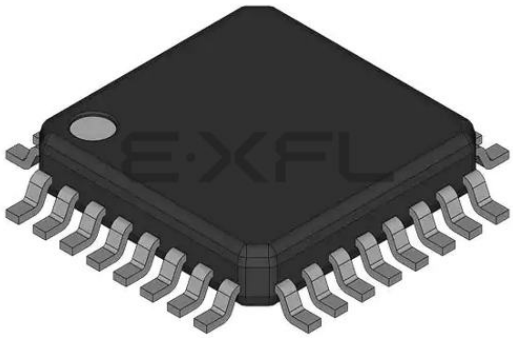

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Program Memory Type	FLASH
EEPROM Size	1.5K x 8
RAM Size	4K x 8
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1.8.6 S12G96 and S12G128

1.8.6.1 Pinout 48-Pin LQFP

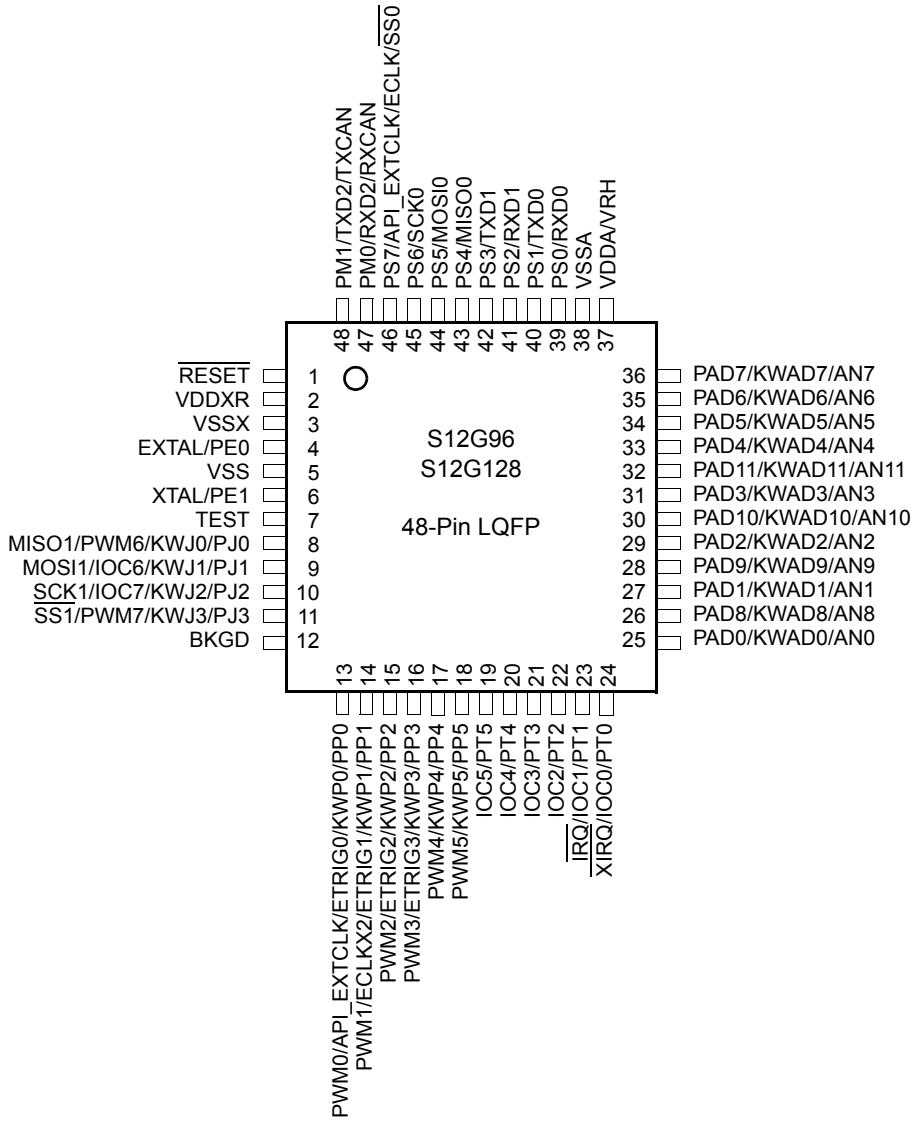


Figure 1-15. 48-Pin LQFP Pinout for S12G96 and S12G128

Table 1-20. 48-Pin LQFP Pinout for S12G96 and S12G128

	Function <----lowest-----PRIORITY-----highest---->					Power Supply	Internal Pull Resistor	
Package Pin	Pin	2nd Func.	3rd Func.	4th Func	5th Func		CTRL	Reset State
1	RESET	—	—	—	—	V_{DDX}	PULLUP	

