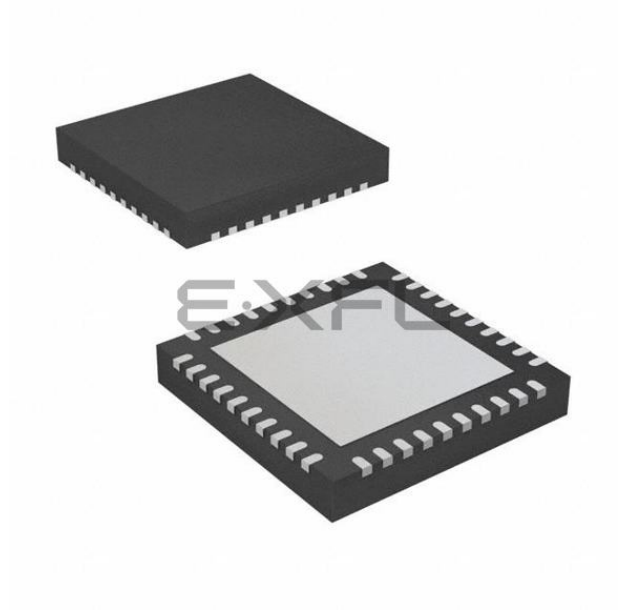

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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	ARM7®
Core Size	16/32-Bit
Speed	44MHz
Connectivity	EBI/EMI, I²C, SPI, UART/USART
Peripherals	PLA, PWM, PSM, Temp Sensor, WDT
Number of I/O	14
Program Memory Size	62KB (31K x16)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 32
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 5x12b; D/A 4x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	40-WFQFN Exposed Pad, CSP
Supplier Device Package	40-LFCSP-WQ (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/aduc7020bcpz62i

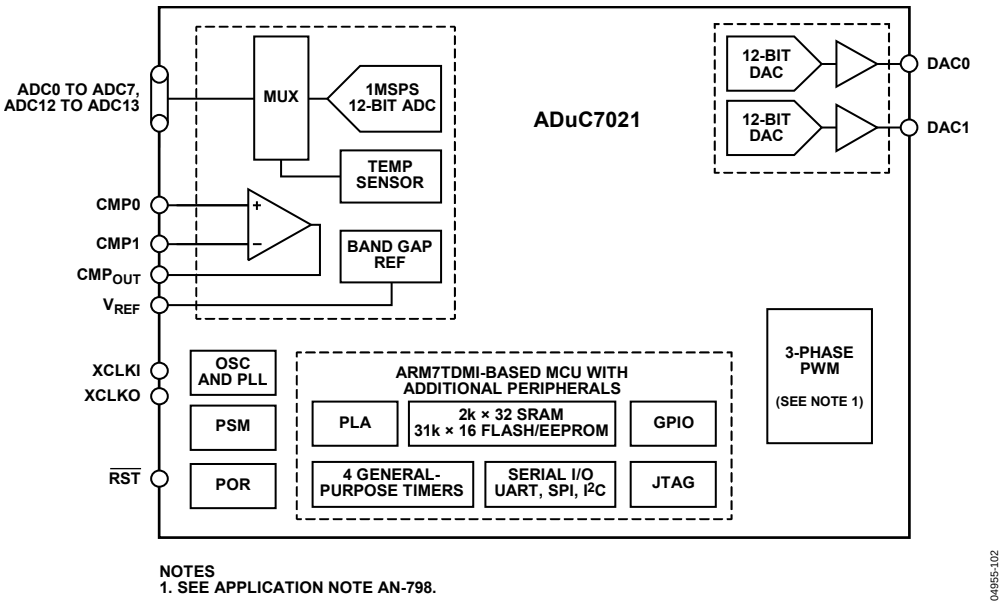


Figure 3.

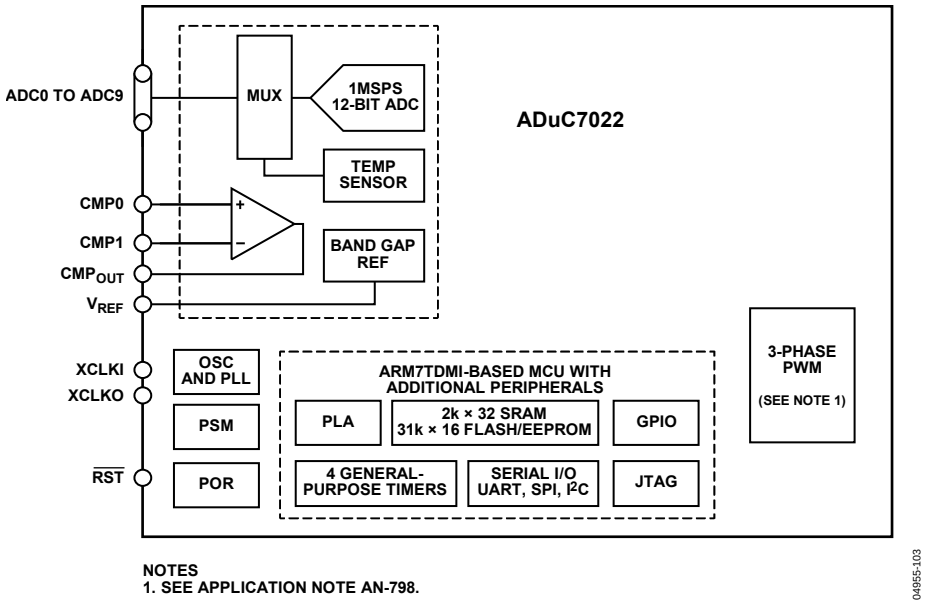


Figure 4.

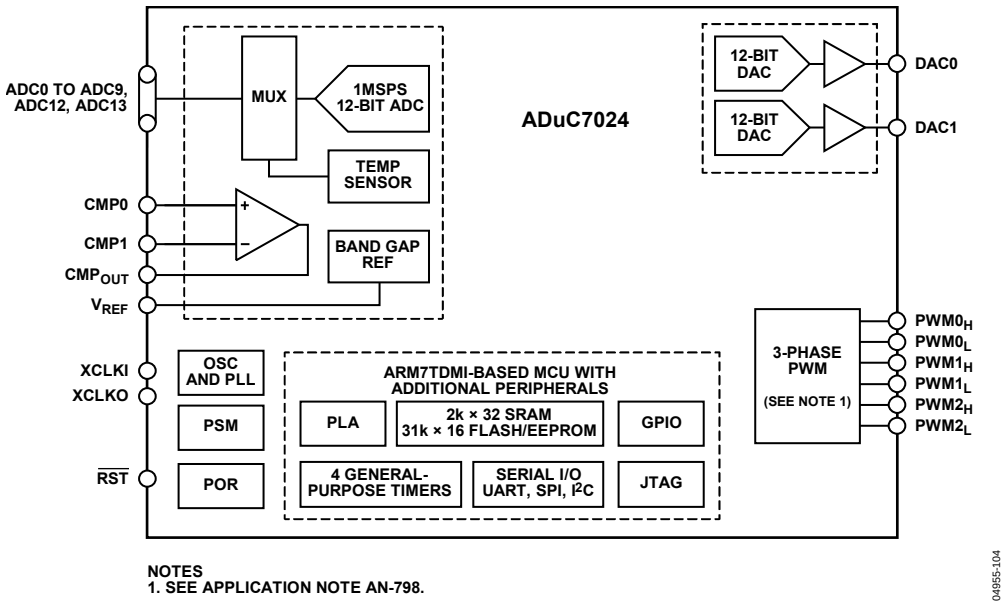


Figure 5.

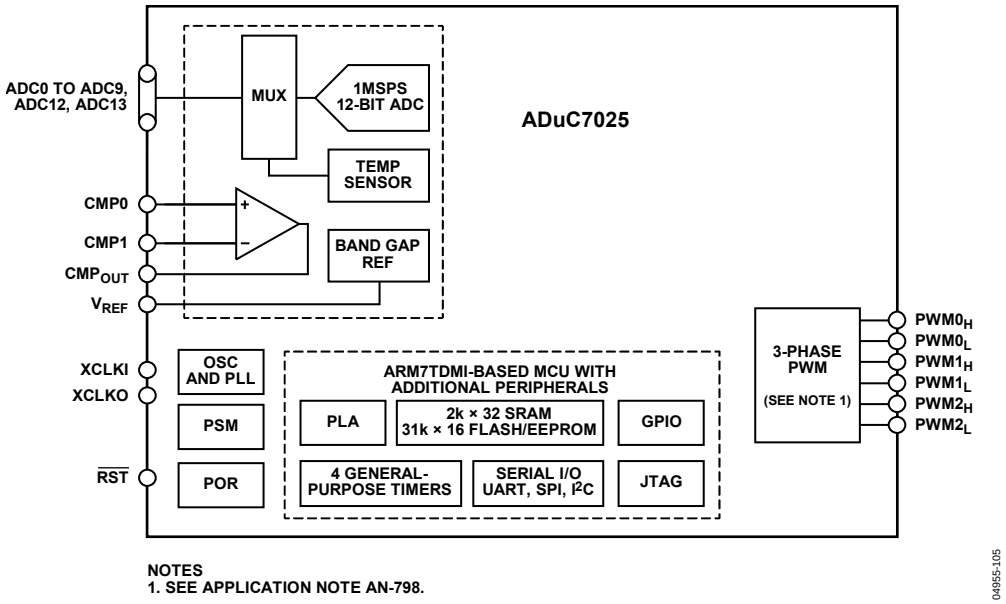


Figure 6.

