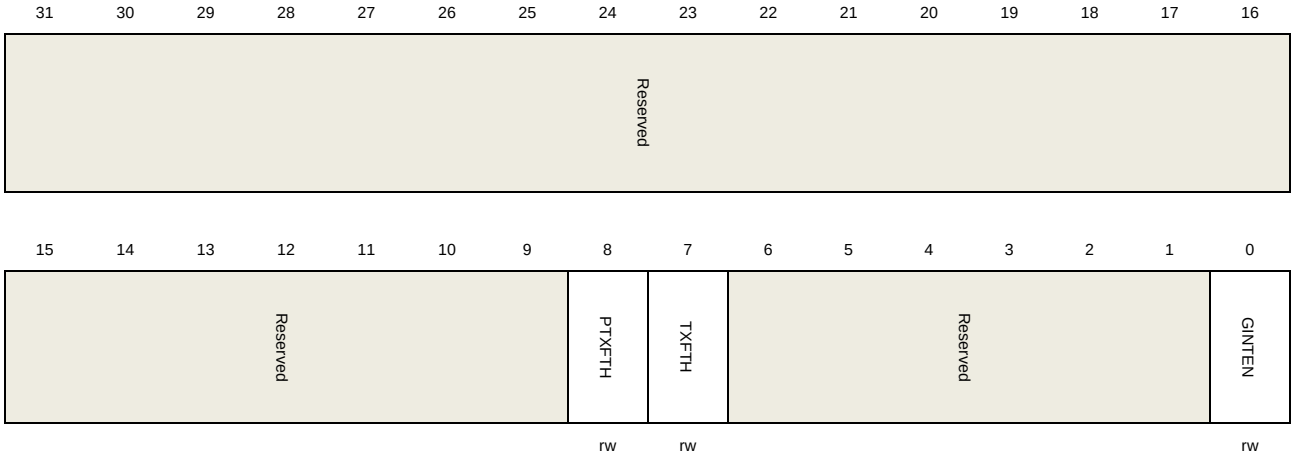
		Note: Accessible in both device and host modes.
8	SRPEND	SRPEND Set by the core when a SRP ends. Read the SRPS in USBFS_GOTGCS register to get the result of SRP. **Note:** Accessible in both device and host modes.
7:3	Reserved	Must be kept at reset value
2	SESEND	Session end Set by the core when VBUS voltage is below $V_{b\_ses\_vld}$.
1:0	Reserved	Must be kept at reset value

Global AHB control and status register (USBFS_GAHBCS)

Address offset: 0x0008

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:9	Reserved	Must be kept at reset value
8	PTXFTH	Periodic Tx FIFO threshold 0: PTXFEIF will be triggered when the periodic transmit FIFO is half empty 1: PTXFEIF will be triggered when the periodic transmit FIFO is completely empty **Note:** Only accessible in host mode.
7	TXFTH	Tx FIFO threshold **Device mode**: 0: TXFEIF will be triggered when the IN endpoint transmit FIFO is half empty 1: TXFEIF will be triggered when the IN endpoint transmit FIFO is completely empty **Host mode**: 0: NPTXFEIF will be triggered when the non-periodic transmit FIFO is half empty

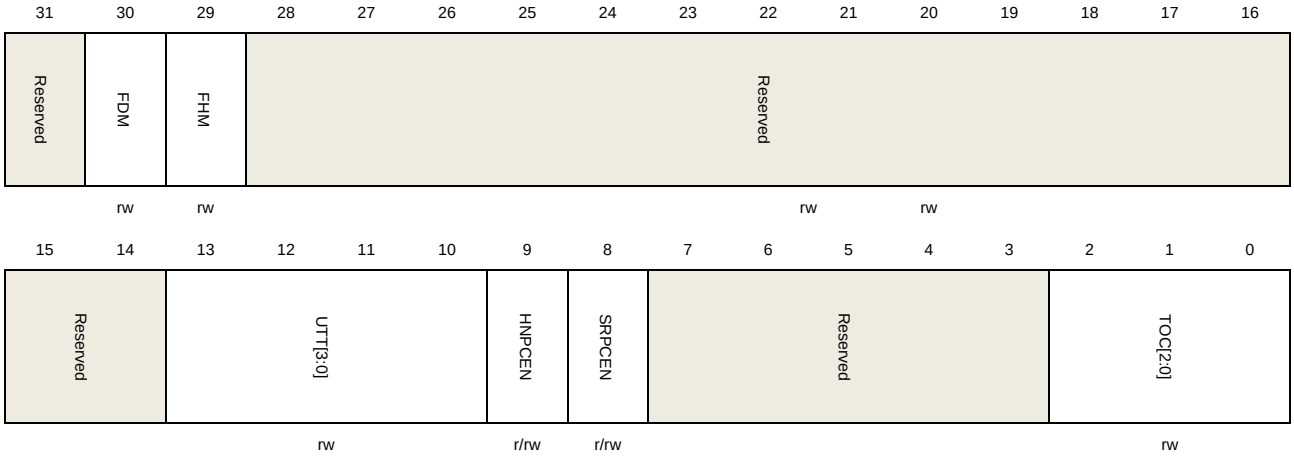
		1: NPTXFEIF will be triggered when the non-periodic transmit FIFO is completely empty
6：1	Reserved	Must be kept at reset value
0	GINTEN	Global interrupt enable 0: Global interrupt is not enabled. 1: Global interrupt is enabled. **Note:** Accessible in both device and host modes.

Global USB control and status register (USBFS_GUSBCS)

Address offset: 0x000C

Reset value: 0x0000 0A80

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30	FDM	Force device mode Setting this bit will force the core to device mode irrespective of the USBFS ID input pin. 0: Normal mode 1: Device mode The application must wait at least 25 ms for the change taking effect after setting the force bit. **Note:** Accessible in both device and host modes.
29	FHM	Force host mode Setting this bit will force the core to host mode irrespective of the USBFS ID input pin. 0: Normal mode 1: Host mode The application must wait at least 25 ms for the change taking effect after setting the force bit.

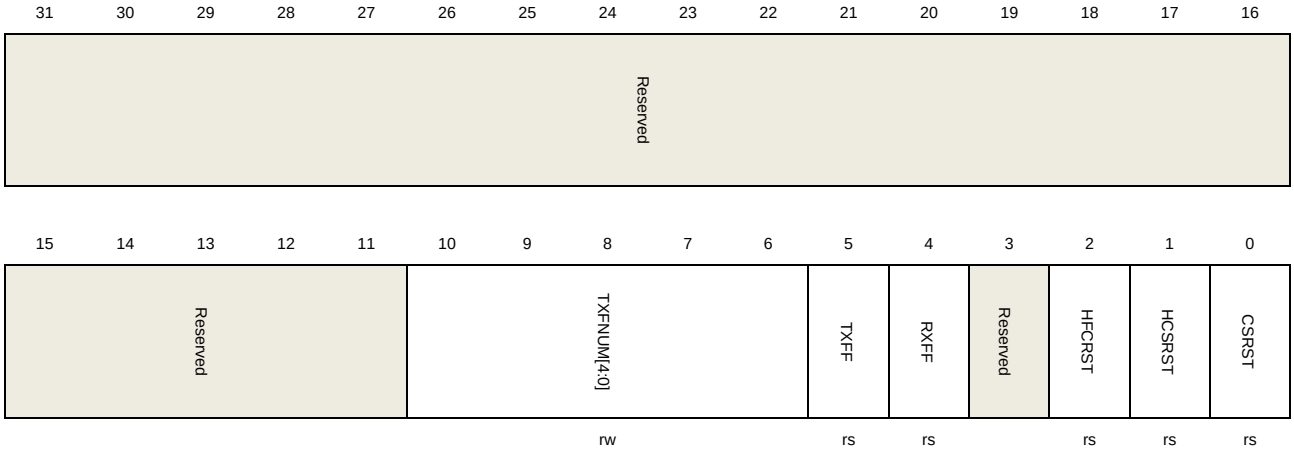
		Note: Accessible in both device and host modes.
28:14	Reserved	Must be kept at reset value
13:10	UTT[3:0]	USB turnaround time Turnaround time in PHY clocks. **Note:** Only accessible in device mode.
9	HNPCEN	HNP capability enable Controls whether the HNP capability is enabled 0: HNP capability is disabled 1: HNP capability is enabled **Note:** Accessible in both device and host modes.
8	SRPCEN	SRP capability enable Controls whether the SRP capability is enabled 0: SRP capability is disabled 1: SRP capability is enabled **Note:** Accessible in both device and host modes.
7:3	Reserved	Must be kept at reset value
2:0	TOC[2:0]	Timeout calibration USBFS always uses time-out value required in USB 2.0 when waiting for a packet. Application may use TOC [2:0] to add the value is in terms of PHY clock. (The frequency of PHY clock is 48MHZ.).

Global reset control register (USBFS_GRSTCTL)

Address offset: 0x0010
Reset value: 0x8000 0000

The application uses this register to reset various hardware features inside the core.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:11	Reserved	Must be kept at reset value
10:6	TXFNUM[4:0]	Tx FIFO number Indicates which Tx FIFO will be flushed when TXFF bit in the same register is set. Host Mode: 00000: Only non-periodic Tx FIFO is flushed 00001: Only periodic Tx FIFO is flushed 1XXXX: Both periodic and non-periodic Tx FIFOs are flushed Other: Non data FIFO is flushed Device Mode: 00000: Only Tx FIFO0 is flushed 00001: Only Tx FIFO1 is flushed … 00011: Only Tx FIFO3 is flushed 1XXXX: All Tx FIFOs are flushed Other: Non data FIFO is flushed
5	TXFF	Tx FIFO flush Application set this bit to flush data Tx FIFOs and TXFNUM[4:0] bits decide the FIFO number to be flushed. Hardware automatically clears this bit after the flush process completes. After setting this bit, application should wait until this bit is cleared before any other operation on USBFS. **Note:** Accessible in both device and host modes.
4	RXFF	Rx FIFO flush Application set this bit to flush data Rx FIFO. Hardware automatically clears this bit after the flush process completes. After setting this bit, application should wait until this bit is cleared before any other operation on USBFS. **Note:** Accessible in both device and host modes.
3	Reserved	Must be kept at reset value
2	HFCRST	Host frame counter reset Set by the application to reset the frame number counter in USBFS. After this bit is set, the frame number of the following SOF returns to 0. Hardware automatically clears this bit after the reset process completes. After setting this bit, application should wait until this bit is cleared before any other operation on USBFS. **Note:** Only accessible in host mode.
1	HCSRST	HCLK soft reset Set by the application to reset AHB clock domain circuit. Hardware automatically clears this bit after the reset process completes. After setting this bit, application should wait until this bit is cleared before any other operation on USBFS. **Note:** Accessible in both device and host modes.

0	CSRST	Core soft reset Resets the AHB and USB clock domains circuits, as well as most of the registers.

Global interrupt flag register (USBFS_GINTF)

Address offset: 0x0014

Reset value: 0x0400 0021

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
WKUPIF	SESIF	DISCIF	IDPSC	Reserved.	PTXFEIF	HCIF	HPIF	Reserved		PXNCIF/ ISOONCIF	ISOINCIF	OEPIF	IEPIF	Reserved	
rc_w1	rc_w1	rc_w1	rc_w1		r	r	r			rc_w1	rc_w1	r	r		

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EOPFIF	ISOOPDIF	ENUMF	RST	SP	ESP	Reserved		GONAK	GNPINAK	NPTXFEIF	RXFNEIF	SOF	OTGIF	MFIF	COPM
rc_w1	rc_w1	rc_w1	rc_w1	rc_w1	rc_w1			r	r	r	r	rc_w1	r	rc_w1	r

Bits	Fields	Descriptions
31	WKUPIF	Wakeup interrupt flag This interrupt is triggered when a resume signal (in device mode) or a remote wakeup signal (in host mode) is detected on the USB. **Note:** Accessible in both device and host modes.
30	SESIF	Session interrupt flag This interrupt is triggered when a SRP is detected (in A-Device mode) or V_{BUS} becomes valid for a B- Device (in B-Device mode). **Note:** Accessible in both device and host modes.
29	DISCIF	Disconnect interrupt flag This interrupt is triggered after a device disconnection. **Note:** Only accessible in host mode.
28	IDPSC	ID pin status change Set by the core when ID status changes. **Note:** Accessible in both device and host modes.
27	Reserved	Must be kept at reset value
26	PTXFEIF	Periodic Tx FIFO empty interrupt flag This interrupt is triggered when the periodic transmit FIFO is either half or completely empty. The threshold is determined by the periodic Tx FIFO empty level bit (PTXFTH) in

		the USBFS_GAHBCS register. **Note:** Only accessible in host mode.
25	HCIF	Host channels interrupt flag Set by USBFS when one of the channels in host mode has raised an interrupt. First read USBFS_ HACHINT register to get the channel number, and then read the corresponding USBFS_HCHxINTF register to get the flags of the channel that cause the interrupt. This bit will be automatically cleared after the respective channel's flags which cause channel interrupt are cleared. **Note:** Only accessible in host mode.
24	HPIF	Host port interrupt flag Set by the core when USBFS detects that port status changes in host mode. Software should read USBFS_HPCS register to get the source of this interrupt. This bit will be automatically cleared after the flags that causing a port interrupt are cleared. **Note:** Only accessible in host mode.
23:22	Reserved	Must be kept at reset value
21	PXNCIF	Periodic transfer Not Complete Interrupt flag USBFS sets this bit when there are periodic transactions for current frame not completed at the end of frame. (Host mode)
	ISOONCIF	Isochronous OUT transfer Not Complete Interrupt Flag At the end of a periodic frame (defined by EOPFT bit in USBFS_DCFG), USBFS will set this bit if there are still isochronous OUT endpoints for that not completed transactions. (Device Mode)
20	ISOINCIF	Isochronous IN transfer Not Complete Interrupt Flag At the end of a periodic frame (defined by EOPFT [1:0] bits in USBFS_DCFG), USBFS will set this bit if there are still isochronous IN endpoints for that not completed transactions. (Device Mode) **Note:** Only accessible in device mode.
19	OEPIF	OUT endpoint interrupt flag Set by USBFS when one of the OUT endpoints in device mode has raised an interrupt. Software should first read USBFS_DAEPINT register to get the device number, and then read the corresponding USBFS_DOEPxINTF register to get the flags of the endpoint that cause the interrupt. This bit will be automatically cleared after the respective endpoint's flags which cause this interrupt are cleared. **Note:** Only accessible in device mode.
18	IEPIF	IN endpoint interrupt flag Set by USBFS when one of the IN endpoints in device mode has raised an interrupt. Software should first read USBFS_DAEPINT register to get the device number, and then read the corresponding USBFS_DIEPxINTF register to get the flags of the endpoint that cause the interrupt. This bit will be automatically cleared after the respective endpoint's

		flags which cause this interrupt are cleared. **Note:** Only accessible in device mode.
17:16	Reserved	Must be kept at reset value
15	EOPFIF	End of periodic frame interrupt flag When USB bus time in a frame reaches the value defined by EOPFT [1:0] bits in USBFS_DCFG register, USBFS sets this flag. **Note:** Only accessible in device mode.
14	ISOOPDIF	Isochronous OUT packet dropped interrupt flag USBFS set this bit if it receives an isochronous OUT packet but cannot save it into Rx FIFO because the FIFO doesn't have enough space. **Note:** Only accessible in device mode.
13	ENUMF	Enumeration finished USBFS sets this bit after the speed enumeration finishes. Read USBFS_DSTAT register to get the current device speed. **Note:** Only accessible in device mode.
12	RST	USB reset USBFS sets this bit when it detects a USB reset signal on bus. **Note:** Only accessible in device mode.
11	SP	USB suspend USBFS sets this bit when it detects that the USB bus is idle for 3 ms and enters suspend state. **Note:** Only accessible in device mode.
10	ESP	Early suspend USBFS sets this bit when it detects that the USB bus is idle for 3 ms. **Note:** Only accessible in device mode.
9:8	Reserved	Must be kept at reset value
7	GONAK	Global OUT NAK effective Write 1 to SGONAK bit in the USBFS_DCTL register and USBFS will set GONAK flag after the writing to SGONAK takes effect. **Note:** Only accessible in device mode.
6	GNPINAK	Global Non-Periodic IN NAK effective Write 1 to SGINAK bit in the USBFS_DCTL register and USBFS will set GNPINAK flag after the writing to SGINAK takes effect. **Note:** Only accessible in device mode.
5	NPTXFEIF	Non-Periodic Tx FIFO empty interrupt flag This interrupt is triggered when the non-periodic transmit FIFO is either half or completely empty. The threshold is determined by the non-periodic Tx FIFO empty level bit (TXFTH)

in the USBFS_GAHBCS register.

Note: Only accessible in host mode.

4	RXFNEIF	Rx FIFO non-empty interrupt flag USBFS sets this bit when there is at least one packet or status entry in the Rx FIFO. **Note:** Accessible in both host and device modes.
3	SOF	Start of frame Host Mode: USBFS sets this bit when it prepares to transmit a SOF or Keep-Alive on USB bus. Software can clear this bit by writing 1. Device Mode: USBFS sets this bit after it receives a SOF token. The application can read the Device Status register to get the current frame number. Software can clear this bit by writing 1. **Note:** Accessible in both host and device modes.
2	OTGIF	OTG interrupt flag USBFS sets this bit when the flags in USBFS_GOTGINTF register generate an interrupt. Software should read USBFS_GOTGINTF register to get the source of this interrupt. This bit is cleared after the flags in USBFS_GOTGINTF causing this interrupt are cleared. **Note:** Accessible in both host and device modes.
1	MFIF	Mode fault interrupt flag USBFS sets this bit when software operates host-only register in device mode, or operates device-mode in host mode. These fault operations won't take effect. **Note:** Accessible in both host and device modes.
0	COPM	Current operation mode 0: Device mode 1: Host mode **Note:** Accessible in both host and device modes.

Global interrupt enable register (USBFS_GINTEN)

Address offset: 0x0018

Reset value: 0x0000 0000

This register works with the global interrupt flag register (USBFS_GINTF) to interrupt the application. When an interrupt enable bit is disabled, the interrupt associated with that bit is not generated. However, the global Interrupt flag register bit corresponding to that interrupt is still set.