Table 1-22. 100-Pin LQFP Pinout for S12G96 and S12G128

	Function <----lowest-----PRIORITY-----highest---->				Power Supply	Internal Pull Resistor	
Package Pin	Pin	2nd Func.	3rd Func.	4th Func.		CTRL	Reset State
1	PJ6	KWJ6	SCK2	—	V_{DDX}	PERJ/PPSJ	Up
2	PJ5	KWJ5	MOSI2	—	V_{DDX}	PERJ/PPSJ	Up
3	PJ4	KWJ4	MISO2	—	V_{DDX}	PERJ/PPSJ	Up
4	PA0	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
5	PA1	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
6	PA2	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
7	PA3	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
8	RESET	—	—	—	V_{DDX}	PULLUP	
9	VDDX1	—	—	—	—	—	—
10	VDDR	—	—	—	—	—	—
11	VSSX1	—	—	—	—	—	—
12	PE0[1]	EXTAL	—	—	V_{DDX}	PUCR/PDPEE	Down
13	VSS	—	—	—	—	—	—
14	PE1[1]	XTAL	—	—	V_{DDX}	PUCR/PDPEE	Down
15	TEST	—	—	—	N.A.	$\overline{\text{RESET}}$ pin	Down
16	PA4	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
17	PA5	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
18	PA6	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
19	PA7	—	—	—	V_{DDX}	PUCR/PUPAE	Disabled
20	PJ0	KWJ0	MISO1	—	V_{DDX}	PERJ/PPSJ	Up
21	PJ1	KWJ1	MOSI1	—	V_{DDX}	PERJ/PPSJ	Up
22	PJ2	KWJ2	SCK1	—	V_{DDX}	PERJ/PPSJ	Up
23	PJ3	KWJ3	$\overline{\text{SS1}}$	—	V_{DDX}	PERJ/PPSJ	Up
24	BKGD	MODC	—	—	V_{DDX}	PUCR/BKPUE	Up
25	PB0	ECLK	—	—	V_{DDX}	PUCR/PUPBE	Disabled
26	PB1	API_EXTCLK	—	—	V_{DDX}	PUCR/PUPBE	Disabled
27	PB2	ECLKX2	—	—	V_{DDX}	PUCR/PUPBE	Disabled

NOTE

If there is more than one signal associated with a pin, the priority is indicated by the position in the table from top (highest priority) to bottom (lowest priority).

Table 2-21. Block Register Map (G3) (continued)

Global Address Register Name		Bit 7	6	5	4	3	2	1	Bit 0
0x026D PPSJ	R	0	0	0	0	PPSJ3	PPSJ2	PPSJ1	PPSJ0
	W								
0x026E PIEJ	R	0	0	0	0	PIEJ3	PIEJ2	PIEJ1	PIEJ0
	W								
0x026F PIFJ	R	0	0	0	0	PIFJ3	PIFJ2	PIFJ1	PIFJ0
	W								
0x0270 PT0AD	R	0	0	0	0	PT0AD3	PT0AD2	PT0AD1	PT0AD0
	W								
0x0271 PT1AD	R	PT1AD7	PT1AD6	PT1AD5	PT1AD4	PT1AD3	PT1AD2	PT1AD1	PT1AD0
	W								
0x0272 PTI0AD	R	0	0	0	0	PTI0AD3	PTI0AD2	PTI0AD1	PTI0AD0
	W								
0x0273 PTI1AD	R	PTI1AD7	PTI1AD6	PTI1AD5	PTI1AD4	PTI1AD3	PTI1AD2	PTI1AD1	PTI1AD0
	W								
0x0274 DDR0AD	R	0	0	0	0	DDR0AD3	DDR0AD2	DDR0AD1	DDR0AD0
	W								
0x0275 DDR1AD	R	DDR1AD7	DDR1AD6	DDR1AD5	DDR1AD4	DDR1AD3	DDR1AD2	DDR1AD1	DDR1AD0
	W								
0x0276 Reserved	R	0	0	0	0	0	0	0	0
	W								
0x0277 Reserved	R	0	0	0	0	0	0	0	0
	W								
0x0278 PER0AD	R	0	0	0	0	PER0AD3	PER0AD2	PER0AD1	PER0AD0
	W								
0x0279 PER1AD	R	PER1AD7	PER1AD6	PER1AD5	PER1AD4	PER1AD3	PER1AD2	PER1AD1	PER1AD0
	W								
0x027A PPS0AD	R	0	0	0	0	PPS0AD3	PPS0AD2	PPS0AD1	PPS0AD0
	W								
0x027B PPS1AD	R	PPS1AD7	PPS1AD6	PPS1AD5	PPS1AD4	PPS1AD3	PPS1AD2	PPS1AD1	PPS1AD0
	W								

= Unimplemented or Reserved

2.4.3.19 Port T Polarity Select Register (PPST)

Address 0x0245 (G1, G2) Access: User read/write[1]

	7	6	5	4	3	2	1	0
R W	PPST7	PPST6	PPST5	PPST4	PPST3	PPST2	PPST1	PPST0
Reset	0	0	0	0	0	0	0	0

Address 0x0245 (G3) Access: User read/write[1]

	7	6	5	4	3	2	1	0
R	0	0	PPST5	PPST4	PPST3	PPST2	PPST1	PPST0
W								
Reset	0	0	0	0	0	0	0	0

Figure 2-20. Port T Polarity Select Register (PPST)

1 Read: Anytime
Write: Anytime

Table 2-39. PPST Register Field Descriptions

Field	Description
7-0 PPST	**Port T pull device select**—Configure pull device polarity on input pin This bit selects a pullup or a pulldown device if enabled on the associated port input pin. 1 Pulldown device selected 0 Pullup device selected

2.4.3.20 Port S Data Register (PTS)

Address 0x0248 Access: User read/write[1]

	7	6	5	4	3	2	1	0
R W	PTS7	PTS6	PTS5	PTS4	PTS3	PTS2	PTS1	PTS0
	0	0	0	0	0	0	0	0

Figure 2-21. Port S Data Register (PTS)

1 Read: Anytime. The data source is depending on the data direction value.
Write: Anytime

Figure 10-2 shows a block diagram of the XOSCLCP.