DETAILED BLOCK DIAGRAM

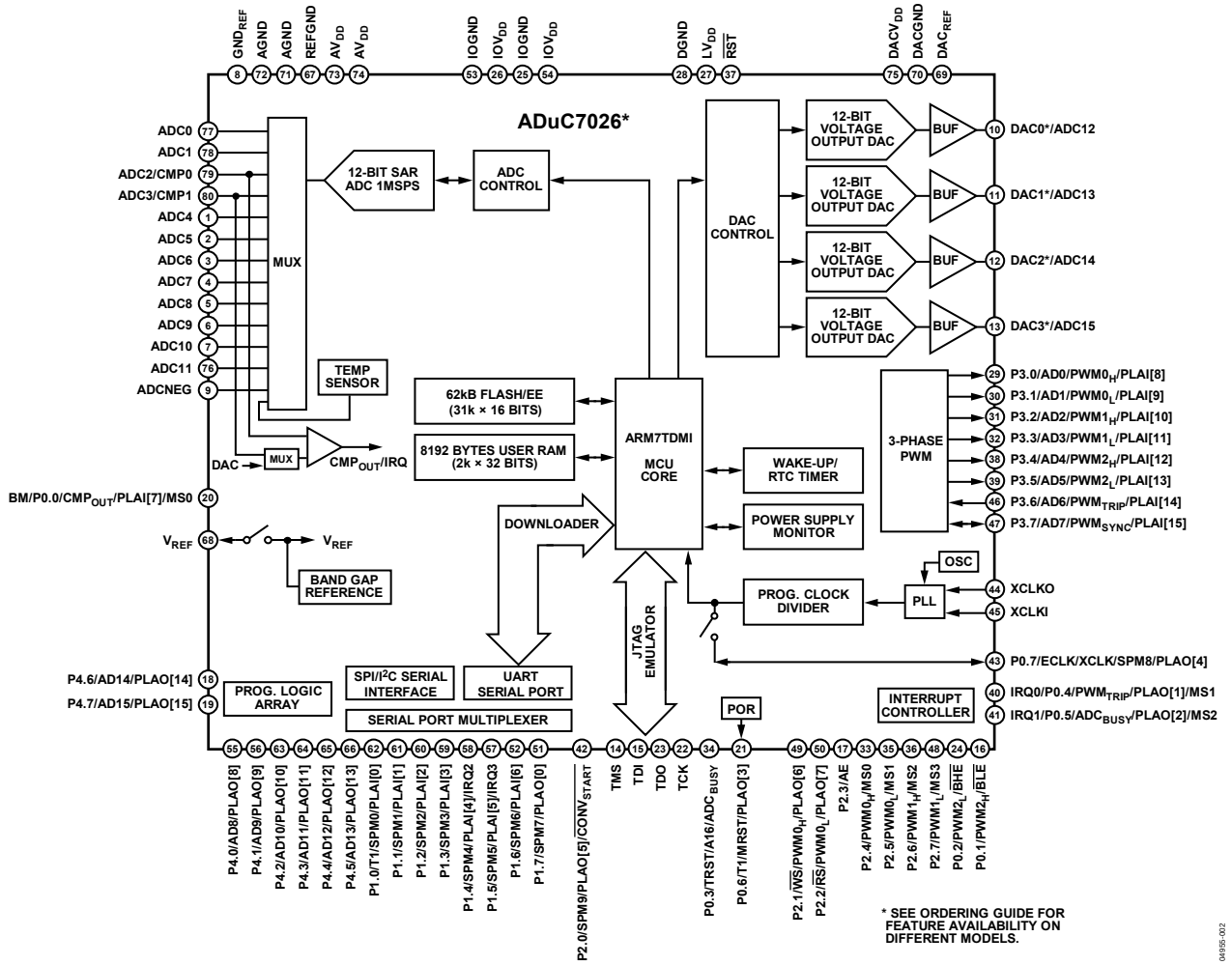


Figure 11.

Table 4. I²C Timing in Fast Mode (400 kHz)

		Slave		Master	
Parameter	**Description**	**Min**	**Max**	**Typ**	**Unit**
t_L	SCL low pulse width[1]	200		1360	ns
t_H	SCL high pulse width[1]	100		1140	ns
t_{SHD}	Start condition hold time	300			ns
t_{DSU}	Data setup time	100		740	ns
t_{DHD}	Data hold time	0		400	ns
t_{RSU}	Setup time for repeated start	100			ns
t_{PSU}	Stop condition setup time	100		400	ns
t_{BUF}	Bus-free time between a stop condition and a start condition	1.3			µs
t_R	Rise time for both SCL and SDA		300	200	ns
t_F	Fall time for both SCL and SDA		300		ns
t_{SUP}	Pulse width of spike suppressed		50		ns

[1] t_{HCLK} depends on the clock divider or CD bits in the POWCON MMR. $t_{HCLK} = t_{UCLK}/2^{CD}$; see Figure 67.

Table 5. I²C Timing in Standard Mode (100 kHz)

		Slave		Master	
Parameter	**Description**	**Min**	**Max**	**Typ**	**Unit**
t_L	SCL low pulse width[1]	4.7			µs
t_H	SCL high pulse width[1]	4.0			ns
t_{SHD}	Start condition hold time	4.0			µs
t_{DSU}	Data setup time	250			ns
t_{DHD}	Data hold time	0	3.45		µs
t_{RSU}	Setup time for repeated start	4.7			µs
t_{PSU}	Stop condition setup time	4.0			µs
t_{BUF}	Bus-free time between a stop condition and a start condition	4.7			µs
t_R	Rise time for both SCL and SDA		1		µs
t_F	Fall time for both SCL and SDA		300		ns

[1] t_{HCLK} depends on the clock divider or CD bits in the POWCON MMR. $t_{HCLK} = t_{UCLK}/2^{CD}$; see Figure 67.

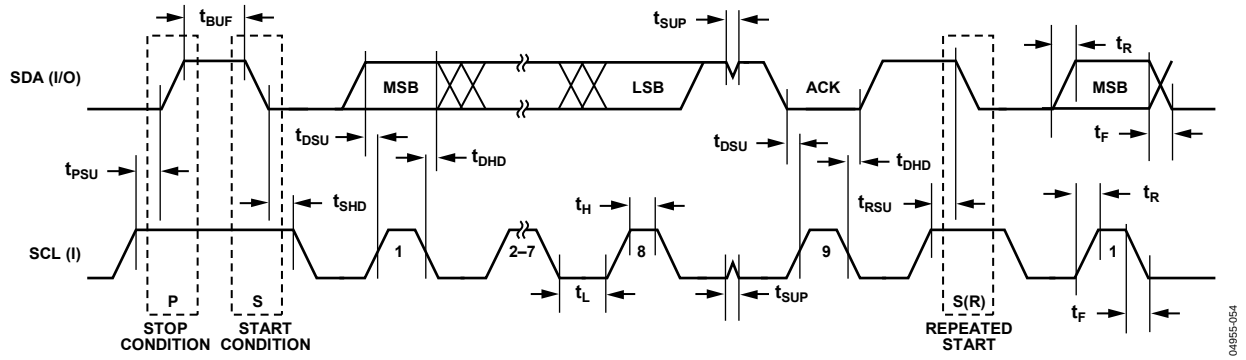


Figure 14. I²C Compatible Interface Timing

Table 8. SPI Slave Mode Timing (Phsae Mode = 1)

Parameter	Description	Min	Typ	Max	Unit
$t_{\overline{CS}}$	$\overline{CS}$ to SCLK edge[1]	$(2 \times t_{HCLK}) + (2 \times t_{UCLK})$			ns
t_{SL}	SCLK low pulse width[2]		$(SPIDIV + 1) \times t_{HCLK}$		ns
t_{SH}	SCLK high pulse width[2]		$(SPIDIV + 1) \times t_{HCLK}$		ns
t_{DAV}	Data output valid after SCLK edge			25	ns
t_{DSU}	Data input setup time before SCLK edge[1]	$1 \times t_{UCLK}$			ns
t_{DHD}	Data input hold time after SCLK edge[1]	$2 \times t_{UCLK}$			ns
t_{DF}	Data output fall time		5	12.5	ns
t_{DR}	Data output rise time		5	12.5	ns
t_{SR}	SCLK rise time		5	12.5	ns
t_{SF}	SCLK fall time		5	12.5	ns
t_{SFS}	$\overline{CS}$ high after SCLK edge	0			ns

[1] t_{UCLK} = 23.9 ns. It corresponds to the 41.78 MHz internal clock from the PLL before the clock divider; see Figure 67.
[2] t_{HCLK} depends on the clock divider or CD bits in the POWCONMMR. $t_{HCLK} = t_{UCLK}/2^{CD}$; see Figure 67.