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16

WKUPIE	SESIE	DISCIE	IDPSCIE	Reserved.	PTXFEIE	HCIE	HPIE	Reserved	PXNCIE/ ISOONCIE	ISOINCIE	OEPIE	IEPIE	Reserved	
rw	rw	rw	rw		rw	rw	r		rw	rw	rw	rw		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

EOPFIE	ISOOPDIE	ENUMFIE	RSTIE	SPIE	ESPIE	Reserved	GONAKIE	GNPINAKIE	NPTXFEIE	RXFNEIE	SOFIE	OTGIE	MFIE	Reserved
rw	rw	rw	rw	rw	rw		rw	rw	rw	rw	rw	rw	rw	

Bits	Fields	Descriptions
31	WKUPIE	Wakeup interrupt enable 0: Disable wakeup interrupt 1: Enable wakeup interrupt **Note:** Accessible in both host and device modes.
30	SESIE	Session interrupt enable 0: Disable session interrupt 1: Enable session interrupt **Note:** Accessible in both host and device modes.
29	DISCIE	Disconnect interrupt enable 0: Disable disconnect interrupt 1: Enable disconnect interrupt **Note:** Only accessible in device mode.
28	IDPSCIE	ID pin status change interrupt enable 0: Disable connector ID pin status interrupt 1: Enable connector ID pin status interrupt **Note:** Accessible in both host and device modes.
27	Reserved	Must be kept at reset value
26	PTXFEIE	Periodic Tx FIFO empty interrupt enable 0: Disable periodic Tx FIFO empty interrupt 1: Enable periodic Tx FIFO empty interrupt **Note:** Only accessible in host mode.
25	HCIE	Host channels interrupt enable 0: Disable host channels interrupt 1: Enable host channels interrupt **Note:** Only accessible in host mode.
24	HPIE	Host port interrupt enable 0: Disable host port interrupt

		1: Enable host port interrupt **Note:** Only accessible in host mode.
23:22	Reserved	Must be kept at reset value
21	PXNCIE	Periodic transfer not complete Interrupt enable 0: Disable periodic transfer not complete interrupt 1: Enable periodic transfer not complete interrupt **Note:** Only accessible in host mode.
	ISOONCIE	Isochronous OUT transfer not complete interrupt enable 0: Disable isochronous OUT transfer not complete interrupt 1: Enable isochronous OUT transfer not complete interrupt **Note:** Only accessible in device mode.
20	ISOINCIE	Isochronous IN transfer not complete interrupt enable 0: Disable isochronous IN transfer not complete interrupt 1: Enable isochronous IN transfer not complete interrupt **Note:** Only accessible in device mode.
19	OEPIE	OUT endpoints interrupt enable 0: Disable OUT endpoints interrupt 1: Enable OUT endpoints interrupt **Note:** Only accessible in device mode.
18	IEPIE	IN endpoints interrupt enable 0: Disable IN endpoints interrupt 1: Enable IN endpoints interrupt **Note:** Only accessible in device mode.
17:16	Reserved	Must be kept at reset value
15	EOPFIE	End of periodic frame interrupt enable 0: Disable end of periodic frame interrupt 1: Enable end of periodic frame interrupt **Note:** Only accessible in device mode.
14	ISOOPDIE	Isochronous OUT packet dropped interrupt enable 0: Disable isochronous OUT packet dropped interrupt 1: Enable isochronous OUT packet dropped interrupt **Note:** Only accessible in device mode.
13	ENUMFIE	Enumeration finish enable 0: Disable enumeration finish interrupt 1: Enable enumeration finish interrupt **Note:** Only accessible in device mode.
12	RSTIE	USB reset interrupt enable

0: Disable USB reset interrupt
1: Enable USB reset interrupt
Note: Only accessible in device mode.

11	SPIE	USB suspend interrupt enable 0: Disable USB suspend interrupt 1: Enable USB suspend interrupt **Note:** Only accessible in device mode.
10	ESPIE	Early suspend interrupt enable 0: Disable early suspend interrupt 1: Enable early suspend interrupt **Note:** Only accessible in device mode.
9:8	Reserved	Must be kept at reset value
7	GONAKIE	Global OUT NAK effective interrupt enable 0: Disable global OUT NAK interrupt 1: Enable global OUT NAK interrupt **Note:** Only accessible in device mode.
6	GNPINAKIE	Global non-periodic IN NAK effective interrupt enable 0: Disable global non-periodic IN NAK effective interrupt 1: Enable global non-periodic IN NAK effective interrupt **Note:** Only accessible in device mode.
5	NPTXFEIE	Non-periodic Tx FIFO empty interrupt enable 0: Disable non-periodic Tx FIFO empty interrupt 1: Enable non-periodic Tx FIFO empty interrupt **Note:** Only accessible in Host mode.
4	RXFNEIE	Receive FIFO non-empty interrupt enable 0: Disable receive FIFO non-empty interrupt 1: Enable receive FIFO non-empty interrupt **Note:** Accessible in both device and host modes.
3	SOFIE	Start of frame interrupt enable 0: Disable start of frame interrupt 1: Enable start of frame interrupt **Note:** Accessible in both device and host modes.
2	OTGIE	OTG interrupt enable 0: Disable OTG interrupt 1: Enable OTG interrupt **Note:** Accessible in both device and host modes.
1	MFIE	Mode fault interrupt enable 0: Disable mode fault interrupt

1: Enable mode fault interrupt

Note: Accessible in both device and host modes.

0	Reserved	Must be kept at reset value

Global receive status read/receive status read and pop registers (USBFS_GRSTATR/USBFS_GRSTATP)

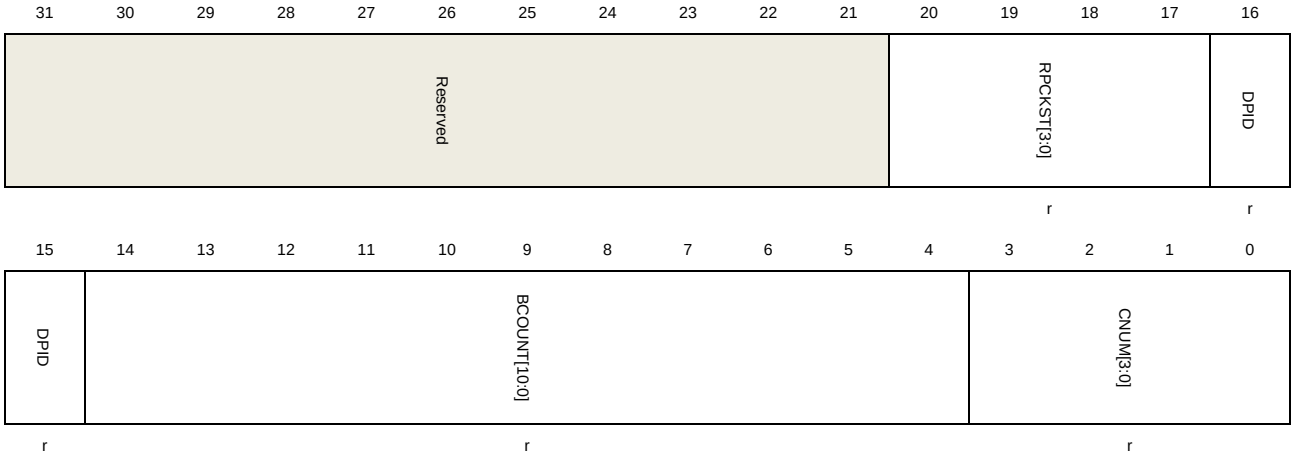
Address offset for Read: 0x001C
Address offset for Pop: 0x0020
Reset value: 0x0000 0000

A read to the receive status read register returns the entry of the top of the Rx FIFO. A read to the Receive status read and pop register additionally pops the top entry out of the Rx FIFO.

The entries in Rx FIFO have different meanings in host and device modes. Software should only read this register after when Receive FIFO non-empty interrupt flag bit of the global interrupt flag register (RXFNEIF bit in USBFS_GINTF) is triggered.

This register has to be accessed by word (32-bit)

Host mode:



Bits	Fields	Descriptions
31:21	Reserved	Must be kept at reset value
20:17	RPCKST[3:0]	Received packet status 0010: IN data packet received 0011: IN transfer completed (generates an interrupt if popped) 0101: Data toggle error (generates an interrupt if popped) 0111: Channel halted (generates an interrupt if popped) Others: Reserved
16:15	DPID[1:0]	Data PID

The Data PID of the received packet

00: DATA0

10: DATA1

01: DATA2

11: MDATA

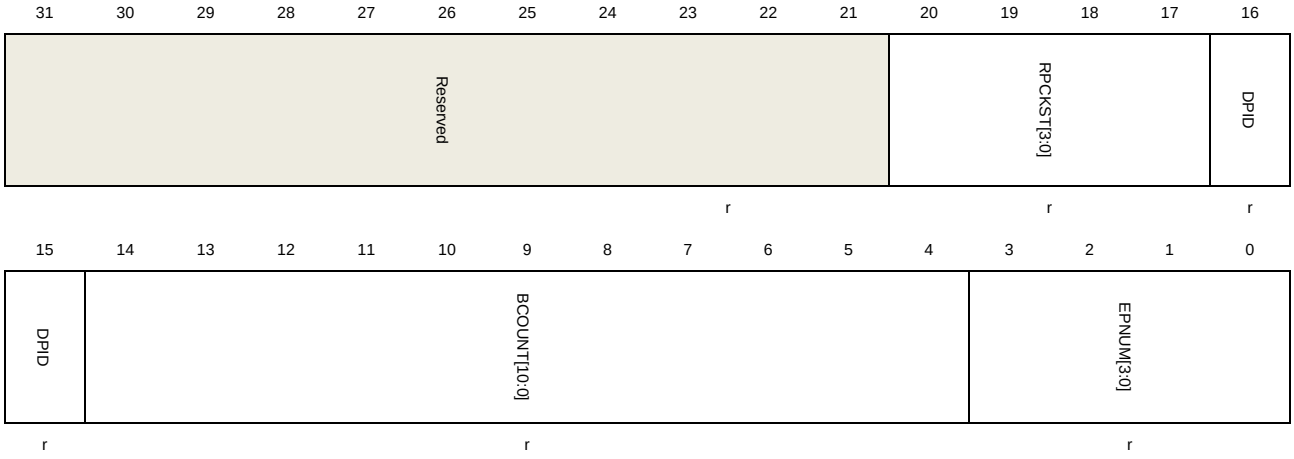
14:4 BCOUNT[10:0] Byte count

The byte count of the received IN data packet.

3:0 CNUM[3:0] Channel number

The channel number to which the current received packet belongs.

Device mode:



Bits	Fields	Descriptions
31:21	Reserved	Must be kept at reset value
20:17	RPCKST[3:0]	Received packet status 0001: Global OUT NAK (generates an interrupt) 0010: OUT data packet received 0011: OUT transfer completed (generates an interrupt) 0100: SETUP transaction completed (generates an interrupt) 0110: SETUP data packet received Others: Reserved
16:15	DPID[1:0]	Data PID The Data PID of the received OUT data packet 00: DATA0 10: DATA1 01: DATA2 11: MDATA
14:4	BCOUNT[10:0]	Byte count

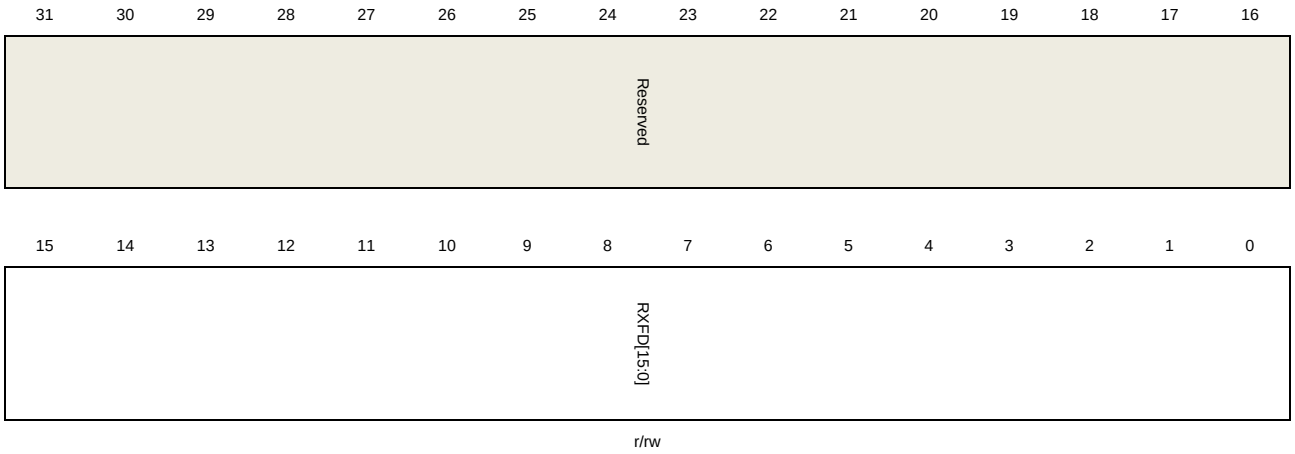
		The byte count of the received data packet.
3:0	EPNUM[3:0]	Endpoint number The endpoint number to which the current received packet belongs.

Global receive FIFO length register (USBFS_GRFLEN)

Address offset: 0x024

Reset value: 0x0000 0200

This register has to be accessed by word (32-bit)



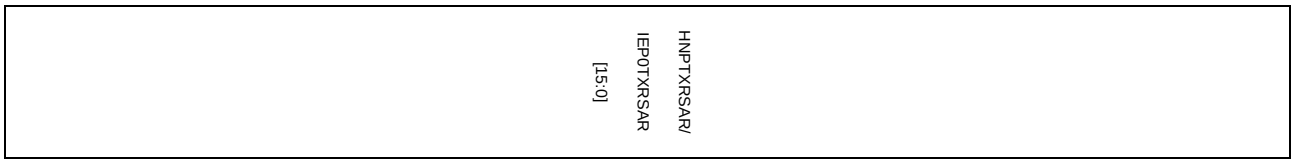
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	RXFD[15:0]	Rx FIFO depth In terms of 32-bit words. 1≤RXFD≤1024

Host non-periodic transmit FIFO length register /Device IN endpoint 0 transmit FIFO length (USBFS_HNPTFLEN _DIEP0TFLEN)

Address offset: 0x028

Reset value: 0x0200 0200

This register has to be accessed by word (32-bit)



Host Mode:

Bits	Fields	Descriptions
31:16	HNPTXFD[15:0]	Host Non-periodic Tx FIFO depth In terms of 32-bit words. 1≤HNPTXFD≤1024
15:0	HNPTXRSAR[15:0]	Host Non-periodic Tx RAM start address The start address for non-periodic transmit FIFO RAM is in term of 32-bit words.

Device Mode:

Bits	Fields	Descriptions
31:16	IEP0TXFD[15:0]	IN Endpoint 0 Tx FIFO depth In terms of 32-bit words. 16≤IEP0TXFD≤140
15:0	IEP0TXRSAR[15:0]	IN Endpoint 0 TX RAM start address The start address for endpoint0 transmit FIFO RAM is in term of 32-bit words.

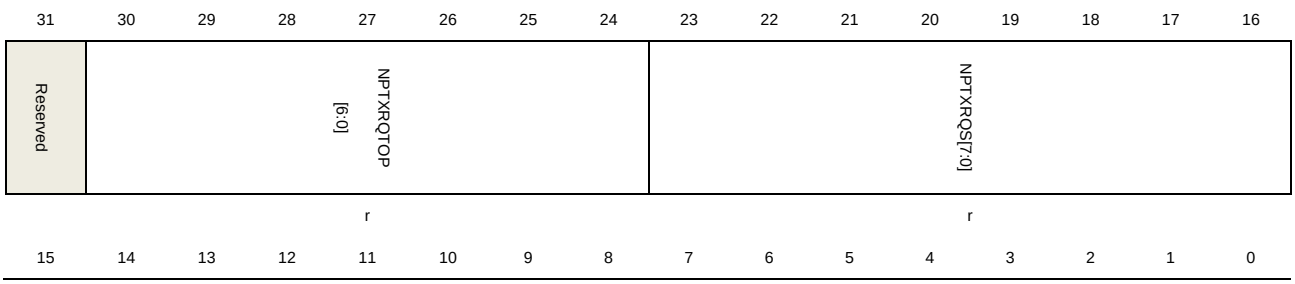
Host non-periodic transmit FIFO/queue status register (USBFS_HNPTFQSTAT)

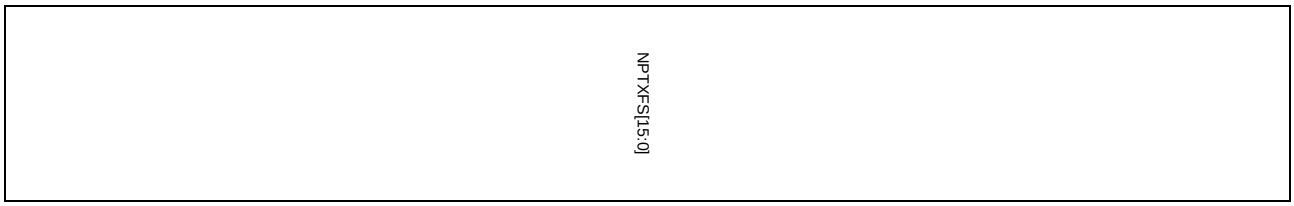
Address offset: 0x002C
Reset value: 0x0008 0200

This register reports the current status of the non-periodic Tx FIFO and request queue. The request queue holds IN, OUT or other request entries in host mode.

Note: In Device mode, this register is not valid.