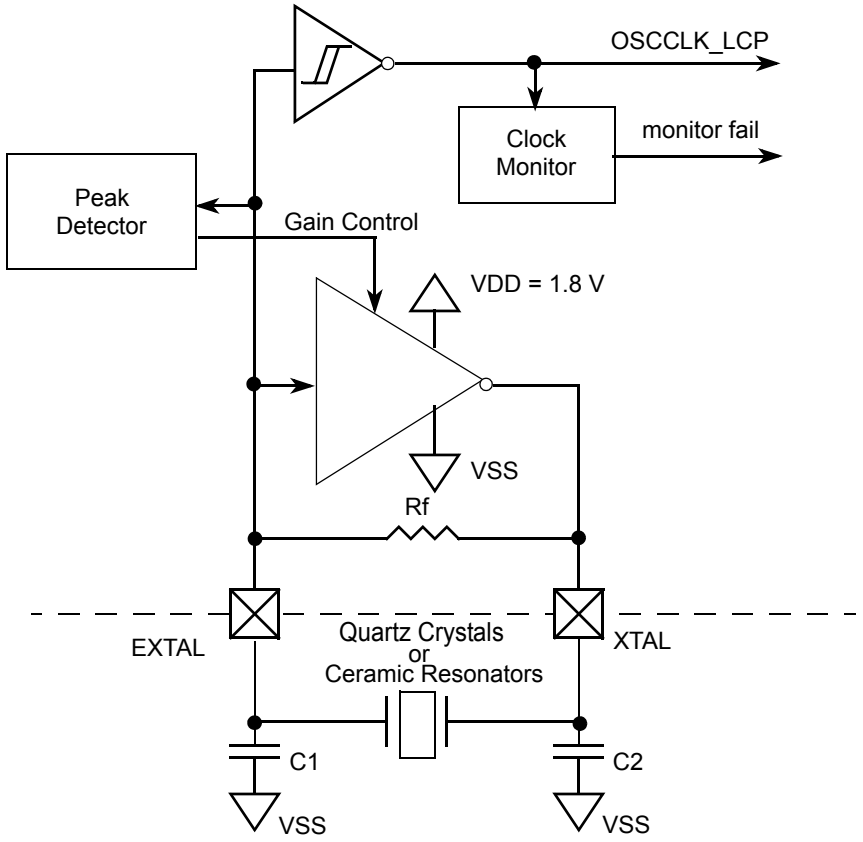


Figure 10-2. XOSCLCP Block Diagram

10.2 Signal Description

This section lists and describes the signals that connect off chip.

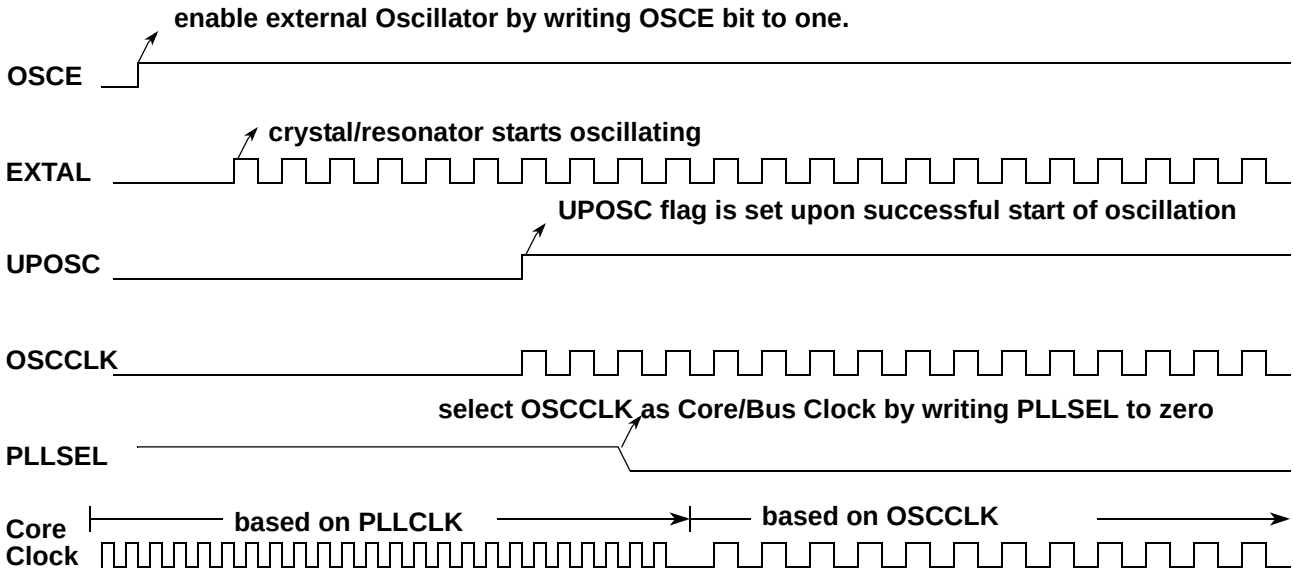
10.2.1 $\overline{\text{RESET}}$

Pin $\overline{\text{RESET}}$ is an active-low bidirectional pin. As an input it initializes the MCU asynchronously to a known start-up state. As an open-drain output it indicates that an MCU-internal reset has been triggered.