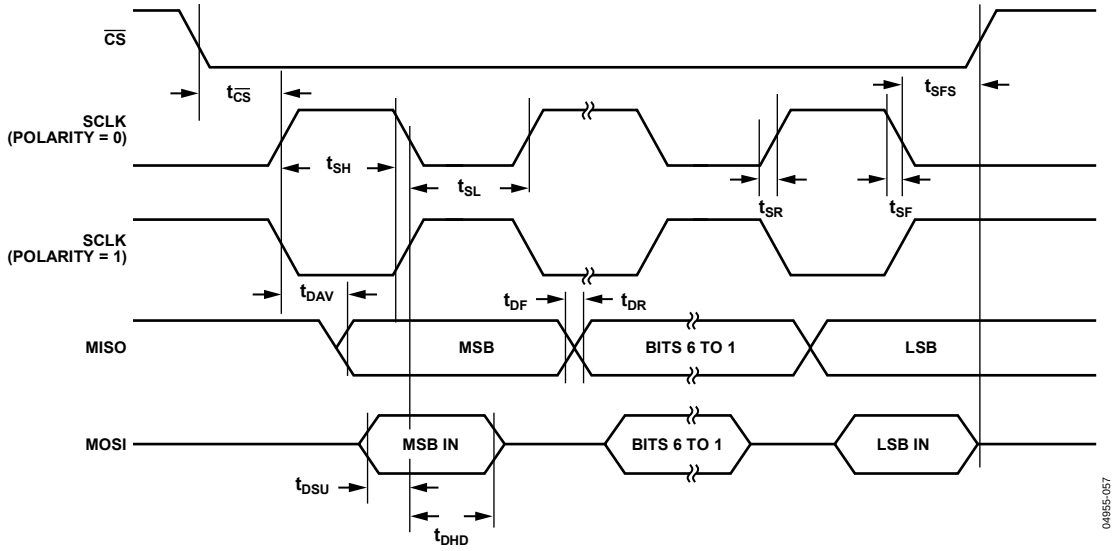


Figure 17. SPI Slave Mode Timing (Phase Mode = 1)

ABSOLUTE MAXIMUM RATINGS

AGND = REFGND = DACGND = GND_{REF}, T_A = 25°C, unless otherwise noted.

Table 10.

Parameter	Rating
AV_{DD} to IOV_{DD}	−0.3 V to +0.3 V
AGND to DGND	−0.3 V to +0.3 V
IOV_{DD} to IOGND, AV_{DD} to AGND	−0.3 V to +6 V
Digital Input Voltage to IOGND	−0.3 V to +5.3 V
Digital Output Voltage to IOGND	−0.3 V to IOV_{DD} + 0.3 V
V_{REF} to AGND	−0.3 V to AV_{DD} + 0.3 V
Analog Inputs to AGND	−0.3 V to AV_{DD} + 0.3 V
Analog Outputs to AGND	−0.3 V to AV_{DD} + 0.3 V
Operating Temperature Range, Industrial	–40°C to +125°C
Storage Temperature Range	–65°C to +150°C
Junction Temperature	150°C
θ_{JA} Thermal Impedance	
40-Lead LFCSP	26°C/W
49-Ball CSP_BGA	80°C/W
64-Lead LFCSP	24°C/W
64-Ball CSP_BGA	75°C/W
64-Lead LQFP	47°C/W
80-Lead LQFP	38°C/W
Peak Solder Reflow Temperature	
SnPb Assemblies (10 sec to 30 sec)	240°C
RoHS Compliant Assemblies (20 sec to 40 sec)	260°C

Stresses at or above those listed under Absolute Maximum Ratings may cause permanent damage to the product. This is a stress rating only; functional operation of the product at these or any other conditions above those indicated in the operational section of this specification is not implied. Operation beyond the maximum operating conditions for extended periods may affect product reliability.

Only one absolute maximum rating can be applied at any one time.

ESD CAUTION

ESD (electrostatic discharge) sensitive device. Charged devices and circuit boards can discharge without detection. Although this product features patented or proprietary protection circuitry, damage may occur on devices subjected to high energy ESD. Therefore, proper ESD precautions should be taken to avoid performance degradation or loss of functionality.

PIN CONFIGURATIONS AND FUNCTION DESCRIPTIONS

ADuC7019/ADuC7020/ADuC7021/ADuC7022

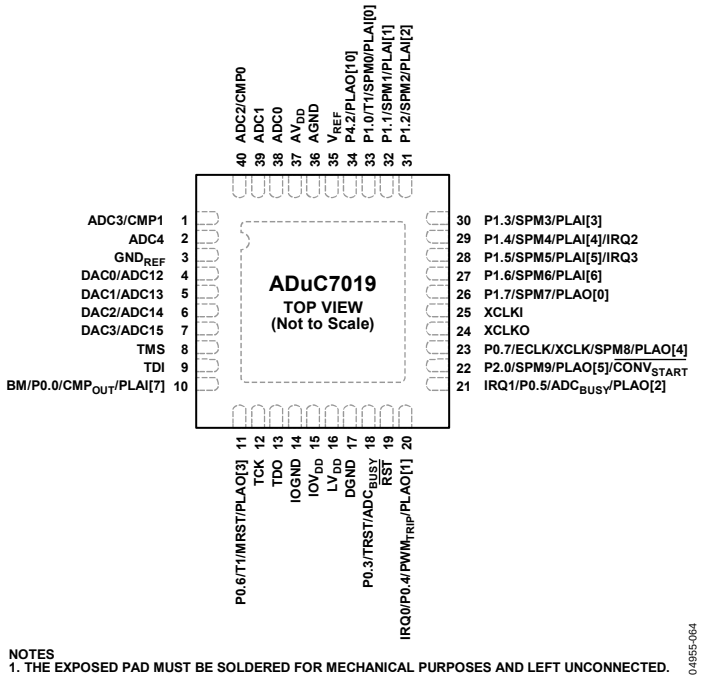


Figure 19. 40-Lead LFCSP_WQ Pin Configuration (ADuC7019)

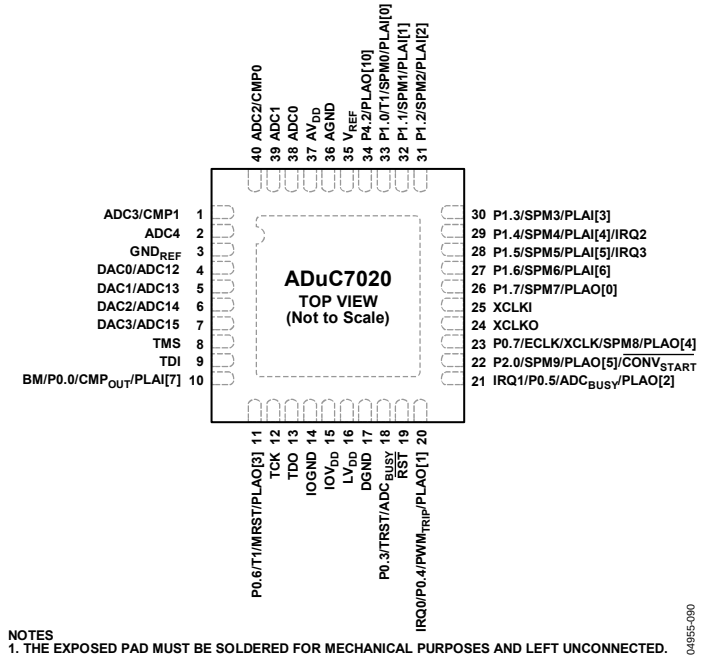
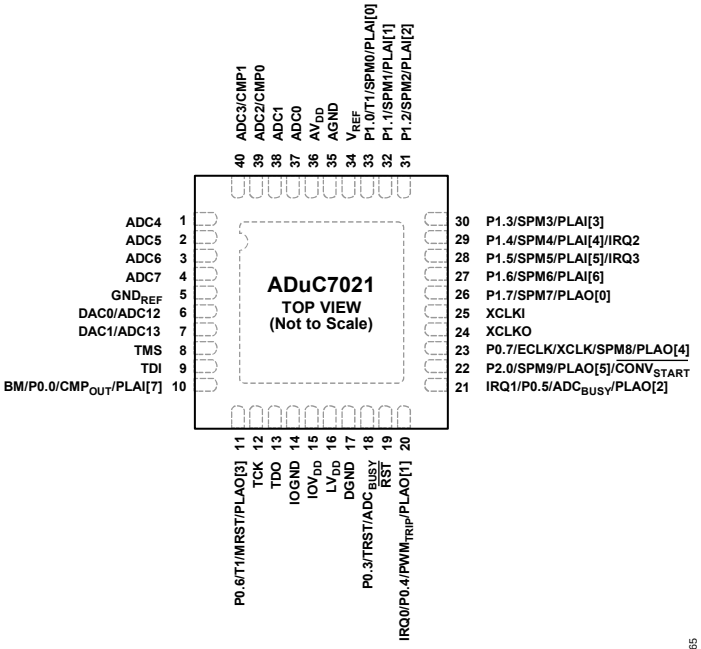


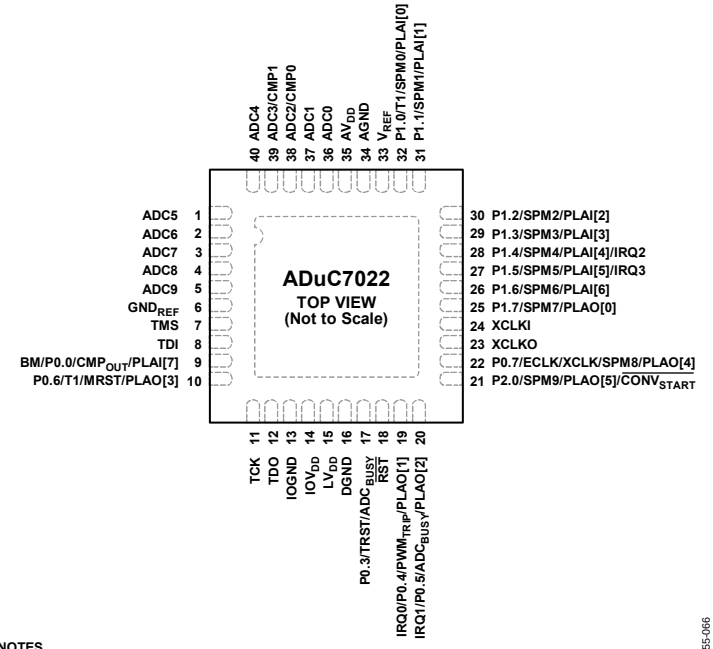
Figure 20. 40-Lead LFCSP_WQ Pin Configuration (ADuC7020)



NOTES
1. THE EXPOSED PAD MUST BE SOLDERED FOR MECHANICAL PURPOSES AND LEFT UNCONNECTED.