This register has to be accessed by word (32-bit)





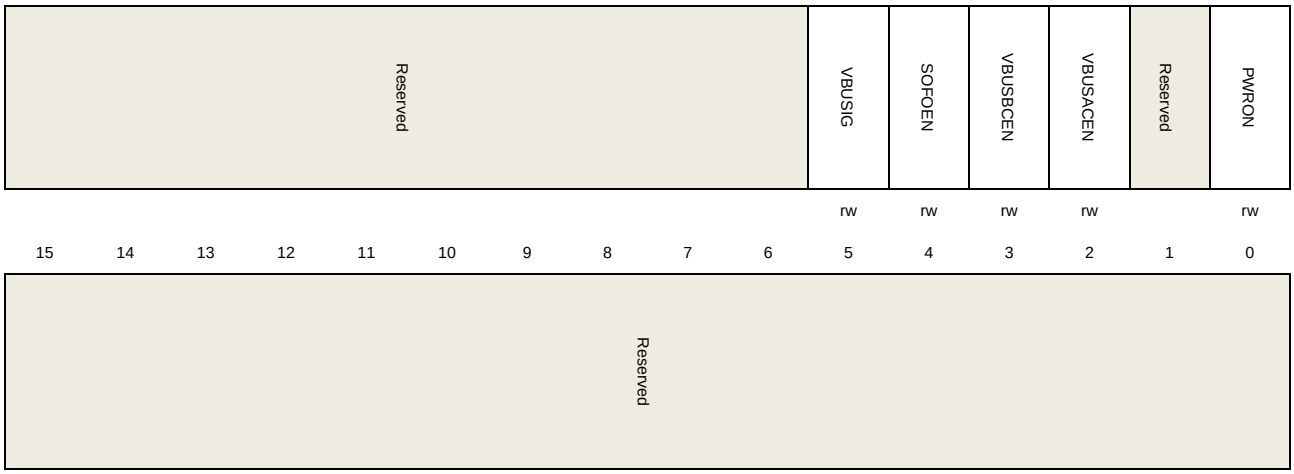
Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30:24	NPTXRQTOP[6:0]	Top entry of the non-periodic Tx request queue Entry in the non-periodic transmit request queue. Bits 30:27: Channel number Bits 26:25: – 00: IN/OUT token – 01: Zero-length OUT packet – 11: Channel halt request Bit 24: Terminate Flag, indicating last entry for selected channel.
23:16	NPTXRQS[7:0]	Non-periodic Tx request queue space The remaining space of the non-periodic transmit request queue. 0: Request queue is Full 1: 1 entry 2: 2 entries … n: n entries (0≤n≤8) Others: Reserved
15:0	NPTXFS[15:0]	Non-periodic Tx FIFO space The remaining space of the non-periodic transmit FIFO. In terms of 32-bit words. 0: Non-periodic Tx FIFO is full 1: 1 word 2: 2 words n: n words (0≤n≤NPTXFD) Others: Reserved

Global core configuration register (USBFS_GCCFG)

Address offset: 0x0038
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16



Bits	Fields	Descriptions
31:22	Reserved	Must be kept at reset value
21	VBUSIG	V_{BUS} ignored When this bit is set, USBFS doesn't monitor the voltage on VBUS pin and always consider V_{BUS} voltage as valid both in host mode and in device mode, then free the V_{BUS} pin for other usage. 0: V_{BUS} is not ignored. 1: V_{BUS} is ignored and always consider VBUS voltage as valid.
20	SOFOEN	SOF output enable 0: SOF pulse output disabled. 1: SOF pulse output enabled.
19	VBUSBCEN	The V_{BUS} B-device Comparer enable 0: V_{BUS} B-device comparer disabled 1: V_{BUS} B-device comparer enabled
18	VBUSACEN	The VBUS A-device Comparer enable 0: V_{BUS} A-device comparer disabled 1: V_{BUS} A-device comparer enabled
17	Reserved	Must be kept at reset value
16	PWRON	Power on This bit is the power switch for the internal embedded Full-Speed PHY. 0: Embedded Full-Speed PHY power off. 1: Embedded Full-Speed PHY power on.
15:0	Reserved	Must be kept at reset value

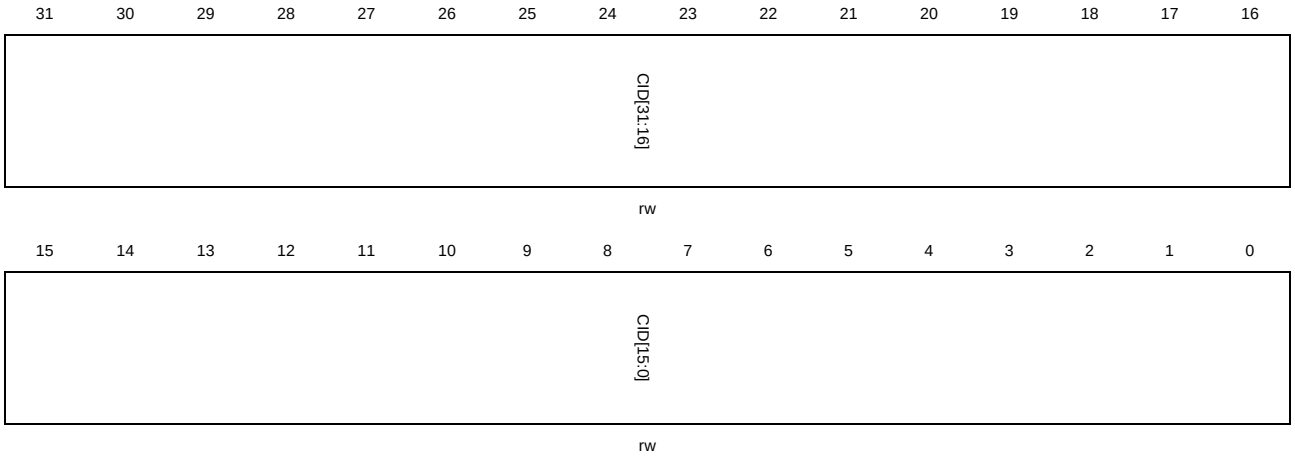
Core ID register (USBFS_CID)

Address offset: 0x003C

Reset value: 0x0000 1000

This register contains the Product ID.

This register has to be accessed by word (32-bit)



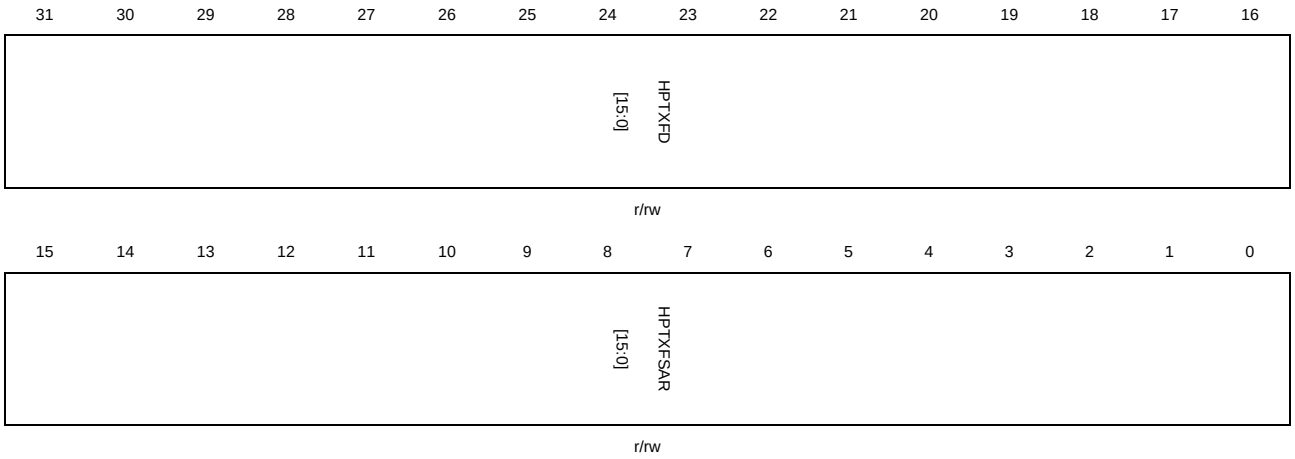
Bits	Fields	Descriptions
31:0	CID[31:0]	Core ID Software can write or read this field and uses this field as a unique ID for its application

Host periodic transmit FIFO length register (USBFS_HPTFLEN)

Address offset: 0x0100

Reset value: 0x0200 0600

This register has to be accessed by word 32-bit)

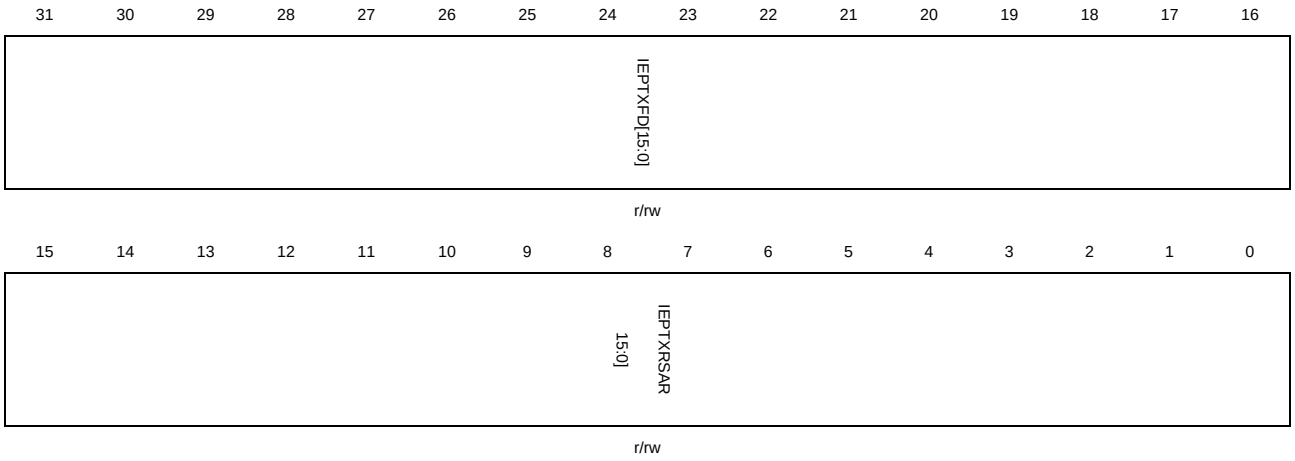


Bits	Fields	Descriptions
31:16	HPTXFD[15:0]	Host Periodic Tx FIFO depth In terms of 32-bit words. 1≤HPTXFD≤1024
15:0	HPTXFSAR[15:0]	Host periodic Tx FIFO RAM start address The start address for host periodic transmit FIFO RAM is in term of 32-bit words.

Device IN endpoint transmit FIFO length register (USBFS_DIEPxTFLEN) (x = 1..3, where x is the FIFO_number)

Address offset: 0x0104 + (FIFO_number – 1) × 0x04
Reset value: 0x0200 0400

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:16	IEPTXFD[15:0]	IN endpoint Tx FIFO depth In terms of 32-bit words. 1≤HPTXFD≤1024
15:0	IEPTXRSAR[15:0]	IN endpoint FIFO Tx RAM start address The start address for IN endpoint transmit FIFOx is in term of 32-bit words.

23.7.2. Host control and status registers

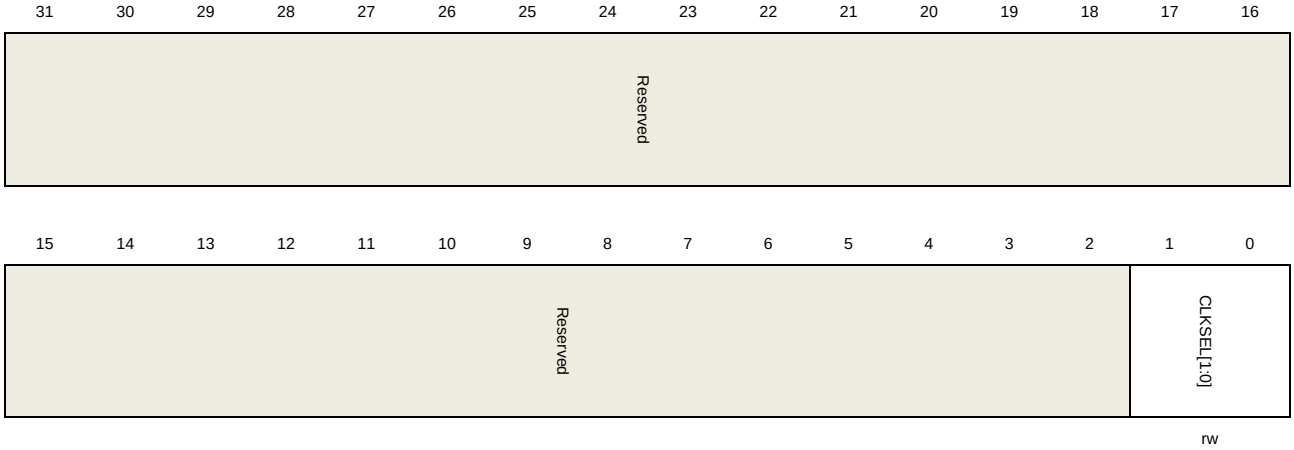
Host control register (USBFS_HCTL)

Address offset: 0x0400
Reset value: 0x0000 0000

This register configures the core after power on in host mode. Do not modify it after host

initialization.

This register has to be accessed by word (32-bit)



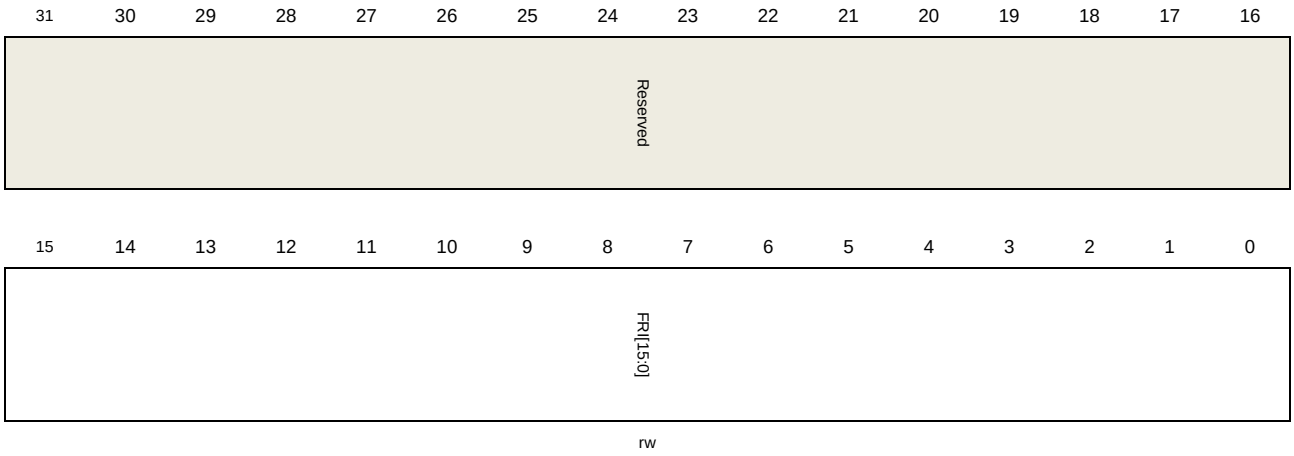
Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1:0	CLKSEL[1:0]	Clock select for usbclock. 01: 48MHz clock others: reserved

Host frame interval register (USBFS_HFT)

Address offset: 0x0404
Reset value: 0x0000 BB80

This register sets the frame interval for the current enumerating speed when USBFS controller is enumerating.

This register has to be accessed by word (32-bit)

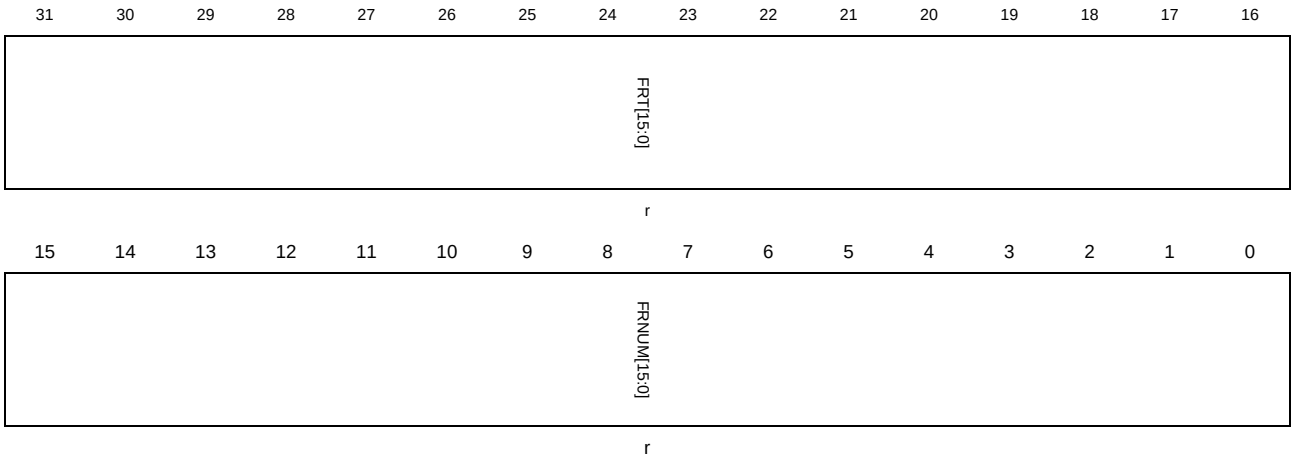


Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	FRI[15:0]	Frame interval This value describes the frame time in terms of PHY clocks. Each time when port is enabled after a port reset operation, USBFS use a proper value according to the current speed, and software can write to this field to change the value. This value should be calculated using the frequency described below: Full-Speed: 48MHz Low-Speed: 6MHz

Host frame information remaining register (USBFS_HFINFR)

Address offset: 0x408
Reset value: 0xBB80 0000

This register has to be accessed by word (32-bit)



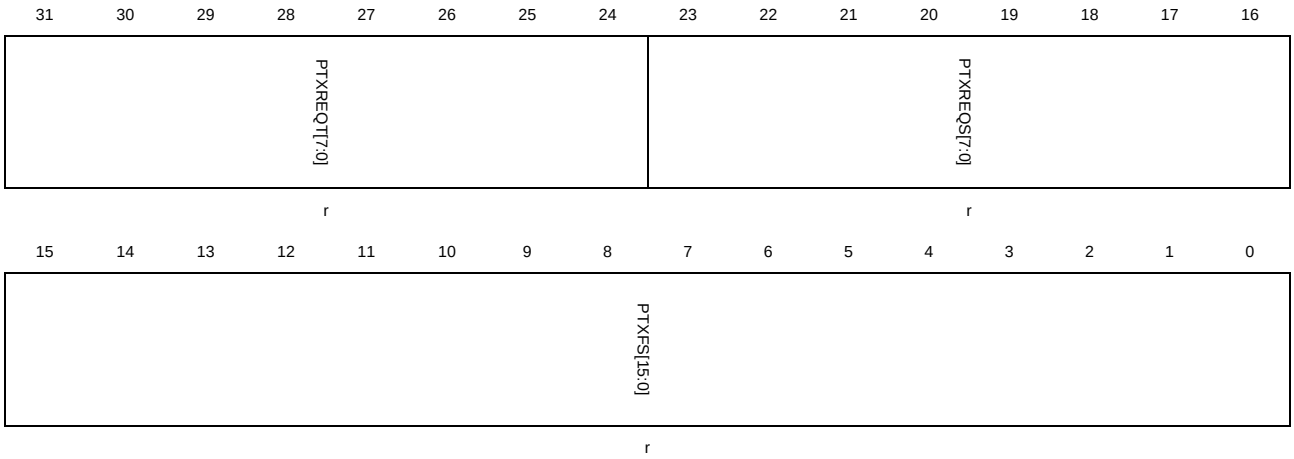
Bits	Fields	Descriptions
31:16	FRT[15:0]	Frame remaining time This field reports the remaining time of current frame in terms of PHY clocks.
15:0	FRNUM[15:0]	Frame number This field reports the frame number of current frame and returns to 0 after it reaches 0x3FFF.