10.2.2 EXTAL and XTAL

These pins provide the interface for a crystal to control the internal clock generator circuitry. EXTAL is the input to the crystal oscillator amplifier. XTAL is the output of the crystal oscillator amplifier. If XOSCLCP is enabled, the MCU internal OSCCLK_LCP is derived from the EXTAL input frequency. If OSCE=0, the EXTAL pin is pulled down by an internal resistor of approximately 200 kΩ and the XTAL pin is pulled down by an internal resistor of approximately 700 kΩ.

Figure 10-33. Enabling the External Oscillator



10.4.6 System Clock Configurations

10.4.6.1 PLL Engaged Internal Mode (PEI)

This mode is the default mode after System Reset or Power-On Reset.

The Bus clock is based on the PLLCLK, the reference clock for the PLL is internally generated (IRC1M). The PLL is configured to 50 MHz VCOCLK with POSTDIV set to 0x03. If locked (LOCK=1) this results in a PLLCLK of 12.5 MHz and a Bus clock of 6.25 MHz. The PLL can be re-configured to other bus frequencies.

The clock sources for COP and RTI can be based on the internal reference clock generator (IRC1M) or the RC-Oscillator (ACLK).

10.4.6.2 PLL Engaged External Mode (PEE)

In this mode, the Bus clock is based on the PLLCLK as well (like PEI). The reference clock for the PLL is based on the external oscillator.

The clock sources for COP and RTI can be based on the internal reference clock generator or on the external oscillator clock or the RC-Oscillator (ACLK).

This mode can be entered from default mode PEI by performing the following steps:

1. Configure the PLL for desired bus frequency.
2. Enable the external oscillator (OSCE bit).
3. Wait for oscillator to start-up and the PLL being locked (LOCK = 1) and (UPOSC =1).

Table 11-5. External Trigger Channel Select Coding

ETRIGSEL	ETRIGCH3	ETRIGCH2	ETRIGCH1	ETRIGCH0	External trigger source is
0	0	0	0	0	AN0
0	0	0	0	1	AN1
0	0	0	1	0	AN2
0	0	0	1	1	AN3
0	0	1	0	0	AN4
0	0	1	0	1	AN5
0	0	1	1	0	AN6
0	0	1	1	1	AN7
0	1	0	0	0	AN7
0	1	0	0	1	AN7
0	1	0	1	0	AN7
0	1	0	1	1	AN7
0	1	1	0	0	AN7
0	1	1	0	1	AN7
0	1	1	1	0	AN7
0	1	1	1	1	AN7
1	0	0	0	0	ETRIG0[1]
1	0	0	0	1	ETRIG1[1]
1	0	0	1	0	ETRIG2[1]
1	0	0	1	1	ETRIG3[1]
1	0	1	X	X	Reserved
1	1	X	X	X	Reserved

[1] Only if ETRIG3-0 input option is available (see device specification), else ETRISEL is ignored, that means external trigger source is still on one of the AD channels selected by ETRIGCH3-0

11.3.2.3 ATD Control Register 2 (ATDCTL2)

Writes to this register will abort current conversion sequence.

Module Base + 0x0002

	7	6	5	4	3	2	1	0
R	0	AFFC	Reserved	ETRIGLE	ETRIGP	ETRIGE	ASCIE	ACMPIE
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 11-5. ATD Control Register 2 (ATDCTL2)

Read: Anytime

Write: Anytime

Table 12-5. External Trigger Channel Select Coding

ETRIGSEL	ETRIGCH3	ETRIGCH2	ETRIGCH1	ETRIGCH0	External trigger source is
0	0	0	0	0	AN0
0	0	0	0	1	AN1
0	0	0	1	0	AN2
0	0	0	1	1	AN3
0	0	1	0	0	AN4
0	0	1	0	1	AN5
0	0	1	1	0	AN6
0	0	1	1	1	AN7
0	1	0	0	0	AN7
0	1	0	0	1	AN7
0	1	0	1	0	AN7
0	1	0	1	1	AN7
0	1	1	0	0	AN7
0	1	1	0	1	AN7
0	1	1	1	0	AN7
0	1	1	1	1	AN7
1	0	0	0	0	ETRIG0[1]
1	0	0	0	1	ETRIG1[1]
1	0	0	1	0	ETRIG2[1]
1	0	0	1	1	ETRIG3[1]
1	0	1	X	X	Reserved
1	1	X	X	X	Reserved

[1] Only if ETRIG3-0 input option is available (see device specification), else ETRISEL is ignored, that means external trigger source is still on one of the AD channels selected by ETRIGCH3-0

12.3.2.3 ATD Control Register 2 (ATDCTL2)

Writes to this register will abort current conversion sequence.