04955-065

Figure 21. 40-Lead LFCSP_WQ Pin Configuration (ADuC7021)



NOTES
1. THE EXPOSED PAD MUST BE SOLDERED FOR MECHANICAL PURPOSES AND LEFT UNCONNECTED.

04955-066

Figure 22. 40-Lead LFCSP_WQ Pin Configuration (ADuC7022)

Pin No.	Mnemonic	Description
D7	P1.6/SPM6/PLAI[6]	Serial Port Multiplexed. General-Purpose Input and Output Port 1.6/UART, SPI/Programmable Logic Array Input Element 6.
D8	IOV_{DD}	3.3 V Supply for GPIO (see Table 78) and Input of the On-Chip Voltage Regulator.
E1	DAC3/ADC15	DAC3 Voltage Output/ADC Input 15.
E2	DAC2/ADC14	DAC2 Voltage Output/ADC Input 14.
E3	DAC1/ADC13	DAC1 Voltage Output/ADC Input 13.
E4	P3.0/$PWM0_H$/PLAI[8]	General-Purpose Input and Output Port 3.0/PWM Phase 0 High-Side Output/Programmable Logic Array Input Element 8.
E5	P3.2/$PWM1_H$/PLAI[10]	General-Purpose Input and Output Port 3.2/PWM Phase 1 High-Side Output/Programmable Logic Array Input Element 10.
E6	P1.5/SPM5/PLAI[5]/IRQ3	Serial Port Multiplexed. General-Purpose Input and Output Port 1.5/UART, SPI/Programmable Logic Array Input Element 5/External Interrupt Request 3, Active High.
E7	P3.7/PWM_{SYNC}/PLAI[15]	General-Purpose Input and Output Port 3.7/PWM Synchronization/Programmable Logic Array Input Element 15.
E8	XCLKI	Input to the Crystal Oscillator Inverter and Input to the Internal Clock Generator Circuits.
F1	P4.6/PLAO[14]	General-Purpose Input and Output Port 4.6/Programmable Logic Array Output Element 14.
F2	TDI	JTAG Test Port Input, Test Data In. Debug and download access.
F3	DAC0/ADC12	DAC0 Voltage Output/ADC Input 12.
F4	P3.1/$PWM0_L$/PLAI[9]	General-Purpose Input and Output Port 3.1/PWM Phase 0 Low-Side Output/Programmable Logic Array Input Element 9.
F5	P3.3/$PWM1_L$/PLAI[11]	General-Purpose Input and Output Port 3.3/PWM Phase 1 Low-Side Output/Programmable Logic Array Input Element 11.
F6	$\overline{RST}$	Reset Input, Active Low.
F7	P0.7/ECLK/XCLK/SPM8/PLAO[4]	Serial Port Multiplexed. General-Purpose Input and Output Port 0.7/Output for External Clock Signal/Input to the Internal Clock Generator Circuits/UART/Programmable Logic Array Output Element 4.
F8	XCLKO	Output from the Crystal Oscillator Inverter.
G1	BM/P0.0/CMP_{OUT}/PLAI[7]	Multifunction I/O Pin. Boot mode. The ADuC7028 enters UART download mode if BM is low at reset and executes code if BM is pulled high at reset through a 1 kΩ resistor/General-Purpose Input and Output Port 0.0/Voltage Comparator Output/Programmable Logic Array Input Element 7.
G2	P4.7/PLAO[15]	General-Purpose Input and Output Port 4.7/Programmable Logic Array Output Element 15.
G3	TMS	JTAG Test Port Input, Test Mode Select. Debug and download access.
G4	TDO	JTAG Test Port Output, Test Data Out. Debug and download access.
G5	P0.3/TRST/ADC_{BUSY}	General-Purpose Input and Output Port 0.3/JTAG Test Port Input, Test Reset/ADC_{BUSY} Signal Output.
G6	P3.4/$PWM2_H$/PLAI[12]	General-Purpose Input and Output Port 3.4/PWM Phase 2 High-Side Output/Programmable Logic Array Input 12.
G7	P3.5/$PWM2_L$/PLAI[13]	General-Purpose Input and Output Port 3.5/PWM Phase 2 Low-Side Output/Programmable Logic Array Input Element 13.
G8	P2.0/SPM9/PLAO[5]/$\overline{CONV_{START}}$	Serial Port Multiplexed. General-Purpose Input and Output Port 2.0/UART/Programmable Logic Array Output Element 5/Start Conversion Input Signal for ADC.
H1	P0.6/T1/MRST/PLAO[3]	Multifunction Pin, Driven Low After Reset. General-Purpose Output Port 0.6/Timer1 Input/Power-On Reset Output/Programmable Logic Array Output Element 3.
H2	TCK	JTAG Test Port Input, Test Clock. Debug and download access.
H3	IOGND	Ground for GPIO (see Table 78). Typically connected to DGND.
H4	IOV_{DD}	3.3 V Supply for GPIO (see Table 78) and Input of the On-Chip Voltage Regulator.
H5	LV_{DD}	2.6 V Output of the On-Chip Voltage Regulator. This output must be connected to a 0.47 µF capacitor to DGND only.
H6	DGND	Ground for Core Logic.
H7	IRQ0/P0.4/PWM_{TRIP}/PLAO[1]	Multifunction I/O Pin. External Interrupt Request 0, Active High/General-Purpose Input and Output Port 0.4/PWM Trip External Input/Programmable Logic Array Output Element 1.
H8	IRQ1/P0.5/ADC_{BUSY}/PLAO[2]	Multifunction I/O Pin. External Interrupt Request 1, Active High/General-Purpose Input and Output Port 0.5/ADC_{BUSY} Signal Output/Programmable Logic Array Output Element 2.

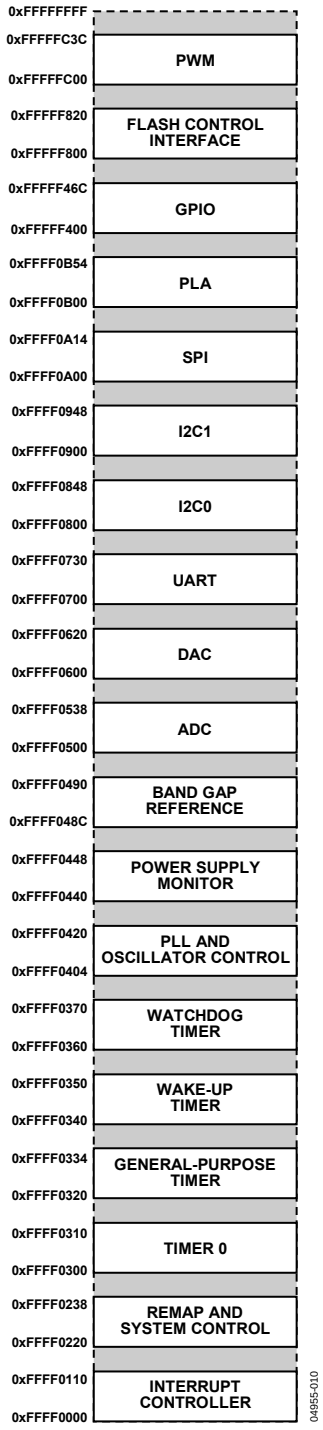


Figure 47. Memory Mapped Registers

Table 16. Complete MMR List

Address	Name	Byte	Access Type	Default Value	Page
IRQ Address Base = 0xFFFF0000					
0x0000	IRQSTA	4	R	0x00000000	83
0x0004	IRQSIG[1]	4	R	0x00XXX000	83
0x0008	IRQEN	4	R/W	0x00000000	83
0x000C	IRQCLR	4	W	0x00000000	83
0x0010	SWICFG	4	W	0x00000000	84
0x0100	FIQSTA	4	R	0x00000000	84
0x0104	FIQSIG[1]	4	R	0x00XXX000	84
0x0108	FIQEN	4	R/W	0x00000000	84
0x010C	FIQCLR	4	W	0x00000000	84

[1] Depends on the level on the external interrupt pins (P0.4, P0.5, P1.4, and P1.5).

System Control Address Base = 0xFFFF0200					
0x0220	REMAP	1	R/W	0xXX[1]	55
0x0230	RSTSTA	1	R/W	0x01	55
0x0234	RSTCLR	1	W	0x00	55

[1] Depends on the model.

Timer Address Base = 0xFFFF0300					
0x0300	T0LD	2	R/W	0x0000	85
0x0304	T0VAL	2	R	0xFFFF	85
0x0308	T0CON	2	R/W	0x0000	85
0x030C	T0CLRI	1	W	0xFF	85
0x0320	T1LD	4	R/W	0x00000000	86
0x0324	T1VAL	4	R	0xFFFFFFFF	86
0x0328	T1CON	2	R/W	0x0000	86
0x032C	T1CLRI	1	W	0xFF	87
0x0330	T1CAP	4	R/W	0x00000000	87
0x0340	T2LD	4	R/W	0x00000000	87
0x0344	T2VAL	4	R	0xFFFFFFFF	87
0x0348	T2CON	2	R/W	0x0000	87
0x034C	T2CLRI	1	W	0xFF	88
0x0360	T3LD	2	R/W	0x0000	88
0x0364	T3VAL	2	R	0xFFFF	88
0x0368	T3CON	2	R/W	0x0000	88
0x036C	T3CLRI	1	W	0x00	89

PLL Base Address = 0xFFFF0400					
0x0404	POWKEY1	2	W	0x0000	60
0x0408	POWCON	2	R/W	0x0003	60
0x040C	POWKEY2	2	W	0x0000	60
0x0410	PLLKEY1	2	W	0x0000	60
0x0414	PLLCON	1	R/W	0x21	60
0x0418	PLLKEY2	2	W	0x0000	60

PSM Address Base = 0xFFFF0440					
0x0440	PSMCON	2	R/W	0x0008	57
0x0444	CMPCON	2	R/W	0x0000	58

NONVOLATILE FLASH/EE MEMORY

The ADuC7019/20/21/22/24/25/26/27/28/29 incorporate Flash/EE memory technology on-chip to provide the user with nonvolatile, in-circuit reprogrammable memory space.