Host periodic transmit FIFO/queue status register (USBFS_HPTFQSTAT)

Address offset: 0x0410
Reset value: 0x0008 0200

This register reports the current status of the host periodic Tx FIFO and request queue. The request queue holds IN, OUT or other request entries in host mode.

This register has to be accessed by word (32-bit)



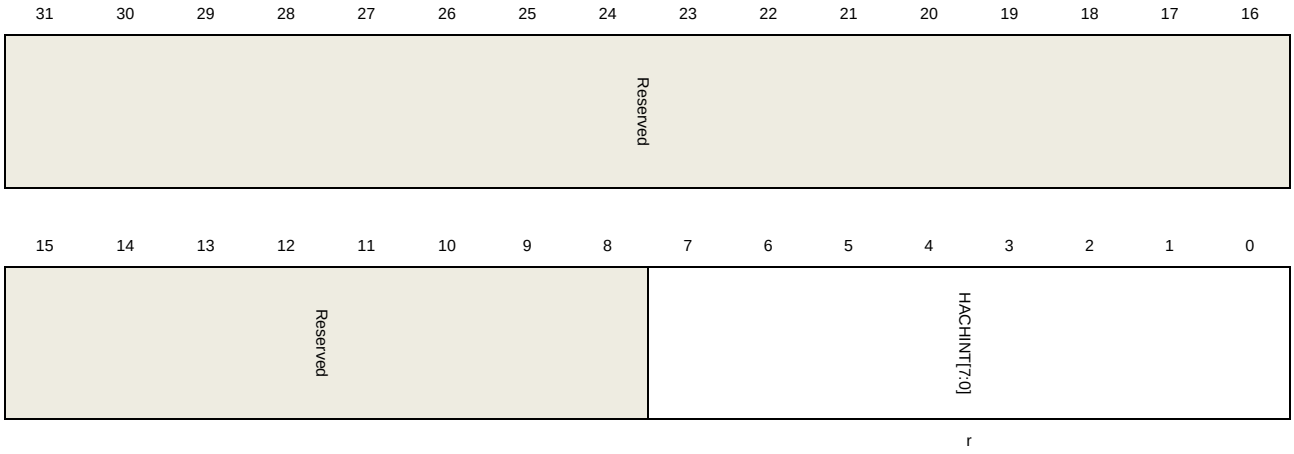
Bits	Fields	Descriptions
31:24	PTXREQT[7:0]	Top entry of the periodic Tx request queue Entry in the periodic transmit request queue. Bits 30:27: Channel Number Bits 26:25: 00: IN/OUT token 01: Zero-length OUT packet 11: Channel halt request Bit 24: Terminate Flag, indicating last entry for selected channel.
23:16	PTXREQS[7:0]	Periodic Tx request queue space The remaining space of the periodic transmit request queue. 0: Request queue is Full 1: 1 entry 2: 2 entries … n: n entries (0≤n≤8) Others: Reserved
15:0	PTXFS[15:0]	Periodic Tx FIFO space The remaining space of the periodic transmit FIFO. In terms of 32-bit words. 0: periodic Tx FIFO is full 1: 1 word 2: 2 words n: n words (0≤n≤PTXFD) Others: Reserved

Host all channels interrupt register (USBFS_HACHINT)

Address offset: 0x0414
Reset value: 0x0000 0000

When a channel interrupt is triggered, USBFS set corresponding bit in this register and software should read this register to know which channel is asserting interrupts.

This register has to be accessed by word (32-bit)



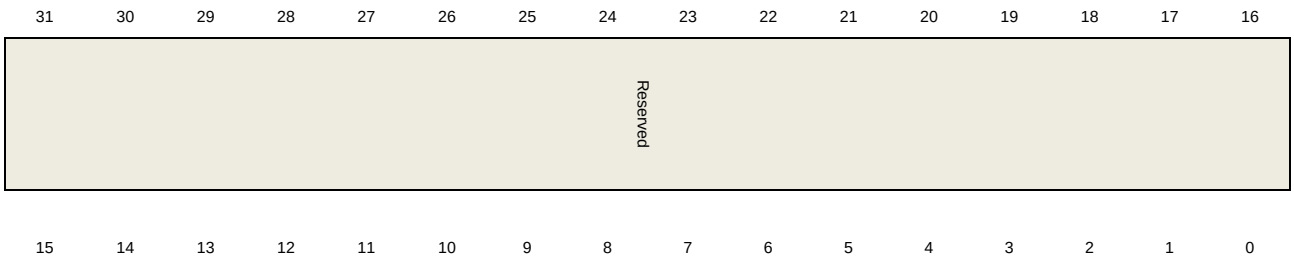
Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	HACHINT[7:0]	Host all channel interrupts Each bit represents a channel: Bit 0 for channel 0, bit 7 for channel 7.

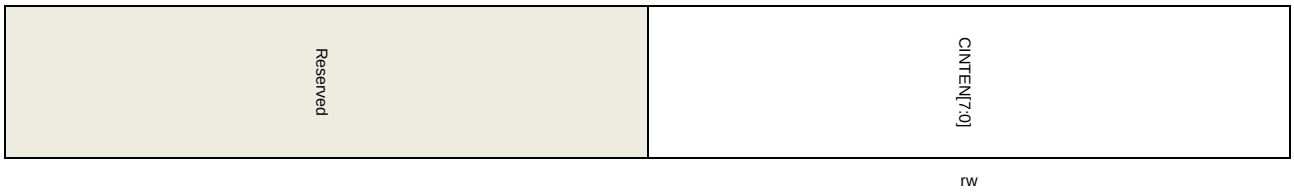
Host all channels interrupt enable register (USBFS_HACHINTEN)

Address offset: 0x0418
Reset value: 0x0000 0000

This register can be used by software to enable or disable a channel's interrupt. Only the channel whose corresponding bit in this register is set is able to cause the channel interrupt flag HCIF in USBFS_GINTF register.

This register has to be accessed by word (32-bit)





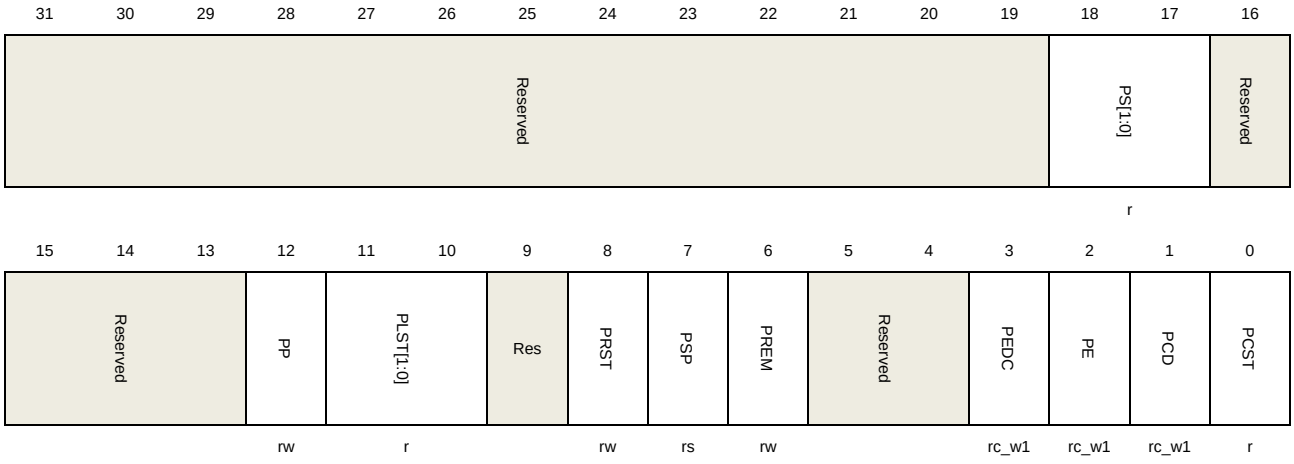
Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7:0	CINTEN[7:0]	Channel interrupt enable 0: Disable channel-n interrupt 1: Enable channel-n interrupt Each bit represents a channel: Bit 0 for channel 0, bit 7 for channel 7.

Host port control and status register (USBFS_HPCS)

Address offset: 0x0440
Reset value: 0x0000 0000

This register controls the port's behavior and also has some flags which report the status of the port. The HPIF flag in USBFS_GINTF register will be triggered if one of these flags in this register is set by USBFS: PRST, PEDC and PCD.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:19	Reserved	Must be kept at reset value
18:17	PS[1:0]	Port speed Report the enumerated speed of the device attached to this port. 01: Full speed 10: Low speed

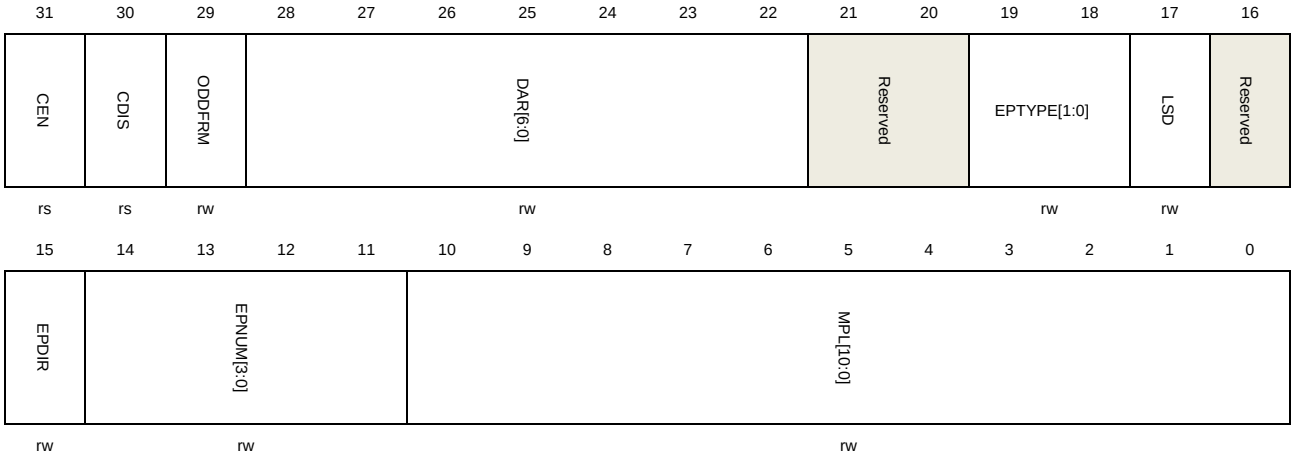
		Others: Reserved
16:13	Reserved	Must be kept at reset value
12	PP	Port power This bit should be set before a port is used. Because USBFS doesn't have power supply ability, it only uses this bit to know whether the port is in powered state. Software should ensure the true power supply on V_{BUS} before setting this bit. 0: Port is powered off 1: Port is powered on
11:10	PLST[1:0]	Port line status Report the current state of USB data lines Bit 10: State of DP line Bit 11: State of DM line
9	Reserved	Must be kept at reset value
8	PRST	Port reset Application sets this bit to start a reset signal on USB port. Application should clear this bit when it wants to stop the reset signal. 0: Port is not in reset state 1: Port is in reset state
7	PSP	Port suspend Application sets this bit to put port into suspend state. When this bit is set the port stops sending SOF tokens. This bit can only be cleared by the following operations: – PRST bit in this register is set by application – PREM bit in this register is set – A remote wakeup signal is detected – A device disconnect is detected 0: Port is not in suspend state 1: Port is in suspend state
6	PREM	Port resume Application sets this bit to start a resume signal on USB port. Application should clear this bit when it wants to stop the resume signal. 0: No resume driven 1: Resume driven
5:4	Reserved	Must be kept at reset value
3	PEDC	Port enable/disable change Set by the core when the status of the Port enable bit 2 in this register changes.

2	PE	Port Enable This bit is automatically set by USBFS after a USB reset signal finishes and cannot be set by software. This bit is cleared by the following events: – A disconnect condition – Software clearing this bit 0: Port disabled 1: Port enabled
1	PCD	Port connect detected Set by USBFS when a device connection is detected. This bit can be cleared by writing 1 to this bit.
0	PCST	Port connect status 0: Device is not connected to the port 1: Device is connected to the port

Host channel-x control register (USBFS_HCHxCTL) (x = 0..7 where x = channel_number)

Address offset: 0x0500 + (channel_number × 0x20)
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31	CEN	Channel enable Set by the application and cleared by USBFS. 0: Channel disabled 1: Channel enabled Software should following the operation guide to disable or enable a channel.

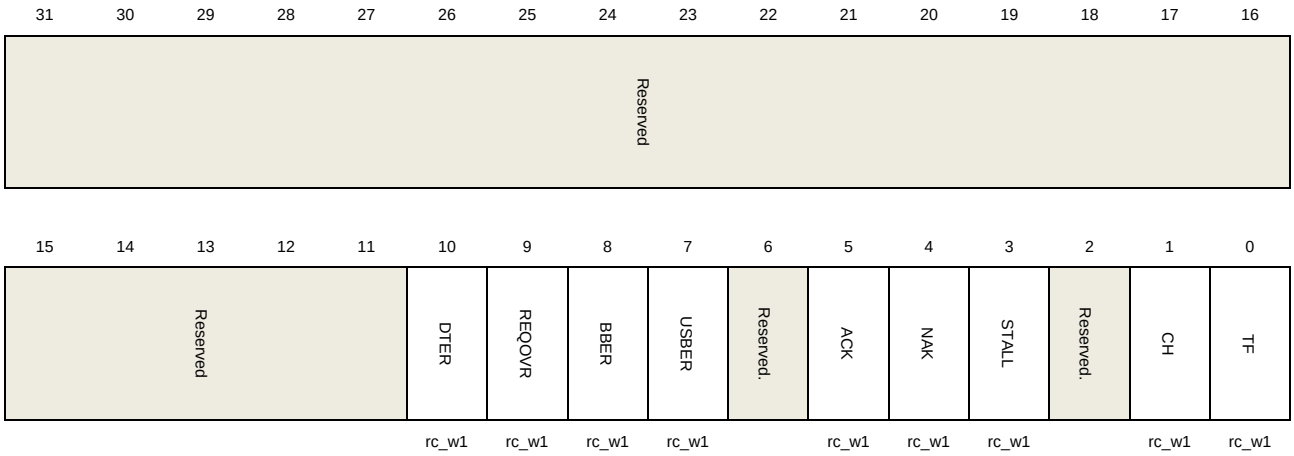
30	CDIS	Channel disable Software can set this bit to disable the channel from processing transactions. Software should follow the operation guide to disable or enable a channel.
29	ODDFRM	Odd frame For periodic transfers (interrupt or isochronous transfer), this bit controls that whether in an odd frame or even frame this channel's transaction is desired to be processed. 0: Even frame 1: Odd frame
28:22	DAR[6:0]	Device address The address of the USB device that this channel wants to communicate with.
21:20	Reserved	Must be kept at reset value
19:18	EPTYPE[1:0]	Endpoint type The transfer type of the endpoint that this channel wants to communicate with. 00: Control 01: Isochronous 10: Bulk 11: Interrupt
17	LSD	Low-Speed device The device that this channel wants to communicate with is a Low-Speed Device.
16	Reserved	Must be kept at reset value
15	EPDIR	Endpoint direction The transfer direction of the endpoint that this channel wants to communicate with. 0: OUT 1: IN
14:11	EPNUM[3:0]	Endpoint number The number of the endpoint that this channel wants to communicate with.
10:0	MPL[10:0]	Maximum packet length The target endpoint's maximum packet length.

Host channel-x interrupt flag register (USBFS_HCHxINTF) (x = 0..7 where x = channel number)

Address offset: 0x0508 + (channel_number × 0x20)
Reset value: 0x0000 0000

This register contains the status and events of a channel, when software get a channel interrupt, it should read this register for the respective channel to know the source of the interrupt. The flag bits in this register are all set by hardware and cleared by writing 1.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:11	Reserved	Must be kept at reset value
10	DTER	Data toggle error The IN transaction gets a data packet but the PID of this packet doesn't match DPID [1:0] bits in USBFS_HCHxLEN register.
9	REQOVR	Request queue overrun The periodic request queue is full when software starts new transfers.
8	BBER	Babble error A babble condition occurs on USB bus. A typical reason for babble condition is that a device sends a data packet and the packet length exceeds the endpoint's maximum packet length.
7	USBER	USB Bus Error The USB error flag is set when the following conditions occurs during receiving a packet: – A received packet has a wrong CRC field – A stuff error detected on USB bus – Timeout when waiting for a response packet
6	Reserved	Must be kept at reset value
5	ACK	ACK An ACK response is received or transmitted
4	NAK	NAK A NAK response is received.
3	STALL	STALL A STALL response is received.
2	Reserved	Must be kept at reset value

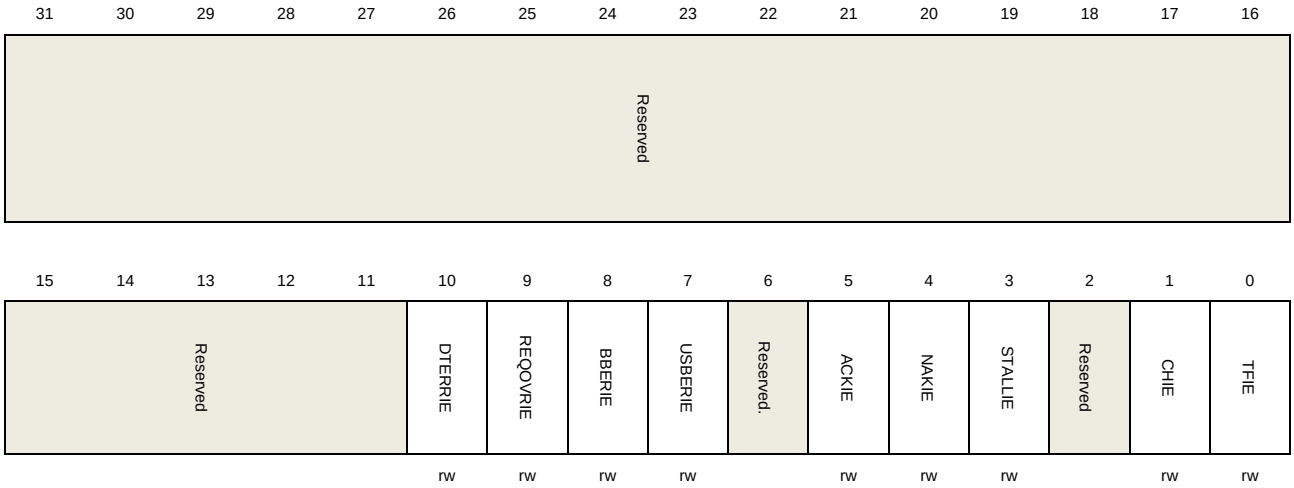
1	CH	Channel halted This channel is disabled by a request, and it will not response to other requests during the request processing.
0	TF	Transfer finished All the transactions of this channel finish successfully, and no error occurs. For IN channel, this flag will be triggered after PCNT bits in USBFS_HCHxLEN register reach zero. For OUT channel, this flag will be triggered when software reads and pops a TF status entry from the RxFIFO.