Module Base + 0x0002

	7	6	5	4	3	2	1	0
R	0	AFFC	Reserved	ETRIGLE	ETRIGP	ETRIGE	ASCIE	ACMPIE
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 12-5. ATD Control Register 2 (ATDCTL2)

Read: Anytime

Write: Anytime

18.4.7.3 Receive Interrupt

A message is successfully received and shifted into the foreground buffer (RxFG) of the receiver FIFO. This interrupt is generated immediately after receiving the EOF symbol. The RXF flag is set. If there are multiple messages in the receiver FIFO, the RXF flag is set as soon as the next message is shifted to the foreground buffer.

18.4.7.4 Wake-Up Interrupt

A wake-up interrupt is generated if activity on the CAN bus occurs during MSCAN sleep or power-down mode.

NOTE

This interrupt can only occur if the MSCAN was in sleep mode (SLPRQ = 1 and SLPAK = 1) before entering power down mode, the wake-up option is enabled (WUPE = 1), and the wake-up interrupt is enabled (WUPIE = 1).

18.4.7.5 Error Interrupt

An error interrupt is generated if an overrun of the receiver FIFO, error, warning, or bus-off condition occurrs. MSCAN Receiver Flag Register (CANRFLG) indicates one of the following conditions:

- **Overrun** — An overrun condition of the receiver FIFO as described in Section 18.4.2.3, “Receive Structures,” occurred.
- **CAN Status Change** — The actual value of the transmit and receive error counters control the CAN bus state of the MSCAN. As soon as the error counters skip into a critical range (Tx/Rx-warning, Tx/Rx-error, bus-off) the MSCAN flags an error condition. The status change, which caused the error condition, is indicated by the TSTAT and RSTAT flags (see Section 18.3.2.5, “MSCAN Receiver Flag Register (CANRFLG)” and Section 18.3.2.6, “MSCAN Receiver Interrupt Enable Register (CANRIER)”).

18.4.7.6 Interrupt Acknowledge

Interrupts are directly associated with one or more status flags in either the MSCAN Receiver Flag Register (CANRFLG) or the MSCAN Transmitter Flag Register (CANTFLG). Interrupts are pending as long as one of the corresponding flags is set. The flags in CANRFLG and CANTFLG must be reset within the interrupt handler to handshake the interrupt. The flags are reset by writing a 1 to the corresponding bit position. A flag cannot be cleared if the respective condition prevails.

NOTE

It must be guaranteed that the CPU clears only the bit causing the current interrupt. For this reason, bit manipulation instructions (BSET) must not be used to clear interrupt flags. These instructions may cause accidental clearing of interrupt flags which are set after entering the current interrupt service routine.

Module Base + 0x0001

	7	6	5	4	3	2	1	0
R W	PPOL7	PPOL6	PPOL5	PPOL4	PPOL3	PPOL2	PPOL1	PPOL0
Reset	0	0	0	0	0	0	0	0

Figure 19-4. PWM Polarity Register (PWMPOL)

Read: Anytime

Write: Anytime

NOTE

PPOLx register bits can be written anytime. If the polarity is changed while a PWM signal is being generated, a truncated or stretched pulse can occur during the transition

Table 19-3. PWMPOL Field Descriptions

Note: Bits related to available channels have functional significance. Writing to unavailable bits has no effect. Read from unavailable bits return a zero

Field	Description
7–0 PPOL[7:0]	**Pulse Width Channel 7–0 Polarity Bits** 0 PWM channel 7–0 outputs are low at the beginning of the period, then go high when the duty count is reached. 1 PWM channel 7–0 outputs are high at the beginning of the period, then go low when the duty count is reached.

19.3.2.3 PWM Clock Select Register (PWMCLK)

Each PWM channel has a choice of four clocks to use as the clock source for that channel as described below.

Module Base + 0x0002

	7	6	5	4	3	2	1	0
R W	PCLK7	PCLKL6	PCLK5	PCLK4	PCLK3	PCLK2	PCLK1	PCLK0
Reset	0	0	0	0	0	0	0	0

Figure 19-5. PWM Clock Select Register (PWMCLK)

Read: Anytime

Write: Anytime

NOTE

Register bits PCLK0 to PCLK7 can be written anytime. If a clock select is changed while a PWM signal is being generated, a truncated or stretched pulse can occur during the transition.