Like EEPROM, flash memory can be programmed in-system at a byte level, although it must first be erased. The erase is performed in page blocks. As a result, flash memory is often and more correctly referred to as Flash/EE memory.

Overall, Flash/EE memory represents a step closer to the ideal memory device that includes nonvolatility, in-circuit programmability, high density, and low cost. Incorporated in the ADuC7019/20/21/22/24/25/26/27/28/29, Flash/EE memory technology allows the user to update program code space in-circuit, without the need to replace one-time programmable (OTP) devices at remote operating nodes.

Each part contains a 64 kB array of Flash/EE memory. The lower 62 kB is available to the user and the upper 2 kB contain permanently embedded firmware, allowing in-circuit serial download. These 2 kB of embedded firmware also contain a power-on configuration routine that downloads factory-calibrated coefficients to the various calibrated peripherals (such as ADC, temperature sensor, and band gap references). This 2 kB embedded firmware is hidden from user code.

Flash/EE Memory Reliability

The Flash/EE memory arrays on the parts are fully qualified for two key Flash/EE memory characteristics: Flash/EE memory cycling endurance and Flash/EE memory data retention.

Endurance quantifies the ability of the Flash/EE memory to be cycled through many program, read, and erase cycles. A single endurance cycle is composed of four independent, sequential events, defined as

1. Initial page erase sequence
2. Read/verify sequence (single Flash/EE)
3. Byte program sequence memory
4. Second read/verify sequence (endurance cycle)

In reliability qualification, every half word (16-bit wide) location of the three pages (top, middle, and bottom) in the Flash/EE memory is cycled 10,000 times from 0x0000 to 0xFFFF. As indicated in Table 1, the Flash/EE memory endurance qualification is carried out in accordance with JEDEC Retention Lifetime Specification A117 over the industrial temperature range of −40° to +125°C. The results allow the specification of a minimum endurance figure over a supply temperature of 10,000 cycles.

Retention quantifies the ability of the Flash/EE memory to retain its programmed data over time. Again, the parts are qualified in accordance with the formal JEDEC Retention Lifetime Specification (A117) at a specific junction temperature (T_J = 85°C). As part of this qualification procedure, the Flash/EE memory is cycled to its specified endurance limit, described in Table 1, before data retention is characterized. This means that the Flash/EE memory is guaranteed to retain its data for its fully specified retention lifetime every time the Flash/EE memory is reprogrammed. In addition, note that retention lifetime, based on an activation energy of 0.6 eV, derates with T_J as shown in Figure 61.

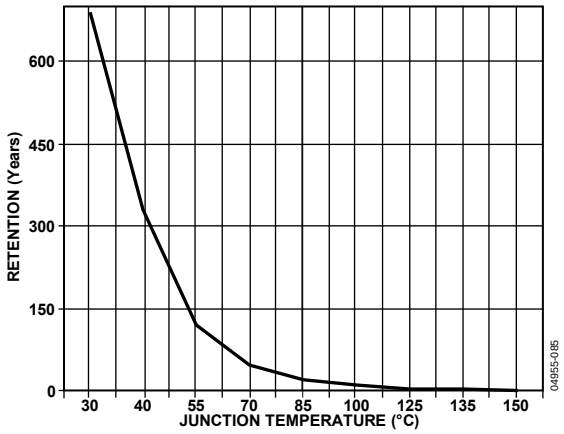


Figure 61. Flash/EE Memory Data Retention

PROGRAMMING

The 62 kB of Flash/EE memory can be programmed in-circuit, using the serial download mode or the provided JTAG mode.

Serial Downloading (In-Circuit Programming)

The ADuC7019/20/21/22/24/25/26/27/28/29 facilitate code download via the standard UART serial port or via the I²C port. The parts enter serial download mode after a reset or power cycle if the BM pin is pulled low through an external 1 kΩ resistor. After a part is in serial download mode, the user can download code to the full 62 kB of Flash/EE memory while the device is in-circuit in its target application hardware. An executable PC serial download is provided as part of the development system for serial downloading via the UART. The AN-806 Application Note describes the protocol for serial downloading via the I²C.

JTAG Access

The JTAG protocol uses the on-chip JTAG interface to facilitate code download and debug.

SECURITY

The 62 kB of Flash/EE memory available to the user can be read and write protected.

Bit 31 of the FEEPRO/FEEHIDE MMR (see Table 42) protects the 62 kB from being read through JTAG programming mode. The other 31 bits of this register protect writing to the flash memory. Each bit protects four pages, that is, 2 kB. Write protection is activated for all types of access.

Three Levels of Protection

- Protection can be set and removed by writing directly into FEEHIDE MMR. This protection does not remain after reset.
- Protection can be set by writing into the FEEPRO MMR. It takes effect only after a save protection command (0x0C) and a reset. The FEEPRO MMR is protected by a key to avoid direct access. The key is saved once and must be entered again to modify FEEPRO. A mass erase sets the key back to 0xFFFF but also erases all the user code.
- Flash can be permanently protected by using the FEEPRO MMR and a particular value of key: 0xDEADDEAD. Entering the key again to modify the FEEPRO register is not allowed.

Sequence to Write the Key

1. Write the bit in FEEPRO corresponding to the page to be protected.
2. Enable key protection by setting Bit 6 of FEEMOD (Bit 5 must equal 0).
3. Write a 32-bit key in FEEADR and FEEDAT.
4. Run the write key command 0x0C in FEECON; wait for the read to be successful by monitoring FEESTA.
5. Reset the part.

To remove or modify the protection, the same sequence is used with a modified value of FEEPRO. If the key chosen is the value 0xDEAD, the memory protection cannot be removed. Only a mass erase unprotects the part, but it also erases all user code.

The sequence to write the key is illustrated in the following example (this protects writing Page 4 to Page 7 of the Flash):

```
FEEPRO=0xFFFFFFFD;     //Protect pages 4 to 7
FEEMOD=0x48;           //Write key enable
FEEADR=0x1234;         //16 bit key value
FEEDAT=0x5678;         //16 bit key value
FEECON= 0x0C;          // Write key command
```

The same sequence should be followed to protect the part permanently with FEEADR = 0xDEAD and FEEDAT = 0xDEAD.

FLASH/EE CONTROL INTERFACE

Serial and JTAG programming use the Flash/EE control interface, which includes the eight MMRs outlined in this section.

Table 31. FEESTA Register

Name	Address	Default Value	Access
FEESTA	0xFFFFF800	0x20	R

FEESTA is a read-only register that reflects the status of the flash control interface as described in Table 32.

Table 32. FEESTA MMR Bit Designations

Bit	Description
15:6	Reserved.
5	Reserved.
4	Reserved.
3	Flash interrupt status bit. Set automatically when an interrupt occurs, that is, when a command is complete and the Flash/EE interrupt enable bit in the FEEMOD register is set. Cleared when reading the FEESTA register.
2	Flash/EE controller busy. Set automatically when the controller is busy. Cleared automatically when the controller is not busy.
1	Command fail. Set automatically when a command completes unsuccessfully. Cleared automatically when reading the FEESTA register.
0	Command pass. Set by the MicroConverter when a command completes successfully. Cleared automatically when reading the FEESTA register.

Table 33. FEEMOD Register

Name	Address	Default Value	Access
FEEMOD	0xFFFFF804	0x0000	R/W

FEEMOD sets the operating mode of the flash control interface. Table 34 shows FEEMOD MMR bit designations.

Table 34. FEEMOD MMR Bit Designations

Bit	Description
15:9	Reserved.
8	Reserved. This bit should always be set to 0.
7:5	Reserved. These bits should always be set to 0 except when writing keys. See the Sequence to Write the Key section.
4	Flash/EE interrupt enable. Set by user to enable the Flash/EE interrupt. The interrupt occurs when a command is complete. Cleared by user to disable the Flash/EE interrupt.
3	Erase/write command protection. Set by user to enable the erase and write commands. Cleared to protect the Flash against the erase/write command.
2:0	Reserved. These bits should always be set to 0.

Table 99. COMDIV1 Register

Name	Address	Default Value	Access
COMDIV1	0xFFFF0704	0x00	R/W

COMDIV1 is a divisor latch (high byte) register.

Table 100. COMIID0 Register

Name	Address	Default Value	Access
COMIID0	0xFFFF0708	0x01	R

COMIID0 is the interrupt identification register.

Table 101. COMIID0 MMR Bit Descriptions

Bit 2:1 Status Bits	Bit 0 NINT	Priority	Definition	Clearing Operation
00	1	N/A	No interrupt	N/A
11	0	1 (Highest)	Receive line status interrupt	Read COMSTA0
10	0	2	Receive buffer full interrupt	Read COMRX
01	0	3	Transmit buffer empty interrupt	Write data to COMTX or read COMIID0
00	0	4 (Lowest)	Modem status interrupt	Read COMSTA1

Table 102. COMCON0 Register

Name	Address	Default Value	Access
COMCON0	0xFFFF070C	0x00	R/W

COMCON0 is the line control register.