Host channel-x interrupt enable register (USBFS_HCHxINTEN) (x = 0..7, where x = channel number)

Address offset: 0x050C + (channel_number × 0x20)
Reset value: 0x0000 0000

This register contains the interrupt enable bits for the flags in USBFS_HCHxINTF register. If a bit in this register is set by software, the corresponding bit in USBFS_HCHxINTF register is able to trigger a channel interrupt. The bits in this register are set and cleared by software.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:11	Reserved	Must be kept at reset value
10	DTERIE	Data toggle error interrupt enable 0: Disable data toggle error interrupt 1: Enable data toggle error interrupt
9	REQOVRIE	Request queue overrun interrupt enable 0: Disable request queue overrun interrupt 1: Enable request queue overrun interrupt

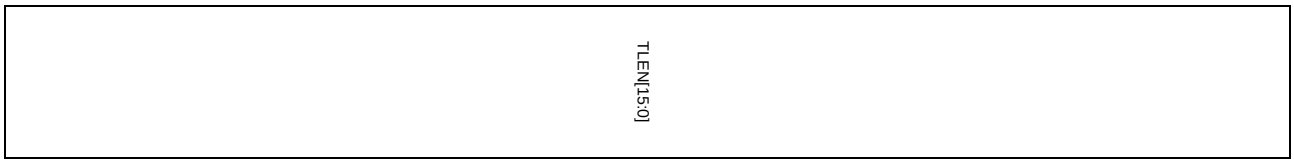
8	BBERIE	Babble error interrupt enable 0: Disable babble error interrupt 1: Enable babble error interrupt
7	USBERIE	USB bus error interrupt enable 0: Disable USB bus error interrupt 1: Enable USB bus error interrupt
6	Reserved	Must be kept at reset value
5	ACKIE	ACK interrupt enable 0: Disable ACK interrupt 1: Enable ACK interrupt
4	NAKIE	NAK interrupt enable 0: Disable NAK interrupt 1: Enable NAK interrupt
3	STALLIE	STALL interrupt enable 0: Disable STALL interrupt 1: Enable STALL interrupt
2	Reserved	Must be kept at reset value
1	CHIE	Channel halted interrupt enable 0: Disable channel halted interrupt 1: Enable channel halted interrupt
0	TFIE	Transfer finished interrupt enable 0: Disable transfer finished interrupt 1: Enable transfer finished interrupt

Host channel-x transfer length register (USBFS_HCHxLEN) (x = 0..7, where x = channel number)

Address offset: 0x0510 + (channel_number × 0x20)
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved	DPID[1:0]		PCNT[9:0]										TLEN[18:16]		
	rw		rw										rw		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0



Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30:29	DPID[1:0]	Data PID Software should write this field before the transfer starts. For OUT transfers, this field controls the Data PID of the first transmitted packet. For IN transfers, this field controls the expected Data PID of the first received packet, and DTERR will be triggered if the Data PID doesn't match. After the transfer starts, USBFS changes and toggles this field automatically following the USB protocol. 00: DATA0 10: DATA1 11: SETUP (For control transfer only) 01: Reserved
28:19	PCNT[9:0]	Packet count The number of data packets desired to be transmitted (OUT) or received (IN) in a transfer. Software should program this field before the channel is enabled. After the transfer starts, this field is decreased automatically by USBFS after each successful data packet transmission.
18:0	TLEN[18:0]	Transfer length The total data bytes number of a transfer. For OUT transfers, this field is the total data bytes of all the data packets desired to be transmitted in an OUT transfer. Software should program this field before the channel is enabled. When software successfully writes a packet into the channel's data TxFIFO, this field is decreased by the byte size of the packet. For IN transfer each time software or DMA reads out a packet from the RxFIFO, this field is decreased by the byte size of the packet.

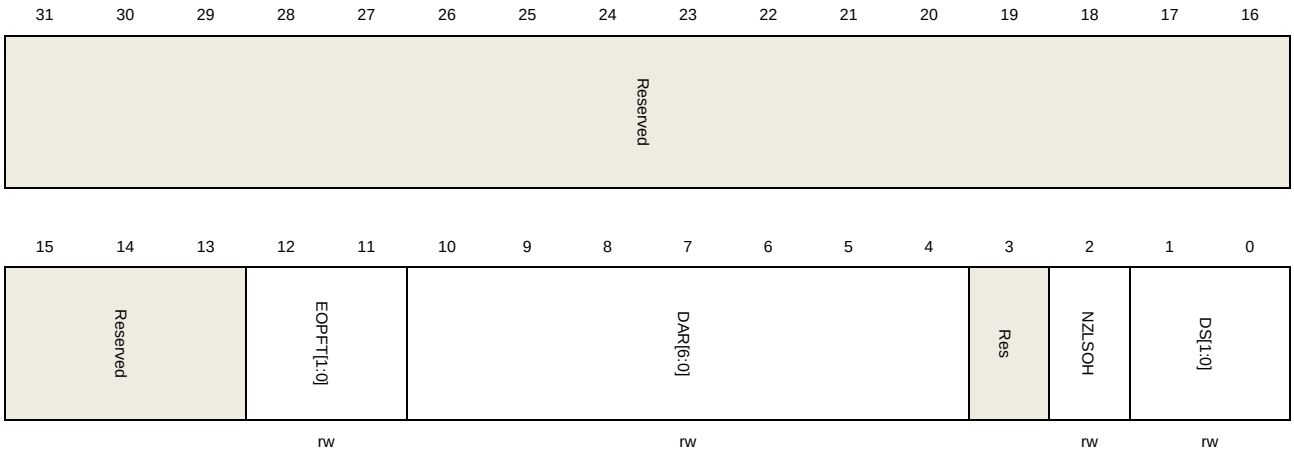
23.7.3. Device control and status registers

Device configuration register (USBFS_DCFG)

Address offset: 0x0800
Reset value: 0x0000 0000

This register configures the core in device mode after power on or after certain control commands or enumeration. Do not change this register after device initialization.

This register has to be accessed by word (32-bit)



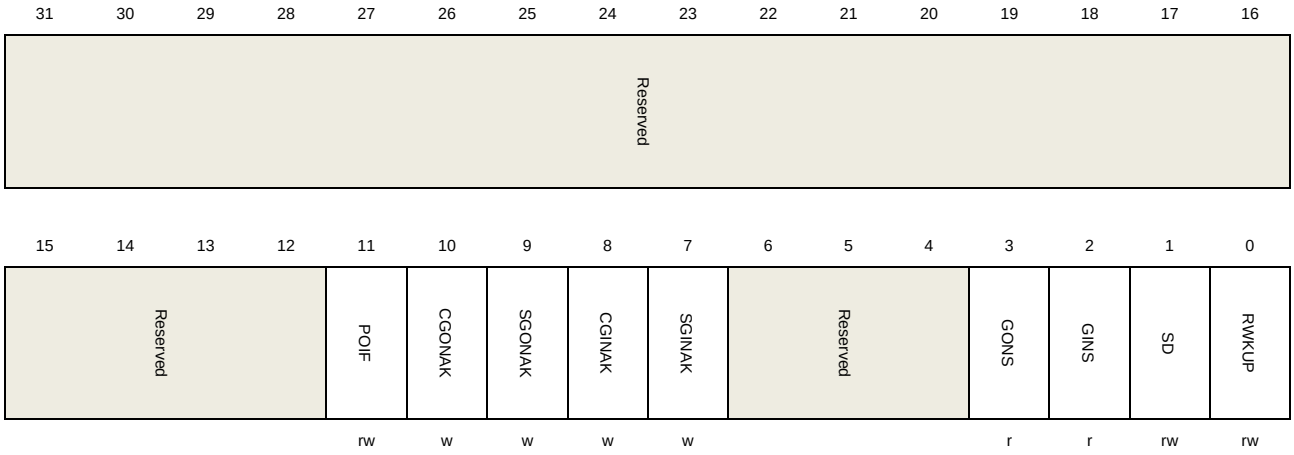
Bits	Fields	Descriptions
31:13	Reserved	Must be kept at reset value
12:11	EOPFT[1:0]	End of periodic frame time This field defines the percentage time point in a frame that the end of periodic frame (EOPF) flag should be triggered. 00: 80% of the frame time 01: 85% of the frame time 10: 90% of the frame time l 11: 95% of the frame time
10:4	DAR[6:0]	Device address This field defines the USB device's address. USBFS uses this field to match with the incoming token's device address field. Software should program this field after receiving a Set Address command from USB host.
3	Reserved	Must be kept at reset value
2	NZLSOH	Non-zero-length status OUT handshake When a USB device receives a non-zero-length data packet during status OUT stage, this field controls that either USBFS should receive this packet or reject this packet with a STALL handshake. 0: Treat this packet as a normal packet and response according to the status of NAKS and STALL bits in USBFS_DOEPxCTL register. 1: Send a STALL handshake and don't save the received OUT packet.
1:0	DS[1:0]	Device speed This field controls the device speed when the device connected to a host. 11: Full speed Others: Reserved

Device control register (USBFS_DCTL)

Address offset: 0x0804

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11	POIF	Power-on initialization finished Software should set this bit to notify USBFS that the registers are initialized after waking up from power down state.
10	CGONAK	Clear global OUT NAK Software sets this bit to clear GONS bit in this register.
9	SGONAK	Set global OUT NAK Software sets this bit to set GONS bit in this register. When GONS bit is zero, setting this bit will also cause GONAK flag in USBFS_GINTF register triggered after a while. Software should clear the GONAK flag before writing this bit again.
8	CGINAK	Clear global IN NAK Software sets this bit to clear GINS bit in this register.
7	SGINAK	Set global IN NAK Software sets this bit to set GINS bit in this register. When GINS bit is zero, setting this bit will also cause GINAK flag in USBFS_GINTF register triggered after a while. Software should clear the GINAK flag before writing this bit again.
6:4	Reserved	Must be kept at reset value
3	GONS	Global OUT NAK status

0: The handshake that USBFS response to OUT transaction packet and whether to save the OUT data packet are decided by Rx FIFO status, endpoint's NAK and STALL bits.
1: USHBS always responses to OUT transaction with NAK handshake and doesn't save the incoming OUT data packet.

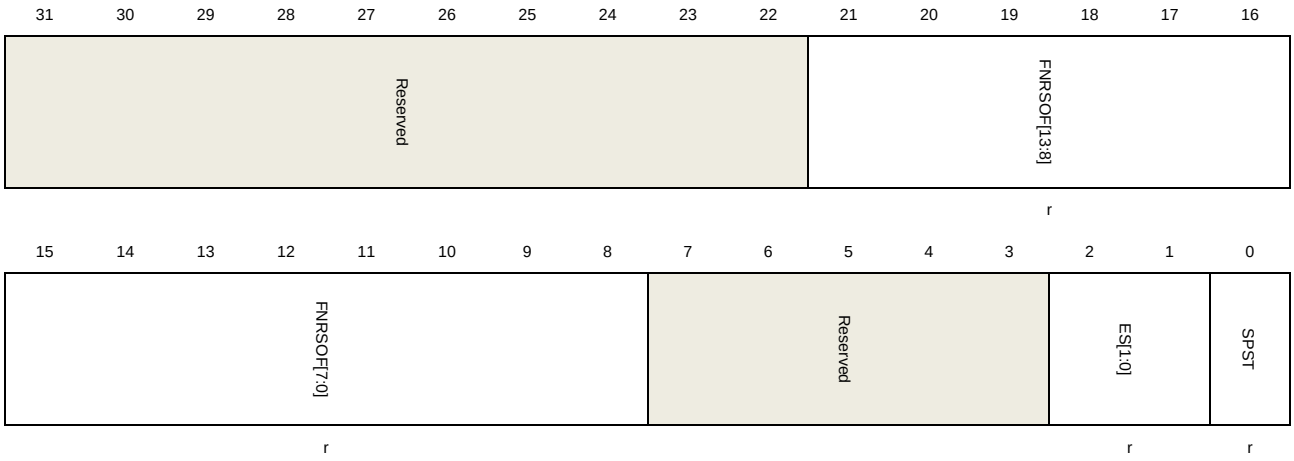
2	GINS	Global IN NAK status 0: The response to IN transaction is decided by Tx FIFO status, endpoint's NAK and STALL bits. 1: USBFS always responses to IN transaction with a NAK handshake.
1	SD	Soft disconnect Software can use this bit to generate a soft disconnect condition on USB bus. After this bit is set, USBFS switches off the pull up resistor on DP line. This will cause the host to detect a device disconnect. 0: No soft disconnect generated. 1: Generate a soft disconnection.
0	RWKUP	Remote wakeup In suspend state, software can use this bit to generate a Remote wake up signal to inform host that it should resume the USB bus. 0: No remote wakeup signal generated. 1: Generate remote wakeup signal.

Device status register (USBFS_DSTAT)

Address offset: 0x0808
Reset value: 0x0000 0000

This register contains status and information of the USBFS in device mode.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions

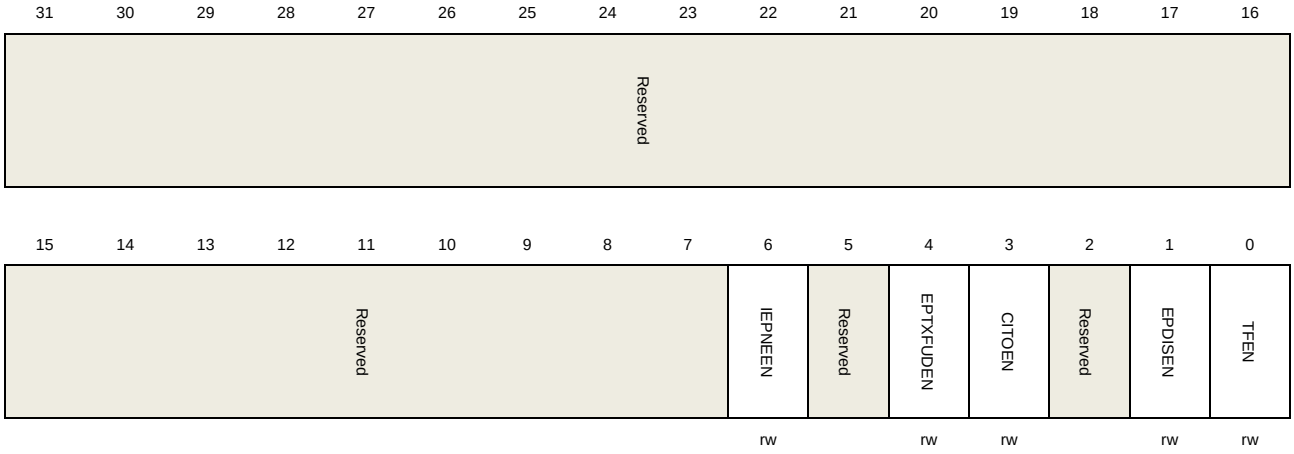
31:22	Reserved	Must be kept at reset value
21:8	FNRSOF[13:0]	The frame number of the received SOF. USBFS always update this field after receiving a SOF token
7:3	Reserved	Must be kept at reset value
2:1	ES[1:0]	Enumerated speed This field reports the enumerated device speed. Read this field after the ENUMF flag in USBFS_GINTF register is triggered. 11: Full speed Others: reserved
0	SPST	Suspend status This bit reports whether device is in suspend state. 0: Device is in suspend state. 1: Device is not in suspend state.

Device IN endpoint common interrupt enable register (USBFS_DIEPINTEN)

Address offset: 0x810
Reset value: 0x0000 0000

This register contains the interrupt enable bits for the flags in USBFS_DIEPxINTF register. If a bit in this register is set by software, the corresponding bit in USBFS_DIEPxINTF register is able to trigger an endpoint interrupt in USBFS_DAEPINT register. The bits in this register are set and cleared by software.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:7	Reserved	Must be kept at reset value
6	IEPNEEN	IN endpoint NAK effective interrupt enable bit

0: Disable IN endpoint NAK effective interrupt
1: Enable IN endpoint NAK effective interrupt

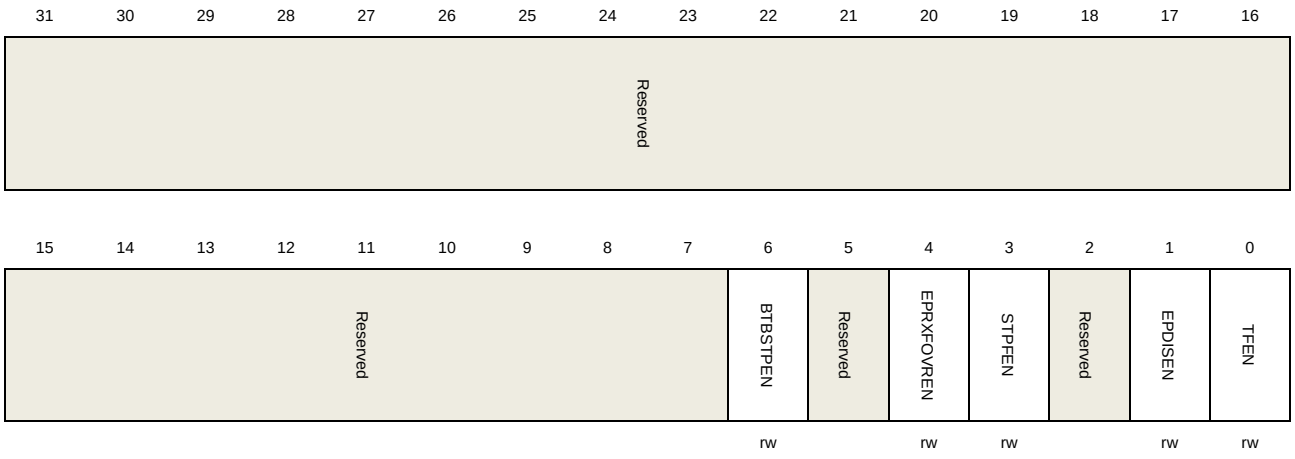
5	Reserved	Must be kept at reset value
4	EPTXFUDEN	Endpoint Tx FIFO underrun interrupt enable bit 0: Disable endpoint Tx FIFO underrun interrupt 1: Enable endpoint Tx FIFO underrun interrupt
3	CITOEN	Control In timeout interrupt enable bit 0: Disable control In timeout interrupt 1: Enable control In timeout interrupt
2	Reserved	Must be kept at reset value
1	EPDISEN	Endpoint disabled interrupt enable bit 0: Disable endpoint disabled interrupt 1: Enable endpoint disabled interrupt
0	TFEN	Transfer finished interrupt enable bit 0: Disable transfer finished interrupt 1: Enable transfer finished interrupt

Device OUT endpoint common interrupt enable register (USBFS_DOEPINTEN)

Address offset: 0x0814
Reset value: 0x0000 0000

This register contains the interrupt enable bits for the flags in USBFS_DOEPxINTF register. If a bit in this register is set by software, the corresponding bit in USBFS_DOEPxINTF register is able to trigger an endpoint interrupt in USBFS_DAEPINT register. The bits in this register are set and cleared by software.