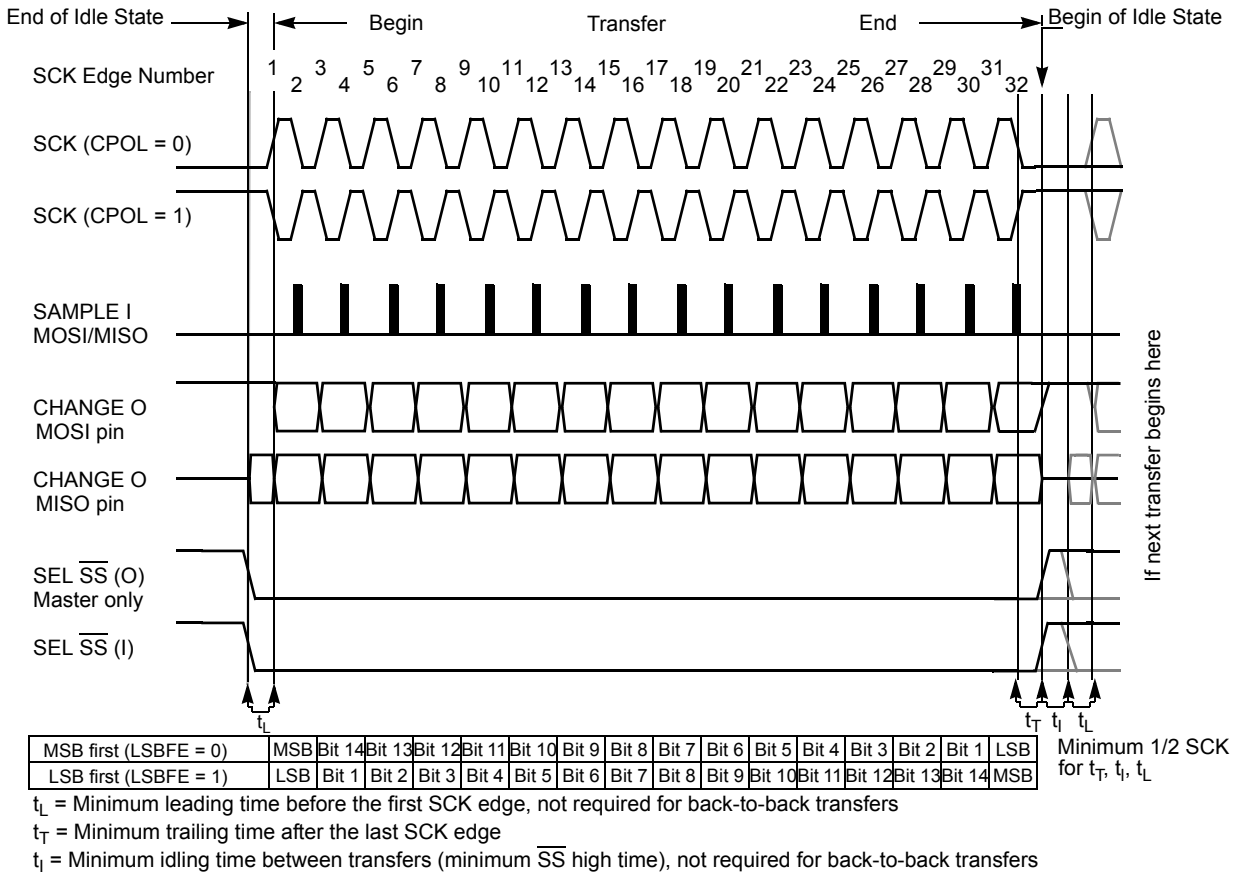


Figure 21-15. SPI Clock Format 1 (CPHA = 1), with 16-Bit Transfer Width selected (XFRW = 1)

The $\overline{SS}$ line can remain active low between successive transfers (can be tied low at all times). This format is sometimes preferred in systems having a single fixed master and a single slave that drive the MISO data line.

- Back-to-back transfers in master mode

  In master mode, if a transmission has completed and new data is available in the SPI data register, this data is sent out immediately without a trailing and minimum idle time.

The SPI interrupt request flag (SPIF) is common to both the master and slave modes. SPIF gets set one half SCK cycle after the last SCK edge.

21.4.4 SPI Baud Rate Generation

Baud rate generation consists of a series of divider stages. Six bits in the SPI baud rate register (SPPR2, SPPR1, SPPR0, SPR2, SPR1, and SPR0) determine the divisor to the SPI module clock which results in the SPI baud rate.

The SPI clock rate is determined by the product of the value in the baud rate preselection bits (SPPR2–SPPR0) and the value in the baud rate selection bits (SPR2–SPR0). The module clock divisor equation is shown in Equation 21-3.

24.4.4.3 Valid Flash Module Commands

Table 24-25 present the valid Flash commands, as enabled by the combination of the functional MCU mode (Normal SingleChip NS, Special Singlechip SS) with the MCU security state (Unsecured, Secured).

Special Singlechip mode is selected by input mmc_ss_mode_ts2 asserted. MCU Secured state is selected by input mmc_secure input asserted.

Table 24-25. Flash Commands by Mode and Security State

FCMD	Command	Unsecured		Secured	
		NS[1]	SS[2]	NS[3]	SS[4]
0x01	Erase Verify All Blocks	*	*	*	*
0x02	Erase Verify Block	*	*	*	*
0x03	Erase Verify P-Flash Section	*	*	*	
0x04	Read Once	*	*	*	
0x06	Program P-Flash	*	*	*	
0x07	Program Once	*	*	*	
0x08	Erase All Blocks		*		*
0x09	Erase Flash Block	*	*	*	
0x0A	Erase P-Flash Sector	*	*	*	
0x0B	Unsecure Flash		*		*
0x0C	Verify Backdoor Access Key	*		*	
0x0D	Set User Margin Level	*	*	*	
0x0E	Set Field Margin Level		*		
0x10	Erase Verify EEPROM Section	*	*	*	
0x11	Program EEPROM	*	*	*	
0x12	Erase EEPROM Sector	*	*	*	

1 Unsecured Normal Single Chip mode
2 Unsecured Special Single Chip mode.
3 Secured Normal Single Chip mode.
4 Secured Special Single Chip mode.