Table 103. COMCON0 MMR Bit Descriptions

Bit	Name	Description
7	DLAB	Divisor latch access. Set by user to enable access to the COMDIV0 and COMDIV1 registers. Cleared by user to disable access to COMDIV0 and COMDIV1 and enable access to COMRX and COMTX.
6	BRK	Set break. Set by user to force SOUT to 0. Cleared to operate in normal mode.
5	SP	Stick parity. Set by user to force parity to defined values: 1 if EPS = 1 and PEN = 1, 0 if EPS = 0 and PEN = 1.
4	EPS	Even parity select bit. Set for even parity. Cleared for odd parity.
3	PEN	Parity enable bit. Set by user to transmit and check the parity bit. Cleared by user for no parity transmission or checking.
2	STOP	Stop bit. Set by user to transmit 1.5 stop bits if the word length is five bits or 2 stop bits if the word length is six bits, seven bits, or eight bits. The receiver checks the first stop bit only, regardless of the number of stop bits selected. Cleared by user to generate 1 stop bit in the transmitted data.
1:0	WLS	Word length select: 00 = five bits, 01 = six bits, 10 = seven bits, 11 = eight bits.

Table 104. COMCON1 Register

Name	Address	Default Value	Access
COMCON1	0xFFFF0710	0x00	R/W

COMCON1 is the modem control register.

Table 105. COMCON1 MMR Bit Descriptions

Bit	Name	Description
7:5		Reserved.
4	LOOPBACK	Loopback. Set by user to enable loopback mode. In loopback mode, SOUT (see Table 78) is forced high. The modem signals are also directly connected to the status inputs (RTS to CTS and DTR to DSR). Cleared by user to be in normal mode.
3	PEN	Parity enable bit. Set by user to transmit and check the parity bit. Cleared by user for no parity transmission or checking.
2	STOP	Stop bit. Set by user to transmit 1.5 stop bits if the word length is five bits, or 2 stop bits if the word length is six bits, seven bits, or eight bits. The receiver checks the first stop bit only, regardless of the number of stop bits selected. Cleared by user to generate 1 stop bit in the transmitted data.
1	RTS	Request to send. Set by user to force the RTS output to 0. Cleared by user to force the RTS output to 1.
0	DTR	Data terminal ready. Set by user to force the DTR output to 0. Cleared by user to force the DTR output to 1.

Table 106. COMSTA0 Register

Name	Address	Default Value	Access
COMSTA0	0xFFFF0714	0x60	R

COMSTA0 is the line status register.

Table 107. COMSTA0 MMR Bit Descriptions

Bit	Name	Description
7		Reserved.
6	TEMT	COMTX and shift register empty status bit. Set automatically if COMTX and shift register are empty. Cleared automatically when writing to COMTX.
5	THRE	COMTX empty. Set automatically if COMTX is empty. Cleared automatically when writing to COMTX.
4	BI	Break error. Set when SIN is held low for more than the maximum word length. Cleared automatically.
3	FE	Framing error. Set when an invalid stop bit occurs. Cleared automatically.
2	PE	Parity error. Set when a parity error occurs. Cleared automatically.
1	OE	Overrun error. Set automatically if data is over-written before being read. Cleared automatically.
0	DR	Data ready. Set automatically when COMRX is full. Cleared by reading COMRX.

Table 129. I2C0SSTA MMR Bit Descriptions

Bit	Value	Description
31:15		Reserved. These bits should be written as 0.
14		Start decode bit. Set by hardware if the device receives a valid start plus matching address. Cleared by an I²C stop condition or an I²C general call reset.
13		Repeated start decode bit. Set by hardware if the device receives a valid repeated start and matching address. Cleared by an I²C stop condition, a read of the I2CSSTA register, or an I²C general call reset.
12:11		ID decode bits.
	00	Received Address Matched ID Register 0.
	01	Received Address Matched ID Register 1.
	10	Received Address Matched ID Register 2.
	11	Received Address Matched ID Register 3.
10		Stop after start and matching address interrupt. Set by hardware if the slave device receives an I²C stop condition after a previous I²C start condition and matching address. Cleared by a read of the I2C0SSTA register.
9:8		General call ID.
	00	No general call.
	01	General call reset and program address.
	10	General call program address.
	11	General call matching alternative ID.
7		General call interrupt. Set if the slave device receives a general call of any type. Cleared by setting Bit 8 of the I2CxCFG register. If it is a general call reset, all registers are at their default values. If it is a hardware general call, the Rx FIFO holds the second byte of the general call. This is similar to the I2C0ALT register (unless it is a general call to reprogram the device address). For more details, see the I²C bus specification, Version 2.1, January 2000.
6		Slave busy. Set automatically if the slave is busy. Cleared automatically.
5		No ACK. Set if master asking for data and no data is available. Cleared automatically by reading the I2C0SSTA register.
4		Slave receive FIFO overflow. Set automatically if the slave receive FIFO is overflowing. Cleared automatically by reading the I2C0SSTA register.
3		Slave receive IRQ. Set after receiving data. Cleared automatically by reading the I2C0SRX register or flushing the FIFO.
2		Slave transmit IRQ. Set at the end of a transmission. Cleared automatically by writing to the I2C0STX register.
1		Slave transmit FIFO underflow. Set automatically if the slave transmit FIFO is underflowing. Cleared automatically by writing to the I2C0SSTA register.
0		Slave transmit FIFO not full. Set automatically if the slave transmit FIFO is not full. Cleared automatically by writing twice to the I2C0STX register.

Table 130. I2CxSRX Registers

Name	Address	Default Value	Access
I2C0SRX	0xFFFF0808	0x00	R
I2C1SRX	0xFFFF0908	0x00	R

I2CxSRX are receive registers for the slave channel.

Table 131. I2CxSTX Registers

Name	Address	Default Value	Access
I2C0STX	0xFFFF080C	0x00	W
I2C1STX	0xFFFF090C	0x00	W

I2CxSTX are transmit registers for the slave channel.

Table 132. I2CxMRX Registers

Name	Address	Default Value	Access
I2C0MRX	0xFFFF0810	0x00	R
I2C1MRX	0xFFFF0910	0x00	R

I2CxMRX are receive registers for the master channel.

Table 133. I2CxMTX Registers

Name	Address	Default Value	Access
I2C0MTX	0xFFFF0814	0x00	W
I2C1MTX	0xFFFF0914	0x00	W

I2CxMTX are transmit registers for the master channel.

Table 134. I2CxCNT Registers

Name	Address	Default Value	Access
I2C0CNT	0xFFFF0818	0x00	R/W
I2C1CNT	0xFFFF0918	0x00	R/W

I2CxCNT are 3-bit, master receive, data count registers. If a master read transfer sequence is initiated, the I2CxCNT registers denote the number of bytes (−1) to be read from the slave device. By default, this counter is 0, which corresponds to the one byte expected.

Table 135. I2CxADR Registers

Name	Address	Default Value	Access
I2C0ADR	0xFFFF081C	0x00	R/W
I2C1ADR	0xFFFF091C	0x00	R/W

I2CxADR are master address byte registers. The I2CxADR value is the device address that the master wants to communicate with. It automatically transmits at the start of a master transfer sequence if there is no valid data in the I2CxMTX register when the master enable bit is set.

Table 136. I2CxBYTE Registers

Name	Address	Default Value	Access
I2C0BYTE	0xFFFF0824	0x00	R/W
I2C1BYTE	0xFFFF0924	0x00	R/W

I2CxBYTE are broadcast byte registers. Data written to these registers does not go through the TxFIFO. This data is transmitted at the start of a transfer sequence before the address. After the byte is transmitted and acknowledged, the I²C expects another byte written in I2CxBYTE or an address written to the address register.

PROCESSOR REFERENCE PERIPHERALS

INTERRUPT SYSTEM

There are 23 interrupt sources on the ADuC7019/20/21/22/24/25/26/27/28/29 that are controlled by the interrupt controller. Most interrupts are generated from the on-chip peripherals, such as ADC and UART. Four additional interrupt sources are generated from external interrupt request pins, IRQ0, IRQ1, IRQ2, and IRQ3. The ARM7TDMI CPU core only recognizes interrupts as one of two types: a normal interrupt request IRQ or a fast interrupt request FIQ. All the interrupts can be masked separately.

The control and configuration of the interrupt system are managed through nine interrupt-related registers, four dedicated to IRQ, and four dedicated to FIQ. An additional MMR is used to select the programmed interrupt source. The bits in each IRQ and FIQ register (except for Bit 23) represent the same interrupt source as described in Table 160.

Table 160. IRQ/FIQ MMRs Bit Description

Bit	Description
0	All interrupts OR'ed (FIQ only)
1	SWI
2	Timer0
3	Timer1
4	Wake-up timer (Timer2)
5	Watchdog timer (Timer3)
6	Flash control
7	ADC channel
8	PLL lock
9	I2C0 slave
10	I2C0 master
11	I2C1 master
12	SPI slave
13	SPI master
14	UART
15	External IRQ0
16	Comparator
17	PSM
18	External IRQ1
19	PLA IRQ0
20	PLA IRQ1
21	External IRQ2
22	External IRQ3
23	PWM trip (IRQ only)/PWM sync (FIQ only)

IRQ

The interrupt request (IRQ) is the exception signal to enter the IRQ mode of the processor. It is used to service general-purpose interrupt handling of internal and external events.

The four 32-bit registers dedicated to IRQ are IRQSTA, IRQSIG, IRQEN, and IRQCLR.