This register has to be accessed by word (32-bit)



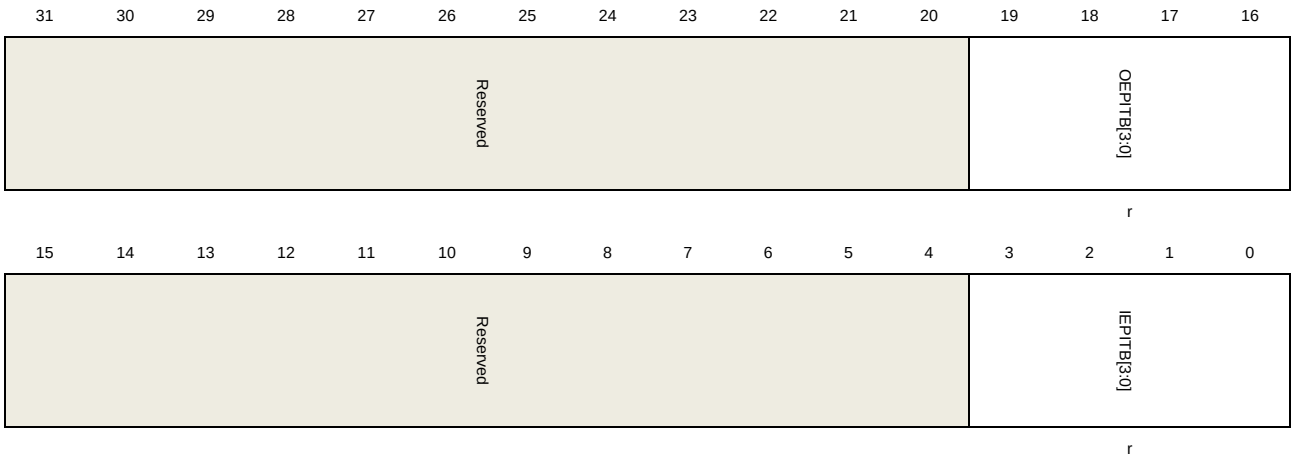
Bits	Fields	Descriptions
31:7	Reserved	Must be kept at reset value
6	BTBSTPEN	Back-to-back SETUP packets (Only for control OUT endpoint) interrupt enable bit 0: Disable back-to-back SETUP packets interrupt 1: Enable back-to-back SETUP packets interrupt
5	Reserved	Must be kept at reset value
4	EPRXFOVREN	Endpoint Rx FIFO overrun interrupt enable bit 0: Disable endpoint Rx FIFO overrun interrupt 1: Enable endpoint Rx FIFO overrun interrupt
3	STPFEN	SETUP phase finished (Only for control OUT endpoint) interrupt enable bit 0: Disable SETUP phase finished interrupt 1: Enable SETUP phase finished interrupt
2	Reserved	Must be kept at reset value
1	EPDISEN	Endpoint disabled interrupt enable bit 0: Disable endpoint disabled interrupt 1: Enable endpoint disabled interrupt
0	TFEN	Transfer finished interrupt enable bit 0: Disable transfer finished interrupt 1: Enable transfer finished interrupt

Device all endpoints interrupt register (USBFS_DAEPINT)

Address offset: 0x0818
Reset value: 0x0000 0000

When an endpoint interrupt is triggered, USBFS sets corresponding bit in this register and software should read this register to know which endpoint is asserting an interrupt.

This register has to be accessed by word (32-bit)



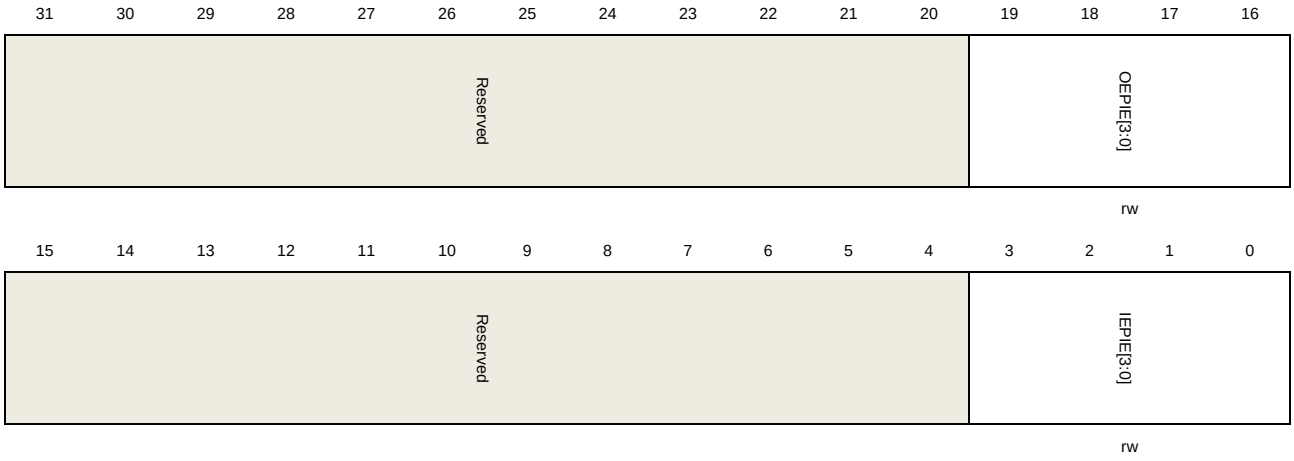
Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19:16	OEPITB[3:0]	Device all OUT endpoint interrupt bits Each bit represents an OUT endpoint: Bit 16 for OUT endpoint 0, bit 19 for OUT endpoint 3.
15:4	Reserved	Must be kept at reset value
3:0	IEPITB[3:0]	Device all IN endpoint interrupt bits Each bit represents an IN endpoint: Bit 0 for IN endpoint 0, bit 3 for IN endpoint 3.

Device all endpoints interrupt enable register (USBFS_DAEPINTEN)

Address offset: 0x081C
Reset value: 0x0000 0000

This register can be used by software to enable or disable an endpoint's interrupt. Only the endpoint whose corresponding bit in this register is set is able to cause the endpoint interrupt flag OEPIF or IEPIF in USBFS_GINTF register.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:20	Reserved	Must be kept at reset value
19:16	OEPIE[3:0]	Out endpoint interrupt enable 0: Disable OUT endpoint-n interrupt 1: Enable OUT endpoint-n interrupt Each bit represents an OUT endpoint: Bit 16 for OUT endpoint 0, bit 19 for OUT endpoint 3.

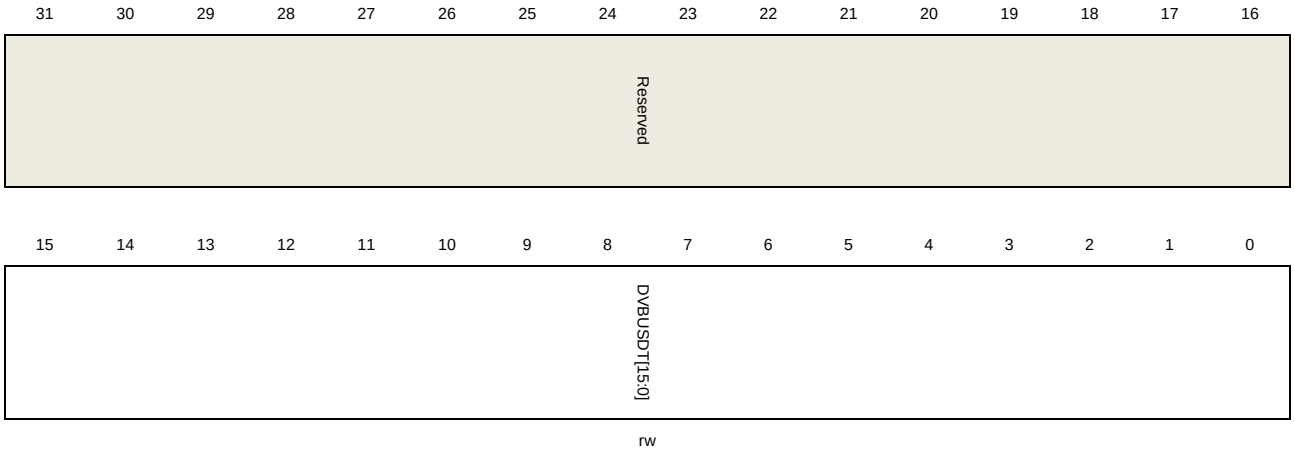
15:4	Reserved	Must be kept at reset value
3:0	IEPIE[3:0]	IN endpoint interrupt enable bits 0: Disable IN endpoint-n interrupt 1: Enable IN endpoint-n interrupt Each bit represents an IN endpoint: Bit 0 for IN endpoint 0, bit 3 for IN endpoint 3.

Device VBUS discharge time register (USBFS_DVBUSDT)

Address offset: 0x0828

Reset value: 0x0000 17D7

This register has to be accessed by word (32-bit)



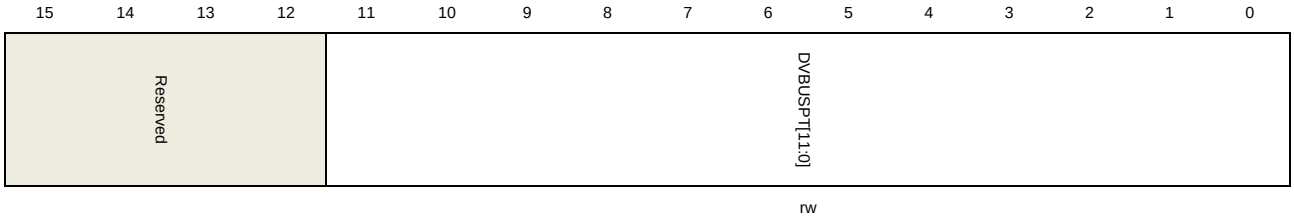
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	DVBUSDT[15:0]	Device V_{BUS} discharge time There is a discharge process after V_{BUS} pulsing in SRP protocol. This field defines the discharge time of V_{BUS}. The true discharge time is 1024 * DVBUSDT[15:0] *$T_{USBCLOCK}$, where $T_{USBCLOCK}$ is the period time of USB clock.

Device VBUS pulsing time register (USBFS_DVBUSPT)

Address offset: 0x082C

Reset value: 0x0000 05B8

This register has to be accessed by word (32-bit)



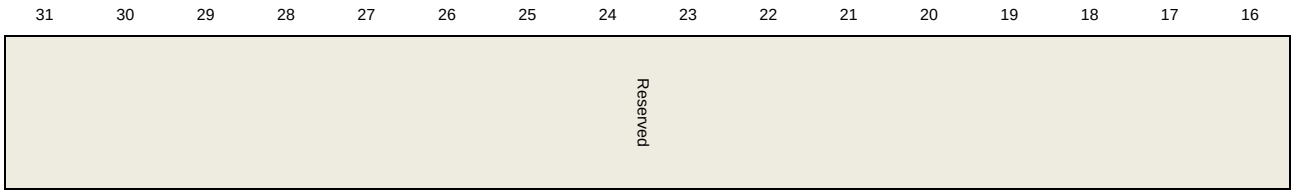
Bits	Fields	Descriptions
31:12	Reserved	Must be kept at reset value
11:0	DVBUSPT[11:0]	Device V_{BUS} pulsing time This field defines the pulsing time for V_{BUS}. The true pulsing time is 1024*DVBUSPT[11:0] *$T_{USBCLOCK}$, where $T_{USBCLOCK}$ is the period time of USB clock.

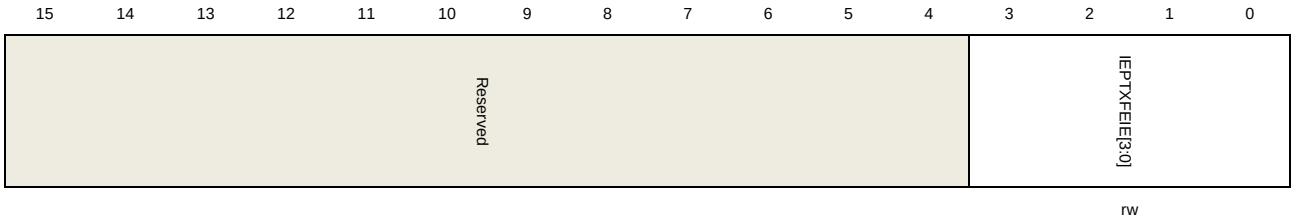
Device IN endpoint FIFO empty interrupt enable register (USBFS_DIEPFEINTEN)

Address offset: 0x0834
Reset value: 0x0000 0000

This register contains the enable bits for the Tx FIFO empty interrupts of IN endpoints.

This register has to be accessed by word (32-bit)





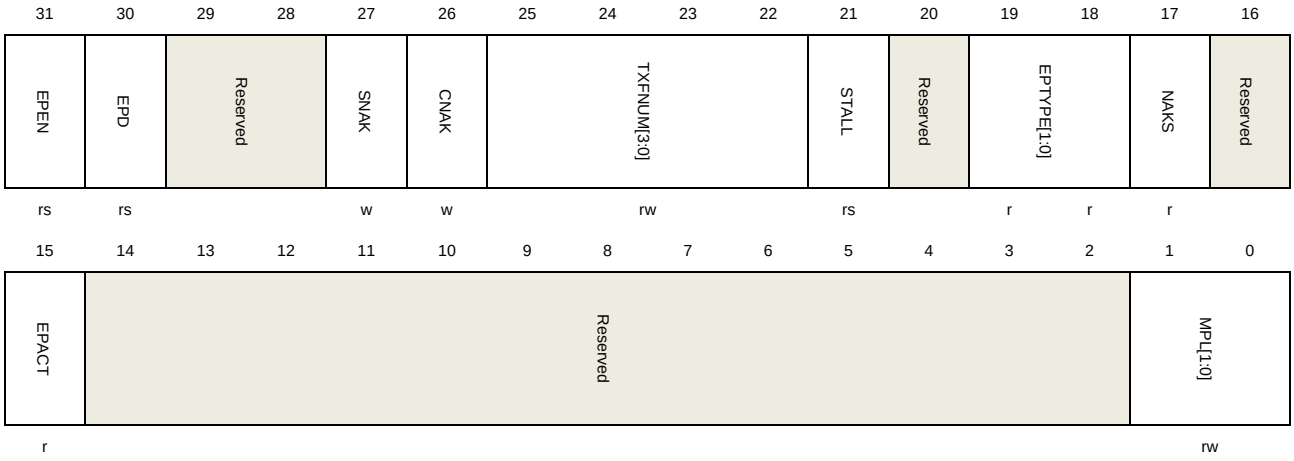
Bits	Fields	Descriptions
31:4	Reserved	Must be kept at reset value
3:0	IEPTXFEIE[3:0]	IN endpoint Tx FIFO empty interrupt enable bits

This field controls whether the TXFE bits in USBFS_DIEPxINTF registers are able to generate an endpoint interrupt bit in USBFS_DAEPINT register.
Bit 0 for IN endpoint 0, bit 3 for IN endpoint 3
0: Disable FIFO empty interrupt
1: Enable FIFO empty interrupt

Device IN endpoint 0 control register (USBFS_DIEP0CTL)

Address offset: 0x0900
Reset value: 0x0000 8000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31	EPEN	Endpoint enable Set by the application and cleared by USBFS. 0: Endpoint disabled 1: Endpoint enabled Software should follow the operation guide to disable or enable an endpoint.
30	EPD	Endpoint disable Software can set this bit to disable the endpoint. Software should following the operation guide to disable or enable an endpoint.
29:28	Reserved	Must be kept at reset value
27	SNAK	Set NAK Software sets this bit to set NAKS bit in this register.
26	CNAK	Clear NAK Software sets this bit to clear NAKS bit in this register.
25:22	TXFNUM[3:0]	Tx FIFO number

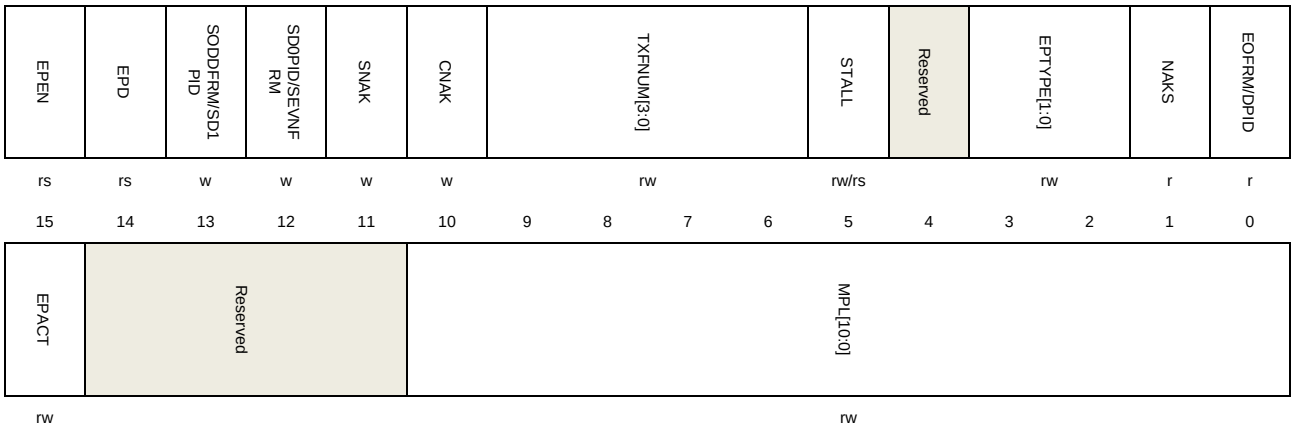
		Defines the Tx FIFO number of IN endpoint 0.
21	STALL	STALL handshake Software can set this bit to make USBFS sends STALL handshake when receiving IN token. USBFS will clear this bit after a SETUP token is received on the corresponding OUT endpoint 0. This bit has a higher priority than NAKS bit in this register and GINS bit in USBFS_DCTL register. If both STALL and NAKS bits are set, the STALL bit takes effect.
20	Reserved	Must be kept at reset value
19:18	EPTYPE[1:0]	Endpoint type This field is fixed to '00' for control endpoint.
17	NAKS	NAK status This bit controls the NAK status of USBFS when both STALL bit in this register and GINS bit in USBFS_DCTL register are cleared: 0: USBFS sends data or handshake packets according to the status of the endpoint's Tx FIFO. 1: USBFS always sends NAK handshake to the IN token. This bit is read-only and software should use CNAK and SNAK in this register to control this bit.
16	Reserved	Must be kept at reset value
15	EPACT	Endpoint active This field is fixed to '1' for endpoint 0.
14:2	Reserved	Must be kept at reset value
1:0	MPL[1:0]	Maximum packet length This field defines the maximum packet length for a control data packet. As described in USB 2.0 protocol, there are 4 kinds of length for control transfers: 00: 64 bytes 01: 32 bytes 10: 16 bytes 11: 8 bytes