24.4.4.4 P-Flash Commands

Table 24-26 summarizes the valid P-Flash commands along with the effects of the commands on the P-Flash block and other resources within the Flash module.

Table 24-26. P-Flash Commands

FCMD	Command	Function on P-Flash Memory
0x01	Erase Verify All Blocks	Verify that all P-Flash (and EEPROM) blocks are erased.

25.3.2.11 Flash Common Command Object Register (FCCOB)

The FCCOB is an array of six words addressed via the CCOBIX index found in the FCCOBIX register. Byte wide reads and writes are allowed to the FCCOB register.

Offset Module Base + 0x000A

	7	6	5	4	3	2	1	0
R W	CCOB[15:8]							
Reset	0	0	0	0	0	0	0	0

Figure 25-16. Flash Common Command Object High Register (FCCOBHI)

Offset Module Base + 0x000B

	7	6	5	4	3	2	1	0
R W	CCOB[7:0]							
Reset	0	0	0	0	0	0	0	0

Figure 25-17. Flash Common Command Object Low Register (FCCOBLO)

25.3.2.11.1 FCCOB - NVM Command Mode

NVM command mode uses the indexed FCCOB register to provide a command code and its relevant parameters to the Memory Controller. The user first sets up all required FCCOB fields and then initiates the command's execution by writing a 1 to the CCIF bit in the FSTAT register (a 1 written by the user clears the CCIF command completion flag to 0). When the user clears the CCIF bit in the FSTAT register all FCCOB parameter fields are locked and cannot be changed by the user until the command completes (as evidenced by the Memory Controller returning CCIF to 1). Some commands return information to the FCCOB register array.

The generic format for the FCCOB parameter fields in NVM command mode is shown in Table 25-24. The return values are available for reading after the CCIF flag in the FSTAT register has been returned to 1 by the Memory Controller. Writes to the unimplemented parameter fields (CCOBIX = 110 and CCOBIX = 111) are ignored with reads from these fields returning 0x0000.

Table 25-24 shows the generic Flash command format. The high byte of the first word in the CCOB array contains the command code, followed by the parameters for this specific Flash command. For details on the FCCOB settings required by each command, see the Flash command descriptions in Section 25.4.6.

Table 25-24. FCCOB - NVM Command Mode (Typical Usage)

CCOBIX[2:0]	Byte	FCCOB Parameter Fields (NVM Command Mode)
000	HI	FCMD[7:0] defining Flash command
	LO	6'h0, Global address [17:16]
001	HI	Global address [15:8]
	LO	Global address [7:0]

26.4.6.2 Erase Verify Block Command

The Erase Verify Block command allows the user to verify that an entire P-Flash or EEPROM block has been erased. The FCCOB FlashBlockSelectionCode[1:0] bits determine which block must be verified.

Table 26-33. Erase Verify Block Command FCCOB Requirements

CCOBIX[2:0]	FCCOB Parameters	
000	0x02	Flash block selection code [1:0]. See Table 26-34

Table 26-34. Flash block selection code description

Selection code[1:0]	Flash block to be verified
00	EEPROM
01	Invalid (ACCERR)
10	Invalid (ACCERR)
11	P-Flash

Upon clearing CCIF to launch the Erase Verify Block command, the Memory Controller will verify that the selected P-Flash or EEPROM block is erased. The CCIF flag will set after the Erase Verify Block operation has completed.If the block is not erased, it means blank check failed, both MGSTAT bits will be set.

Table 26-35. Erase Verify Block Command Error Handling

Register	Error Bit	Error Condition
FSTAT	ACCERR	Set if CCOBIX[2:0] != 000 at command launch
		Set if an invalid FlashBlockSelectionCode[1:0] is supplied
	FPVIOL	None
	MGSTAT1	Set if any errors have been encountered during the read or if blank check failed.
	MGSTAT0	Set if any non-correctable errors have been encountered during the read or if blank check failed.

26.4.6.3 Erase Verify P-Flash Section Command

The Erase Verify P-Flash Section command will verify that a section of code in the P-Flash memory is erased. The Erase Verify P-Flash Section command defines the starting point of the code to be verified and the number of phrases.

Upon clearing CCIF to launch the Set User Margin Level command, the Memory Controller will set the user margin level for the targeted block and then set the CCIF flag.

NOTE

When the EEPROM block is targeted, the EEPROM user margin levels are applied only to the EEPROM reads. However, when the P-Flash block is targeted, the P-Flash user margin levels are applied to both P-Flash and EEPROM reads. It is not possible to apply user margin levels to the P-Flash block only.

Valid margin level settings for the Set User Margin Level command are defined in Table 29-55.