Table 161. IRQSTA Register

Name	Address	Default Value	Access
IRQSTA	0xFFFF0000	0x00000000	R

IRQSTA (read-only register) provides the current-enabled IRQ source status. When set to 1, that source should generate an active IRQ request to the ARM7TDMI core. There is no priority encoder or interrupt vector generation. This function is implemented in software in a common interrupt handler routine. All 32 bits are logically OR'ed to create the IRQ signal to the ARM7TDMI core.

Table 162. IRQSIG Register

Name	Address	Default Value	Access
IRQSIG	0xFFFF0004	0x00XXX000[1]	R

[1] X indicates an undefined value.

IRQSIG reflects the status of the different IRQ sources. If a peripheral generates an IRQ signal, the corresponding bit in the IRQSIG is set; otherwise, it is cleared. The IRQSIG bits are cleared when the interrupt in the particular peripheral is cleared. All IRQ sources can be masked in the IRQEN MMR. IRQSIG is read only.

Table 163. IRQEN Register

Name	Address	Default Value	Access
IRQEN	0xFFFF0008	0x00000000	R/W

IRQEN provides the value of the current enable mask. When each bit is set to 1, the source request is enabled to create an IRQ exception. When each bit is set to 0, the source request is disabled or masked, which does not create an IRQ exception.

Note that to clear an already enabled interrupt source, the user must set the appropriate bit in the IRQCLR register. Clearing an interrupt's IRQEN bit does not disable the interrupt.

Table 164. IRQCLR Register

Name	Address	Default Value	Access
IRQCLR	0xFFFF000C	0x00000000	W

IRQCLR (write-only register) clears the IRQEN register in order to mask an interrupt source. Each bit set to 1 clears the corresponding bit in the IRQEN register without affecting the remaining bits. The pair of registers, IRQEN and IRQCLR, independently manipulates the enable mask without requiring an atomic read-modify-write.

FIQ

The fast interrupt request (FIQ) is the exception signal to enter the FIQ mode of the processor. It is provided to service data transfer or communication channel tasks with low latency. The FIQ interface is identical to the IRQ interface providing the second-level interrupt (highest priority). Four 32-bit registers are dedicated to FIQ: FIQSIG, FIQEN, FIQCLR, and FIQSTA.

Table 165. FIQSTA Register

Name	Address	Default Value	Access
FIQSTA	0xFFFF0100	0x00000000	R

Table 166. FIQSIG Register

Name	Address	Default Value	Access
FIQSIG	0xFFFF0104	0x00XXX000[1]	R

[1] X indicates an undefined value.

Table 167. FIQEN Register

Name	Address	Default Value	Access
FIQEN	0xFFFF0108	0x00000000	R/W

Table 168. FIQCLR Register

Name	Address	Default Value	Access
FIQCLR	0xFFFF010C	0x00000000	W

Bit 31 to Bit 1 of FIQSTA are logically OR'd to create the FIQ signal to the core and to Bit 0 of both the FIQ and IRQ registers (FIQ source).

The logic for FIQEN and IRQEN does not allow an interrupt source to be enabled in both IRQ and FIQ masks. A bit set to 1 in FIQEN does, as a side effect, clear the same bit in IRQEN. Also, a bit set to 1 in IRQEN does, as a side effect, clear the same bit in FIQEN. An interrupt source can be disabled in both the IRQEN and FIQEN masks.

Note that to clear an already enabled FIQ source, the user must set the appropriate bit in the FIQCLR register. Clearing an interrupt's FIQEN bit does not disable the interrupt.

Programmed Interrupts

Because the programmed interrupts are nonmaskable, they are controlled by another register, SWICFG, which simultaneously writes into the IRQSTA and IRQSIG registers and/or the FIQSTA and FIQSIG registers. The 32-bit SWICFG register is dedicated to software interrupts(see Table 170). This MMR allows the control of a programmed source interrupt.

Table 169. SWICFG Register

Name	Address	Default Value	Access
SWICFG	0xFFFF0010	0x00000000	W

Table 170. SWICFG MMR Bit Descriptions

Bit	Description
31:3	Reserved.
2	Programmed interrupt (FIQ). Setting/clearing this bit corresponds with setting/clearing Bit 1 of FIQSTA and FIQSIG.
1	Programmed interrupt (IRQ). Setting/clearing this bit corresponds with setting/clearing Bit 1 of IRQSTA and IRQSIG.
0	Reserved.

Note that any interrupt signal must be active for at least the equivalent of the interrupt latency time, which is detected by the interrupt controller and by the user in the IRQSTA/FIQSTA register.

TIMERS

The ADuC7019/20/21/22/24/25/26/27/28/29 have four general-purpose timer/counters.

- Timer0
- Timer1
- Timer2 or wake-up timer
- Timer3 or watchdog timer

These four timers in their normal mode of operation can be either free running or periodic.

In free-running mode, the counter decreases from the maximum value until zero scale and starts again at the minimum value. (It also increases from the minimum value until full scale and starts again at the maximum value.)

In periodic mode, the counter decrements/increments from the value in the load register (TxLD MMR) until zero/full scale and starts again at the value stored in the load register.

The timer interval is calculated as follows:

If the timer is set to count down then

$$Interval = \frac{(TxLD) \times Prescaler}{Source\,Clock}$$

If the timer is set to count up, then

$$Interval = \frac{(Fs - TxLD) \times Prescaler}{Source\,Clock}$$

The value of a counter can be read at any time by accessing its value register (TxVAL). Note that when a timer is being clocked from a clock other than core clock, an incorrect value may be read (due to an asynchronous clock system). In this configuration, TxVAL should always be read twice. If the two readings are different, it should be read a third time to get the correct value.

Timers are started by writing in the control register of the corresponding timer (TxCON).

In normal mode, an IRQ is generated each time the value of the counter reaches zero when counting down. It is also generated each time the counter value reaches full scale when counting up. An IRQ can be cleared by writing any value to clear the register of that particular timer (TxCLRI).

When using an asynchronous clock-to-clock timer, the interrupt in the timer block may take more time to clear than the time it takes for the code in the interrupt routine to execute. Ensure that the interrupt signal is cleared before leaving the interrupt service routine. This can be done by checking the IRQSTA MMR.

Hour:Minute:Second:1/128 Format

To use the timer in hour:minute:second:hundredths format, select the 32,768 kHz clock and prescaler of 256. The hundredths field does not represent milliseconds but 1/128 of a second (256/32,768). The bits representing the hour, minute, and second are not consecutive in the register. This arrangement applies to TxLD and TxVAL when using the hour:minute:second:hundredths format as set in TxCON[5:4]. See Table 171 for additional details.

Table 171. Hour:Minnute:Second:Hundredths Format

Bit	Value	Description
31:24	0 to 23 or 0 to 255	Hours
23:22	0	Reserved
21:16	0 to 59	Minutes
15:14	0	Reserved
13.8	0 to 59	Seconds
7	0	Reserved
6:0	0 to 127	1/128 second

Timer0 (RTOS Timer)

Timer0 is a general-purpose, 16-bit timer (count down) with a programmable prescaler (see Figure 77). The prescaler source is the core clock frequency (HCLK) and can be scaled by factors of 1, 16, or 256.

Timer0 can be used to start ADC conversions as shown in the block diagram in Figure 77.

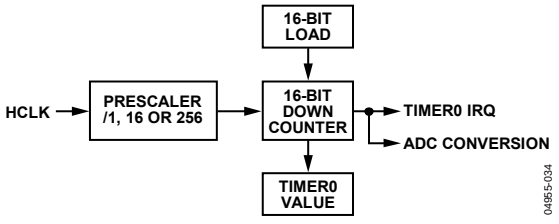


Figure 77. Timer0 Block Diagram

The Timer0 interface consists of four MMRs: T0LD, T0VAL, T0CON, and T0CLRI.

Table 172. T0LD Register

Name	Address	Default Value	Access
T0LD	0xFFFF0300	0x0000	R/W

T0LD is a 16-bit load register.

Table 173. T0VAL Register

Name	Address	Default Value	Access
T0VAL	0xFFFF0304	0xFFFF	R

T0VAL is a 16-bit read-only register representing the current state of the counter.

Table 174. T0CON Register

Name	Address	Default Value	Access
T0CON	0xFFFF0308	0x0000	R/W

T0CON is the configuration MMR described in Table 175.

Table 175. T0CON MMR Bit Descriptions

Bit	Value	Description
15:8		Reserved.
7		Timer0 enable bit. Set by user to enable Timer0. Cleared by user to disable Timer0 by default.
6		Timer0 mode. Set by user to operate in periodic mode. Cleared by user to operate in free-running mode. Default mode.
5:4		Reserved.
3:2		Prescale.
	00	Core Clock/1. Default value.
	01	Core Clock/16.
	10	Core Clock/256.
	11	Undefined. Equivalent to 00.
1:0		Reserved.

Table 176. T0CLRI Register

Name	Address	Default Value	Access
T0CLRI	0xFFFF030C	0xFF	W

T0CLRI is an 8-bit register. Writing any value to this register clears the interrupt.

Timer1 (General-Purpose Timer)

Timer1 is a general-purpose, 32-bit timer (count down or count up) with a programmable prescaler. The source can be the 32 kHz external crystal, the core clock frequency, or an external GPIO (P1.0 or P0.6). The maximum frequency of the clock input is 44 Mhz). This source can be scaled by a factor of 1, 16, 256, or 32,768.

The counter can be formatted as a standard 32-bit value or as hours: minutes: seconds: hundredths.

Timer1 has a capture register (T1CAP) that can be triggered by a selected IRQ source initial assertion. This feature can be used to determine the assertion of an event more accurately than the precision allowed by the RTOS timer when the IRQ is serviced.