Device IN endpoint-x control register (USBFS_DIEPxCTL) (x = 1..3, where x = endpoint_number)

Address offset: 0x0900 + (endpoint_number × 0x20)
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16



Bits	Fields	Descriptions
31	EPEN	Endpoint enable Set by the application and cleared by USBFS. 0: Endpoint disabled 1: Endpoint enabled Software should follow the operation guide to disable or enable an endpoint.
30	EPD	Endpoint disable Software can set this bit to disable the endpoint. Software should following the operation guide to disable or enable an endpoint.
29	SODDFRM	Set odd frame (For isochronous IN endpoints) This bit has effect only if this is an isochronous IN endpoint. Software sets this bit to set EOFRM bit in this register.
	SD1PID	Set DATA1 PID (For interrupt/bulk IN endpoints) Software sets this bit to set DPID bit in this register.
28	SEVENFRM	Set even frame (For isochronous IN endpoints) Software sets this bit to clear EOFRM bit in this register.
	SD0PID	Set DATA0 PID (For interrupt/bulk IN endpoints) Software sets this bit to clear DPID bit in this register.
27	SNAK	Set NAK Software sets this bit to set NAKS bit in this register.
26	CNAK	Clear NAK Software sets this bit to clear NAKS bit in this register.
25:22	TXFNUM[3:0]	Tx FIFO number Defines the Tx FIFO number of this IN endpoint.
21	STALL	STALL handshake Software can set this bit to make USBFS sends STALL handshake when receiving IN token. This bit has a higher priority than NAKS bit in this register and GINS bit in

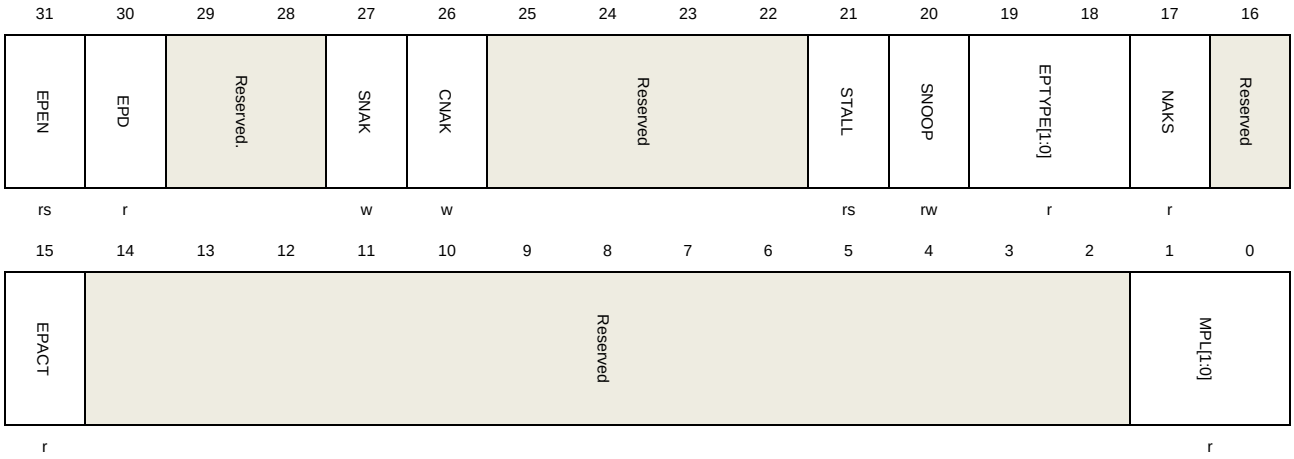
		USBFS_DCTL register. If both STALL and NAKS bits are set, the STALL bit takes effect. For control IN endpoint: Only USBFS can clear this bit when a SETUP token is received on the corresponding OUT endpoint. Software is not able to clear it. For interrupt or bulk IN endpoint: Only software can clear this bit
20	Reserved	Must be kept at reset value
19:18	EPTYPE[1:0]	Endpoint type This field defines the transfer type of this endpoint: 00: Control 01: Isochronous 10: Bulk 11: Interrupt
17	NAKS	NAK status This bit controls the NAK status of USBFS when both STALL bit in this register and GINS bit in USBFS_DCTL register are are cleared: 0: USBFS sends data or handshake packets according to the status of the endpoint's Tx FIFO. 1: USBFS always sends NAK handshake to the IN token. This bit is read-only and software should use CNAK and SNAK in this register to control this bit.
16	EOFRM	Even/odd frame (For isochronous IN endpoints) For isochronous transfers, software can use this bit to control that USBFS only sends data packets for IN tokens in even or odd frames. If the parity of the current frame number doesn't match with this bit, USBFS only responses with a zero-length packet. 0: Only sends data in even frames 1: Only sends data in odd frames
	DPID	Endpoint data PID (For interrupt/bulk IN endpoints) There is a data PID toggle scheme in interrupt or bulk transfer. Set SD0PID to set this bit before a transfer starts and USBFS maintains this bit during transfers according to the data toggle scheme described in USB protocol. 0: Data packet's PID is DATA0 1: Data packet's PID is DATA1
15	EPACT	Endpoint active This bit controls whether this endpoint is active. If an endpoint is not active, it ignores all tokens and doesn't make any response.
14:11	Reserved	Must be kept at reset value
10:0	MPL[10:0]	This field defines the maximum packet length in bytes.

Device OUT endpoint 0 control register (USBFS_DOEP0CTL)

Address offset: 0x0B00

Reset value: 0x0000 8000

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31	EPEN	Endpoint enable Set by the application and cleared by USBFS. 0: Endpoint disabled 1: Endpoint enabled Software should follow the operation guide to disable or enable an endpoint.
30	EPD	Endpoint disable This bit is fixed to 0 for OUT endpoint 0.
29:28	Reserved	Must be kept at reset value
27	SNAK	Set NAK Software sets this bit to set NAKS bit in this register.
26	CNAK	Clear NAK Software sets this bit to clear NAKS bit in this register
25:22	Reserved	Must be kept at reset value
21	STALL	STALL handshake Set this bit to make USBFS send STALL handshake during an OUT transaction. USBFS will clear this bit after a SETUP token is received on OUT endpoint 0. This bit has a higher priority than NAKS bit in this register, i.e. if both STALL and NAKS bits are set, the STALL bit takes effect.
20	SNOOP	Snoop mode This bit controls the snoop mode of an OUT endpoint. In snoop mode, USBFS doesn't

		check the received data packet's CRC value. 0:Snoop mode disabled 1:Snoop mode enabled
19:18	EPTYPE[1:0]	Endpoint type This field is fixed to '00' for control endpoint.
17	NAKS	NAK status This bit controls the NAK status of USBFS when both STALL bit in this register and GONS bit in USBFS_DCTL register are cleared: 0: USBFS sends data or handshake packets according to the status of the endpoint's Rx FIFO. 1: USBFS always sends NAK handshake for the OUT token. This bit is read-only and software should use CNAK and SNAK in this register to control this bit.
16	Reserved	Must be kept at reset value
15	EPACT	Endpoint active This field is fixed to '1' for endpoint 0.
14:2	Reserved	Must be kept at reset value
1:0	MPL[1:0]	Maximum packet length This is a read-only field, and its value comes from the MPL field of USBFS_DIEP0CTL register: 00: 64 bytes 01: 32 bytes 10: 16 bytes 11: 8 bytes

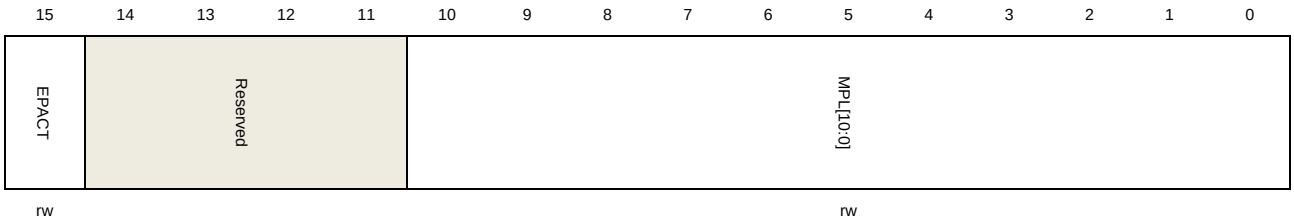
Device OUT endpoint-x control register (USBFS_DOEPxCTL) (x = 1..3, where x = endpoint_number)

Address offset: 0x0B00 + (endpoint_number × 0x20)
Reset value: 0x0000 0000

The application uses this register to control the operations of each logical OUT endpoint other than OUT endpoint 0.

This register has to be accessed by word (32-bit)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EPEN	EPD	SODDFRM/SD1PID	SEVNFRM/SD0PID	SNAK	CNAK	Reserved				STALL	SNOOP	EPTYPE[1:0]		NAKS	EOFRM/DPID
rs	rs	w	w	w	w					rw/rs	rw	rw		r	r



Bits	Fields	Descriptions
31	EPEN	Endpoint enable Set by the application and cleared by USBFS. 0: Endpoint disabled 1: Endpoint enabled Software should follow the operation guide to disable or enable an endpoint.
30	EPD	Endpoint disable Software can set this bit to disable the endpoint. Software should follow the operation guide to disable or enable an endpoint.
29	SODDFRM	Set odd frame (For isochronous OUT endpoints) This bit has effect only if this is an isochronous OUT endpoint. Software sets this bit to set EOFRM bit in this register.
	SD1PID	Set DATA1 PID (For interrupt/bulk OUT endpoints) Software sets this bit to set DPID bit in this register.
28	SEVENFRM	Set even frame (For isochronous OUT endpoints) Software sets this bit to clear EOFRM bit in this register.
	SD0PID	Set DATA0 PID (For interrupt/bulk OUT endpoints) Software sets this bit to clear DPID bit in this register.
27	SNAK	Set NAK Software sets this bit to set NAKS bit in this register.
26	CNAK	Clear NAK Software sets this bit to clear NAKS bit in this register.
25:22	Reserved	Must be kept at reset value
21	STALL	STALL handshake Software can set this bit to make USBFS sends STALL handshake during an OUT transaction. This bit has a higher priority than NAKS bit in this register and GINAK in USBFS_DCTL register. If both STALL and NAKS bits are set, the STALL bit takes effect. For control OUT endpoint: Only USBFS can clear this bit when a SETUP token is received on the corresponding OUT endpoint. Software is not able to clear it. For interrupt or bulk OUT endpoint:

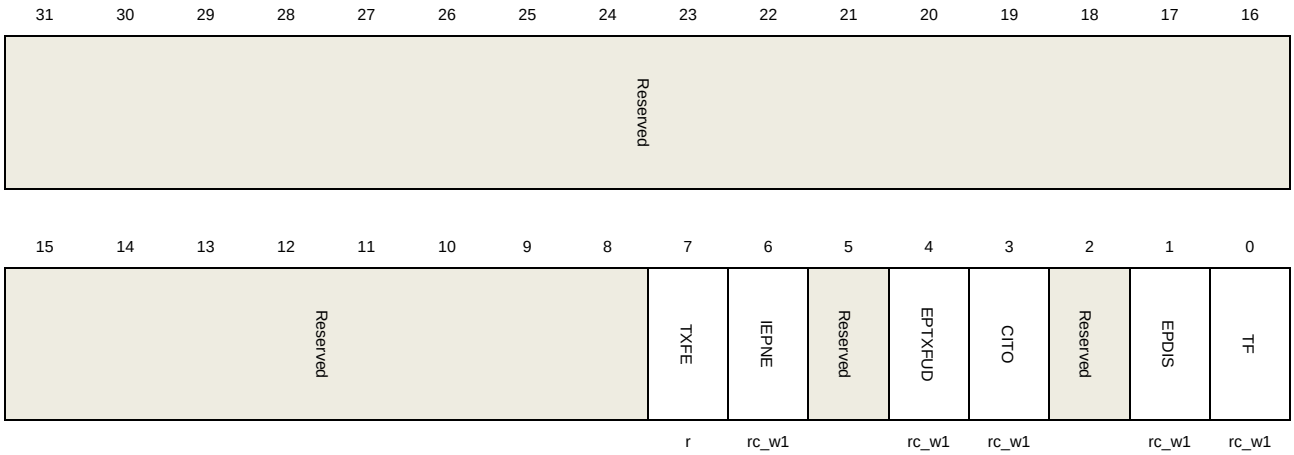
		Only software can clear this bit.
20	SNOOP	Snoop mode This bit controls the snoop mode of an OUT endpoint. In snoop mode, USBFS doesn't check the received data packet's CRC value. 0:Snoop mode disabled 1:Snoop mode enabled
19:18	EPTYPE[1:0]	Endpoint type This field defines the transfer type of this endpoint: 00: Control 01: Isochronous 10: Bulk 11: Interrupt
17	NAKS	NAK status This bit controls the NAK status of USBFS when both STALL bit in this register and GONS bit in USBFS_DCTL register are cleared: 0: USBFS sends handshake packets according to the status of the endpoint's Rx FIFO. 1: USBFS always sends NAK handshake to the OUT token. This bit is read-only and software should use CNAK and SNAK in this register to control this bit.
16	EOFRM	Even/odd frame (For isochronous OUT endpoints) For isochronous transfers, software can use this bit to control that USBFS only receives data packets in even or odd frames. If the current frame number's parity doesn't match with this bit, USBFS just drops the data packet. 0: Only sends data in even frames 1: Only sends data in odd frames
	DPID	Endpoint data PID (For interrupt/bulk OUT endpoints) These is a data PID toggle scheme in interrupt or bulk transfer. Software should set SD0PID to set this bit before a transfer starts and USBFS maintains this bit during transfers following the data toggle scheme described in USB protocol. 0: Data packet's PID is DATA0 1: Data packet's PID is DATA1
15	EPACT	Endpoint active This bit controls whether this endpoint is active. If an endpoint is not active, it ignores all tokens and doesn't make any response.
14:11	Reserved	Must be kept at reset value
10:0	MPL[10:0]	This field defines the maximum packet length in bytes.

Device IN endpoint-x interrupt flag register (USBFS_DIEPxINTF) (x = 0..3, where x = endpoint_number)

Address offset: 0x0908 + (endpoint_number × 0x20)
Reset value: 0x0000 0080

This register contains the status and events of an IN endpoint, when an IN endpoint interrupt occurs, read this register for the respective endpoint to know the source of the interrupt. The flag bits in this register are all set by hardware and cleared by writing 1 except the read-only TXFE bit.

This register has to be accessed by word (32-bit)



Bits	Fields	Descriptions
31:8	Reserved	Must be kept at reset value
7	TXFE	Transmit FIFO empty The Tx FIFO of this IN endpoint has reached the empty threshold value defined by TXFTH field in USBFS_GAHBCS register.
6	IEPNE	IN endpoint NAK effective The setting of SNAK bit in USBFS_DIEPxCTL register takes effect. This bit can be cleared either by writing 1 to it or by setting CNAK bit in USBFS_DIEPxCTL register.
5	Reserved	Must be kept at reset value
4	EPTXFUD	Endpoint Tx FIFO underrun This flag is triggered if the Tx FIFO has no packet data when an IN token is incoming
3	CITO	Control In Timeout interrupt This flag is triggered if the device waiting for a handshake is timeout in a control IN transaction.
2	Reserved	Must be kept at reset value

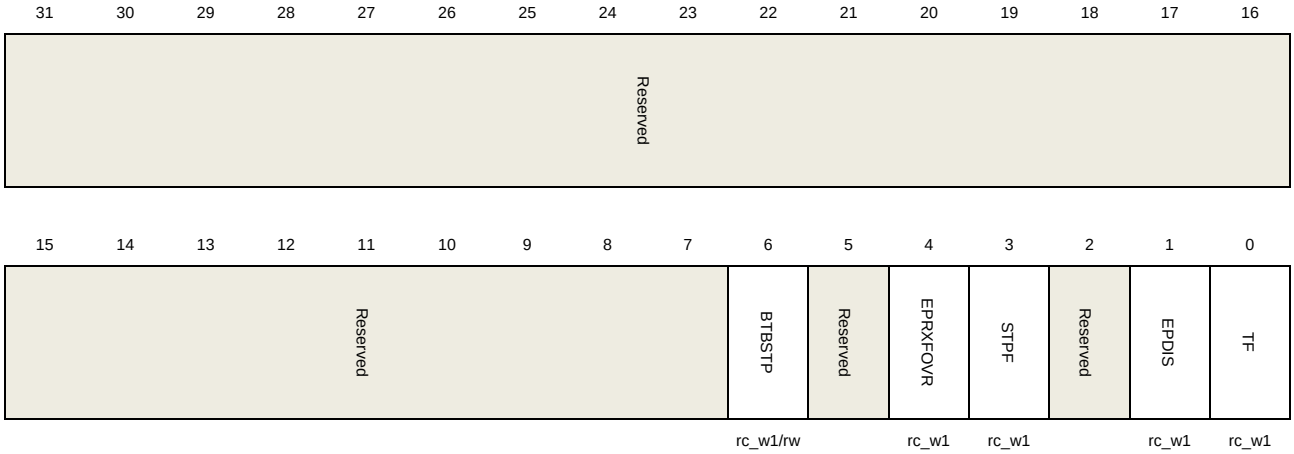
1	EPDIS	Endpoint disabled This flag is triggered when an endpoint is disabled by the software's request.
0	TF	Transfer finished This flag is triggered when all the IN transactions assigned to this endpoint have been finished.