Table 29-55. Valid Set User Margin Level Settings

CCOB (CCOBIX=001)	Level Description
0x0000	Return to Normal Level
0x0001	User Margin-1 Level[1]
0x0002	User Margin-0 Level[2]

[1] Read margin to the erased state

[2] Read margin to the programmed state

Table 29-56. Set User Margin Level Command Error Handling

Register	Error Bit	Error Condition
FSTAT	ACCERR	Set if CCOBIX[2:0] != 001 at command launch
		Set if command not available in current mode (see Table 29-27)
		Set if an invalid FlashBlockSelectionCode[1:0] is supplied (See Table 29-34)
		Set if an invalid margin level setting is supplied
	FPVIOL	None
	MGSTAT1	None
	MGSTAT0	None

NOTE

User margin levels can be used to check that Flash memory contents have adequate margin for normal level read operations. If unexpected results are encountered when checking Flash memory contents at user margin levels, a potential loss of information has been detected.

- VERNUM: Version number. The first version is number 0b_0001 with both 0b_0000 and 0b_1111 meaning ‘none’.

30.4.3 Internal NVM resource (NVMRES)

IFR is an internal NVM resource readable by CPU , when NVMRES is active. The IFR fields are shown in Table 30-5.

The NVMRES global address map is shown in Table 30-6.

30.4.4 Flash Command Operations

Flash command operations are used to modify Flash memory contents.

The next sections describe:

- How to write the FCLKDIV register that is used to generate a time base (FCLK) derived from BUSCLK for Flash program and erase command operations
- The command write sequence used to set Flash command parameters and launch execution
- Valid Flash commands available for execution, according to MCU functional mode and MCU security state.

30.4.4.1 Writing the FCLKDIV Register

Prior to issuing any Flash program or erase command after a reset, the user is required to write the FCLKDIV register to divide BUSCLK down to a target FCLK of 1 MHz. Table 30-8 shows recommended values for the FDIV field based on BUSCLK frequency.

NOTE

Programming or erasing the Flash memory cannot be performed if the bus clock runs at less than 0.8 MHz. Setting FDIV too high can destroy the Flash memory due to overstress. Setting FDIV too low can result in incomplete programming or erasure of the Flash memory cells.

When the FCLKDIV register is written, the FDIVLD bit is set automatically. If the FDIVLD bit is 0, the FCLKDIV register has not been written since the last reset. If the FCLKDIV register has not been written, any Flash program or erase command loaded during a command write sequence will not execute and the ACCERR bit in the FSTAT register will set.

30.4.4.2 Command Write Sequence

The Memory Controller will launch all valid Flash commands entered using a command write sequence.

Before launching a command, the ACCERR and FPVIOL bits in the FSTAT register must be clear (see Section 30.3.2.7) and the CCIF flag should be tested to determine the status of the current command write sequence. If CCIF is 0, the previous command write sequence is still active, a new command write sequence cannot be started, and all writes to the FCCOB register are ignored.

Offset Module Base + 0x0000

	7	6	5	4	3	2	1	0
R	FDIVLD	FDIVLCK	FDIV[5:0]					
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 31-5. Flash Clock Divider Register (FCLKDIV)

All bits in the FCLKDIV register are readable, bit 7 is not writable, bit 6 is write-once-hi and controls the writability of the FDIV field in normal mode. In special mode, bits 6-0 are writable any number of times but bit 7 remains unwritable.

CAUTION

The FCLKDIV register should never be written while a Flash command is executing (CCIF=0).

Table 31-7. FCLKDIV Field Descriptions

Field	Description
7 FDIVLD	Clock Divider Loaded 0 FCLKDIV register has not been written since the last reset 1 FCLKDIV register has been written since the last reset
6 FDIVLCK	Clock Divider Locked 0 FDIV field is open for writing 1 FDIV value is locked and cannot be changed. Once the lock bit is set high, only reset can clear this bit and restore writability to the FDIV field in normal mode.
5–0 FDIV[5:0]	**Clock Divider Bits** — FDIV[5:0] must be set to effectively divide BUSCLK down to 1 MHz to control timed events during Flash program and erase algorithms. Table 31-8 shows recommended values for FDIV[5:0] based on the BUSCLK frequency. Please refer to Section 31.4.4, “Flash Command Operations,” for more information.

freescale semiconductor	MECHANICAL OUTLINES DICTIONARY	DOCUMENT NO: 98ARE10709D
		PAGE: 1958
	DO NOT SCALE THIS DRAWING	REV: O

NOTES:

1. ALL DIMENSIONS ARE IN MILLIMETERS.
2. DIMENSIONING AND TOLERANCING PER ASME Y14.5M–1994.
3. THE COMPLETE JEDEC DESIGNATOR FOR THIS PACKAGE IS: HF–PQFN.
4. MOLD SURFACE ROUGHNESS IS 0.8~1.0m(Ra).
5. COPLANARITY APPLIES TO LEADS AND DIE ATTACH PAD.
6. FOR ANVIL SINGULATED QFN PACKAGES, MAXIMUM DRAFT ANGLE IS 12°.
7. MIN METAL GAP SHOULD BE 0.25MM.

TITLE: THERMALLY ENHANCED QUAD FLAT NON–LEADED PACKAGE (QFN), 48 TERMINAL, 0.5 PITCH (7 X 7 X 1), PUNCH SINGULATION	CASE NUMBER: 1958–01	
	STANDARD: JEDEC MO–220 VKKD–2	
	PACKAGE CODE: 6232	SHEET: 3 OF 4