Timer1 can be used to start ADC conversions as shown in the block diagram in Figure 78.

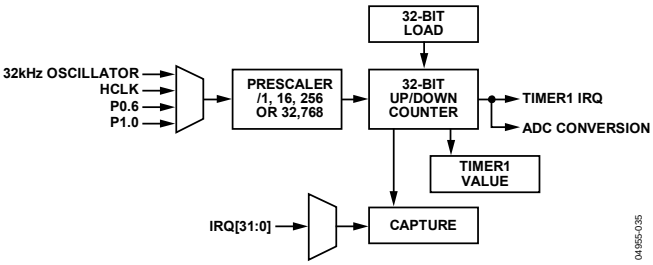


Figure 78. Timer1 Block Diagram

The Timer1 interface consists of five MMRs: T1LD, T1VAL, T1CON, T1CLRI, and T1CAP.

Table 177. T1LD Register

Name	Address	Default Value	Access
T1LD	0xFFFF0320	0x00000000	R/W

T1LD is a 32-bit load register.

Table 178. T1VAL Register

Name	Address	Default Value	Access
T1VAL	0xFFFF0324	0xFFFFFFFF	R

T1VAL is a 32-bit read-only register that represents the current state of the counter.

Table 179. T1CON Register

Name	Address	Default Value	Access
T1CON	0xFFFF0328	0x0000	R/W

T1CON is the configuration MMR described in Table 180.

Table 186. T2CON MMR Bit Descriptions

Bit	Value	Description
31:11		Reserved.
10:9		Clock source.
	00	External crystal.
	01	External crystal.
	10	Internal oscillator.
	11	Core clock (41 MHz/2^{CD}).
8		Count up. Set by user for Timer2 to count up. Cleared by user for Timer2 to count down by default.
7		Timer2 enable bit. Set by user to enable Timer2. Cleared by user to disable Timer2 by default.
6		Timer2 mode. Set by user to operate in periodic mode. Cleared by user to operate in free-running mode. Default mode.
5:4		Format.
	00	Binary.
	01	Reserved.
	10	Hr: min: sec: Hundredths (23 hours to 0 hour).
	11	Hr: min: sec: Hundredths (255 hours to 0 hour).
3:0		Prescale.
	0000	Source Clock/1 by default.
	0100	Source Clock/16.
	1000	Source Clock/256 expected for Format 2 and Format 3.
	1111	Source Clock/32,768.

Table 187. T2CLRI Register

Name	Address	Default Value	Access
T2CLRI	0xFFFF034C	0xFF	W

T2CLRI is an 8-bit register. Writing any value to this register clears the Timer2 interrupt.

Timer3 (Watchdog Timer)

Timer3 has two modes of operation: normal mode and watchdog mode. The watchdog timer is used to recover from an illegal software state. Once enabled, it requires periodic servicing to prevent it from forcing a processor reset.

Normal Mode

Timer3 in normal mode is identical to Timer0, except for the clock source and the count-up functionality. The clock source is 32 kHz from the PLL and can be scaled by a factor of 1, 16, or 256 (see Figure 80).

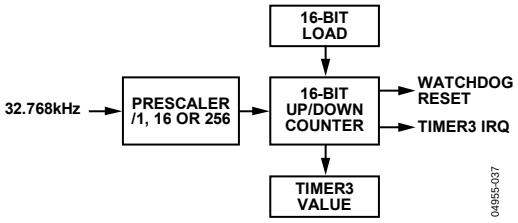


Figure 80. Timer3 Block Diagram

Watchdog Mode

Watchdog mode is entered by setting Bit 5 in the T3CON MMR. Timer3 decreases from the value present in the T3LD register to 0. T3LD is used as the timeout. The maximum timeout can be 512 sec, using the prescaler/256, and full scale in T3LD. Timer3 is clocked by the internal 32 kHz crystal when operating in watchdog mode. Note that to enter watchdog mode successfully, Bit 5 in the T3CON MMR must be set after writing to the T3LD MMR.

If the timer reaches 0, a reset or an interrupt occurs, depending on Bit 1 in the T3CON register. To avoid reset or interrupt, any value must be written to T3CLRI before the expiration period. This reloads the counter with T3LD and begins a new timeout period.

When watchdog mode is entered, T3LD and T3CON are write-protected. These two registers cannot be modified until a reset clears the watchdog enable bit, which causes Timer3 to exit watchdog mode.

The Timer3 interface consists of four MMRs: T3LD, T3VAL, T3CON, and T3CLRI.

Table 188. T3LD Register

Name	Address	Default Value	Access
T3LD	0xFFFF0360	0x0000	R/W

T3LD is a 16-bit register load register.

Table 189. T3VAL Register

Name	Address	Default Value	Access
T3VAL	0xFFFF0364	0xFFFF	R

T3VAL is a 16-bit read-only register that represents the current state of the counter.

Table 190. T3CON Register

Name	Address	Default Value	Access
T3CON	0xFFFF0368	0x0000	R/W

T3CON is the configuration MMR described in Table 191.

POWER-ON RESET OPERATION

An internal power-on reset (POR) is implemented on the ADuC7019/20/21/22/24/25/26/27/28/29. For LV_{DD} below 2.35 V typical, the internal POR holds the part in reset. As LV_{DD} rises above 2.35 V, an internal timer times out for, typically, 128 ms before the part is released from reset. The user must ensure that the power supply IOV_{DD} reaches a stable 2.7 V minimum level by this time. Likewise, on power-down, the internal POR holds the part in reset until LV_{DD} drops below 2.35 V.

Figure 94 illustrates the operation of the internal POR in detail.

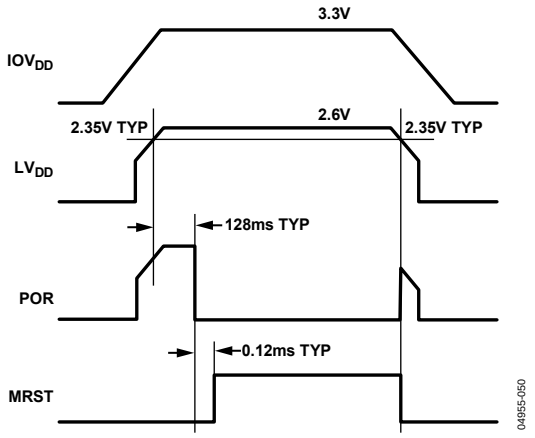


Figure 94. Internal Power-On Reset Operation

TYPICAL SYSTEM CONFIGURATION

A typical ADuC7020 configuration is shown in Figure 95. It summarizes some of the hardware considerations discussed in the previous sections. The bottom of the CSP package has an exposed pad that must be soldered to a metal plate on the board for mechanical reasons. The metal plate of the board can be connected to ground.

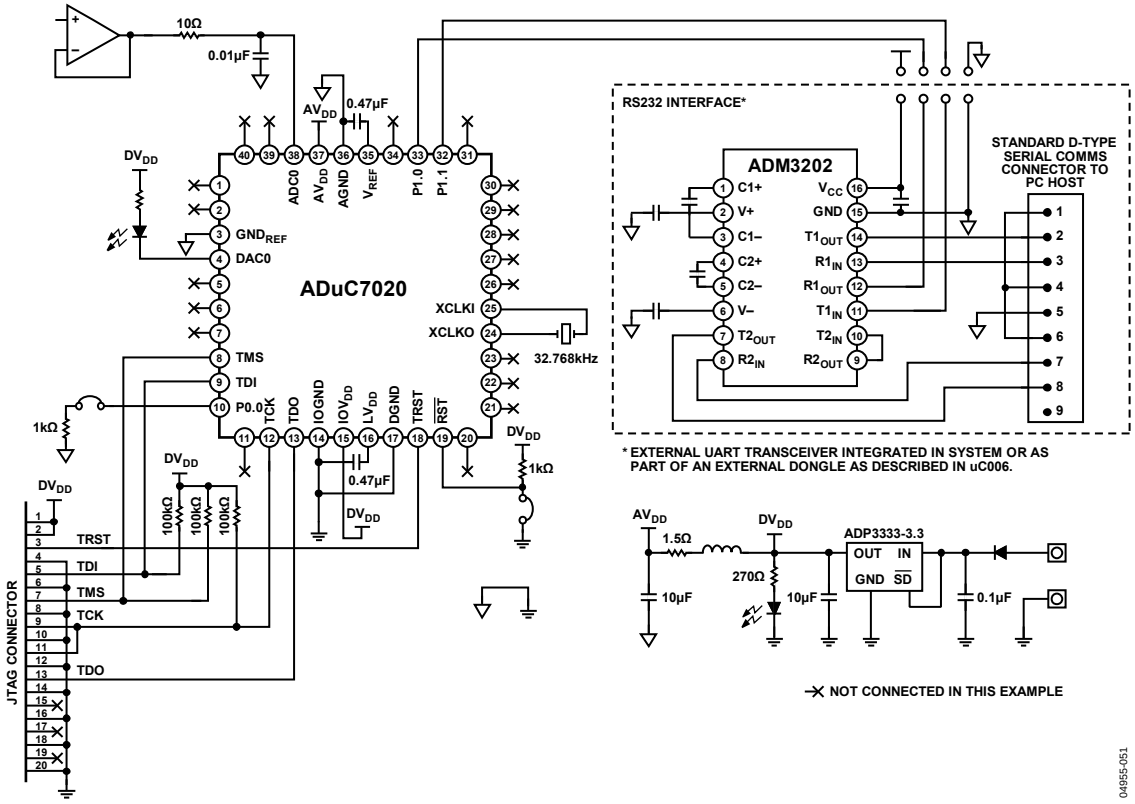


Figure 95. Typical System Configuration