Device OUT endpoint-x interrupt flag register (USBFS_DOEPxINTF) (x = 0..3, where x = endpoint_number)

Address offset: 0x0B08 + (endpoint_number × 0x20)
Reset value: 0x0000 0000

This register contains the status and events of an OUT endpoint, when an OUT endpoint interrupt occurs, read this register for the respective endpoint to know the source of the interrupt. The flag bits in this register are all set by hardware and cleared by writing 1.

This register has to be accessed by word (32-bit)



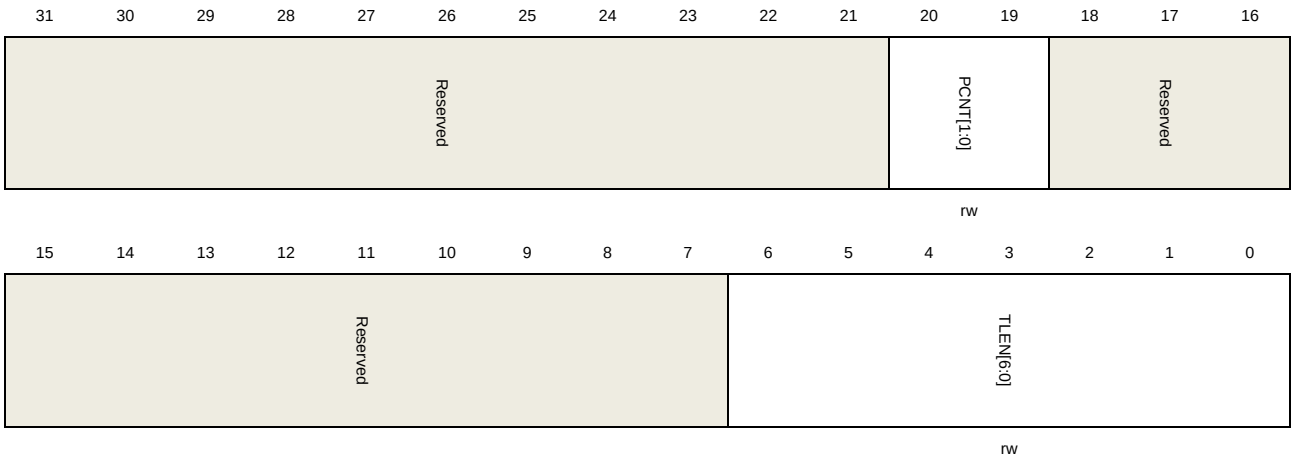
Bits	Fields	Descriptions
31:7	Reserved	Must be kept at reset value
6	BTBSTP	Back-to-back SETUP packets (Only for control OUT endpoint) This flag is triggered when a control out endpoint has received more than 3 back-to-back setup packets.
5	Reserved	Must be kept at reset value
4	EPRXFOVR	Endpoint Rx FIFO overrun This flag is triggered if the OUT endpoint's Rx FIFO has no enough space for a packet data when an OUT token is incoming. USBFS will drop the incoming OUT data packet and sends a NAK handshake in this case.
3	STPF	SETUP phase finished (Only for control OUT endpoint) This flag is triggered when a setup phase finished, i.e. USBFS receives an IN or OUT

		token after a setup token.
2	Reserved	Must be kept at reset value
1	EPDIS	Endpoint disabled This flag is triggered when an endpoint is disabled by the software's request.
0	TF	Transfer finished This flag is triggered when all the OUT transactions assigned to this endpoint have been finished.

Device IN endpoint 0 transfer length register (USBFS_DIEP0LEN)

Address offset: 0x0910
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



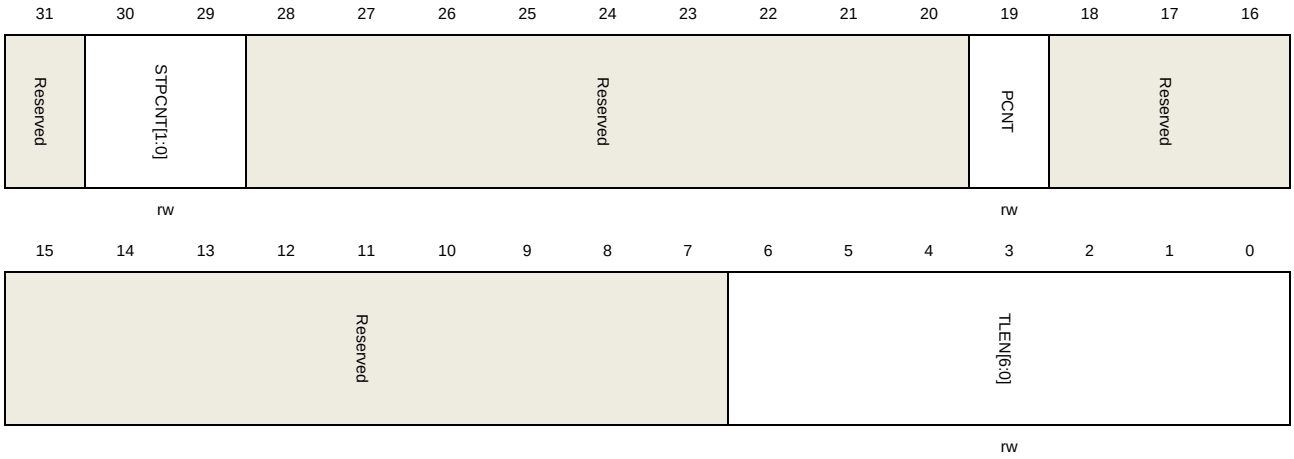
Bits	Fields	Descriptions
31:21	Reserved	Must be kept at reset value
20:19	PCNT[1:0]	Packet count The number of data packets desired to be transmitted in a transfer. Program this field before the endpoint is enabled. After the transfer starts, this field is decreased automatically by USBFS after each successful data packet transmission.
18:7	Reserved	Must be kept at reset value.
6:0	TLEN[6:0]	Transfer length The total data bytes number of a transfer. This field is the total data bytes of all the data packets desired to be transmitted in an IN transfer. Program this field before the endpoint is enabled. When software successfully writes a packet into the endpoint's Tx FIFO, this field is decreased by the byte size of the packet.

Device OUT endpoint 0 transfer length register (USBFS_DOEP0LEN)

Address offset: 0x0B10

Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)



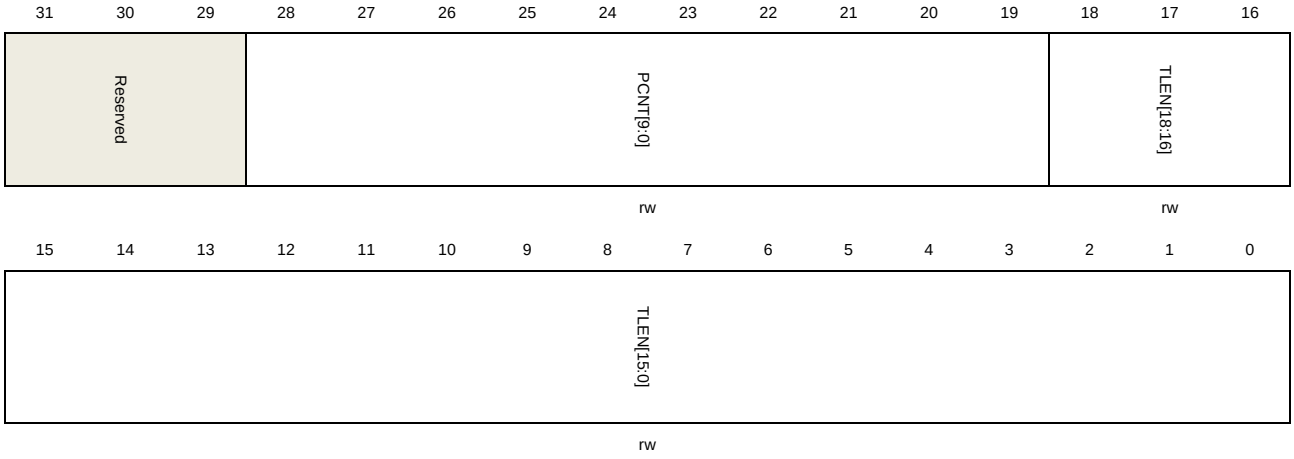
Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30:29	STPCNT[1:0]	SETUP packet count This field defines the maximum number of back-to-back SETUP packets this endpoint can accept. Program this field before setup transfers. Each time a back-to-back setup packet is received, USBFS decrease this field by one. When this field reaches zero, the BTBSTP flag in USBFS_DOEP0INTF register will be triggered. 00: 0 packet 01:1 packet 10: 2 packets 11: 3 packets
28:20	Reserved	Must be kept at reset value
19	PCNT	Packet count The number of data packets desired to receive in a transfer. Program this field before the endpoint is enabled. After the transfer starts, this field is decreased automatically by USBFS after each successful data packet reception on bus.
18:7	Reserved	Must be kept at reset value
6:0	TLEN[6:0]	Transfer length The total data bytes number of a transfer. This field is the total data bytes of all the data packets desired to receive in an OUT transfer. Program this field before the endpoint is enabled. Each time software reads out

a packet from the Rx FIFO, this field is decreased by the byte size of the packet.

Device IN endpoint-x transfer length register (USBFS_DIEPxLEN) (x = 1..3, where x = endpoint_number)

Address offset: 0x910 + (endpoint_number × 0x20)
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)

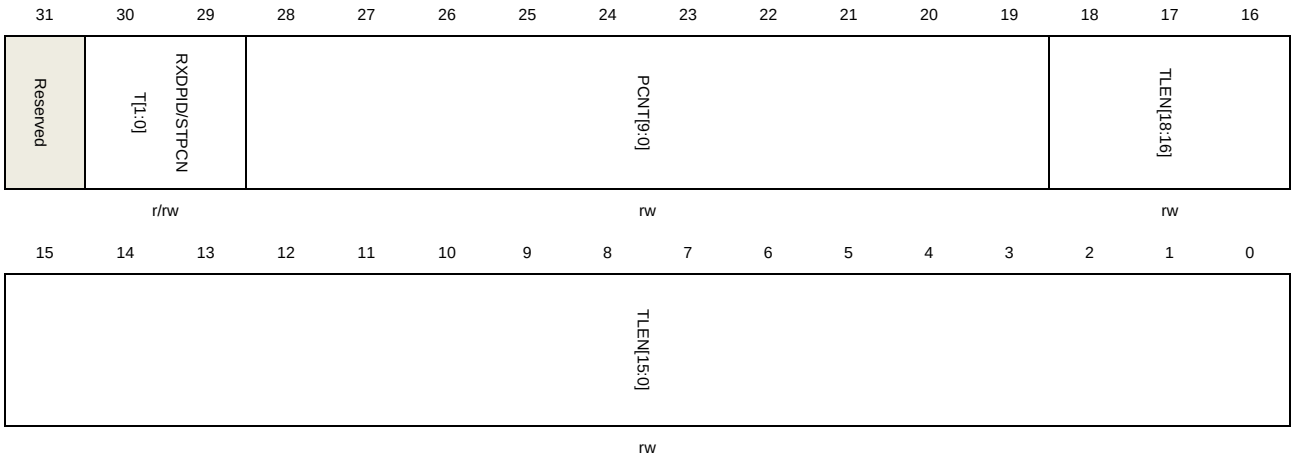


Bits	Fields	Descriptions
31:29	Reserved	Must be kept at reset value
28:19	PCNT[9:0]	Packet count The number of data packets desired to be transmitted in a transfer. Program this field before the endpoint is enabled. After the transfer starts, this field is decreased automatically by USBFS after each successful data packet transmission.
18:0	TLEN[18:0]	Transfer length The total data bytes number of a transfer. This field is the total data bytes of all the data packets desired to be transmitted in an IN transfer. Program this field before the endpoint is enabled. When software successfully writes a packet into the endpoint's Tx FIFO, this field is decreased by the byte size of the packet.

Device OUT endpoint-x transfer length register (USBFS_DOEPxLEN) (x = 1..3, where x = endpoint_number)

Address offset: 0x0B10 + (endpoint_number × 0x20)
Reset value: 0x0000 0000

This register has to be accessed by word(32-bit)



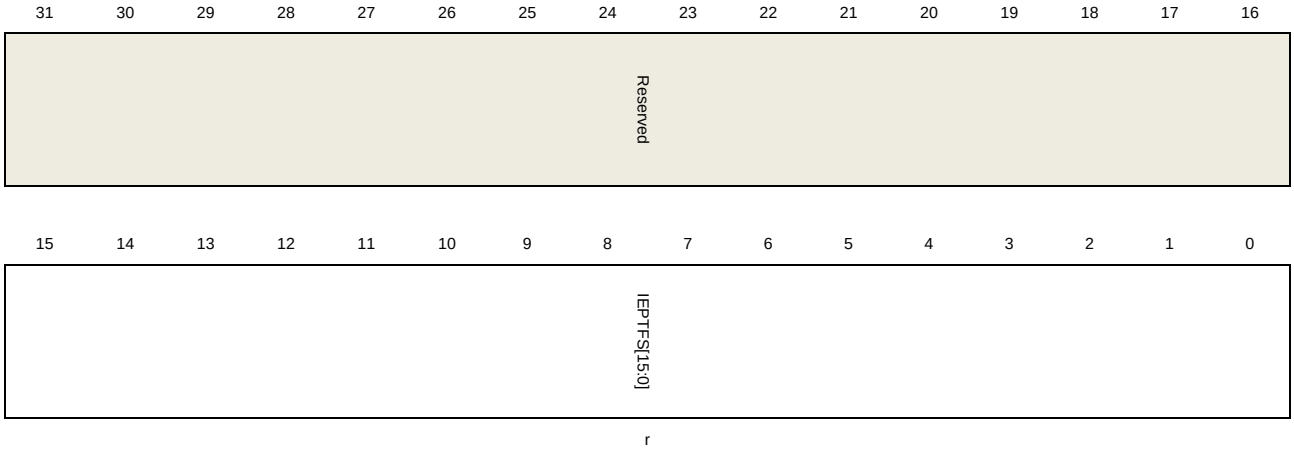
Bits	Fields	Descriptions
31	Reserved	Must be kept at reset value
30:29	RXDPID[1:0]	Received data PID (For isochronous OUT endpoints) This field saves the PID of the latest received data packet on this endpoint. 00: DATA0 10: DATA1 Others: Reserved
	STPCNT[1:0]	SETUP packet count (For control OUT Endpoints.) This field defines the maximum number of back-to-back SETUP packets this endpoint can accept. Program this field before setup transfers. Each time a back-to-back setup packet is received, USBFS decrease this field by one. When this field reaches zero, the BTBSTP flag in USBFS_DOEPxINTF register will be triggered. 00: 0 packet 01:1 packet 10: 2 packets 11: 3 packets
28:19	PCNT[9:0]	Packet count The number of data packets desired to receive in a transfer. Program this field before the endpoint is enabled. After the transfer starts, this field is decreased automatically by USBFS after each successful data packet reception on bus.
18:0	TLEN[18:0]	Transfer length The total data bytes number of a transfer. This field is the total data bytes of all the data packets desired to receive in an OUT transfer. Program this field before the endpoint is enabled. Each time after software reads out a packet from the RxFIFO, this field is decreased by the byte size of the packet.

Device IN endpoint-x transmit FIFO status register (USBFS_DIEPxTFSTAT) (x = 0..3, where x = endpoint_number)

Address offset: 0x0918 + (endpoint_number × 0x20)
Reset value: 0x0000 0200

This register contains the information of each endpoint's Tx FIFO.

This register has to be accessed by word (32-bit)

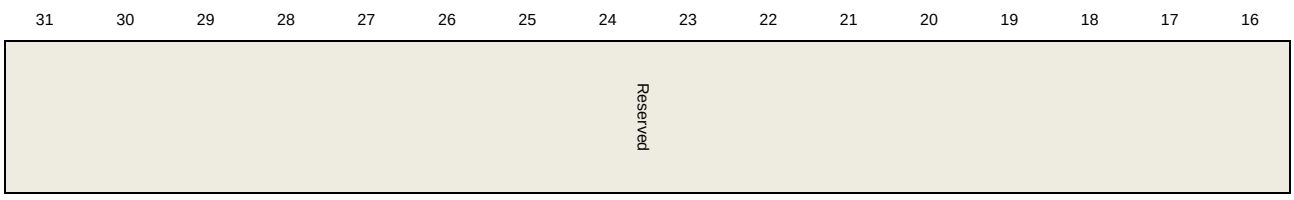


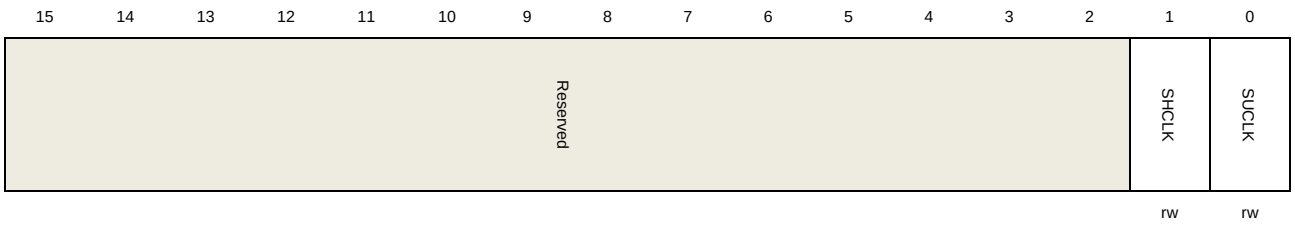
Bits	Fields	Descriptions
31:16	Reserved	Must be kept at reset value
15:0	IEPTFS[15:0]	IN endpoint's Tx FIFO space remaining IN endpoint's Tx FIFO space remaining in 32-bit words: 0: FIFO is full 1: 1 word available … n: n words available

23.7.4. Power and clock control register (USBFS_PWRCLKCTL)

Address offset: 0x0E00
Reset value: 0x0000 0000

This register has to be accessed by word (32-bit)





Bits	Fields	Descriptions
31:2	Reserved	Must be kept at reset value
1	SHCLK	Stop HCLK Stop the HCLK to save power. 0:HCLK is not stopped 1:HCLK is stopped
0	SUCLK	Stop the USB clock Stop the USB clock to save power. 0:USB clock is not stopped 1:USB clock is stopped

24. Revision history

Table 24-1. Revision history

Revision No.	Description	Date
1.0	Initial Release	Jun.6, 2017