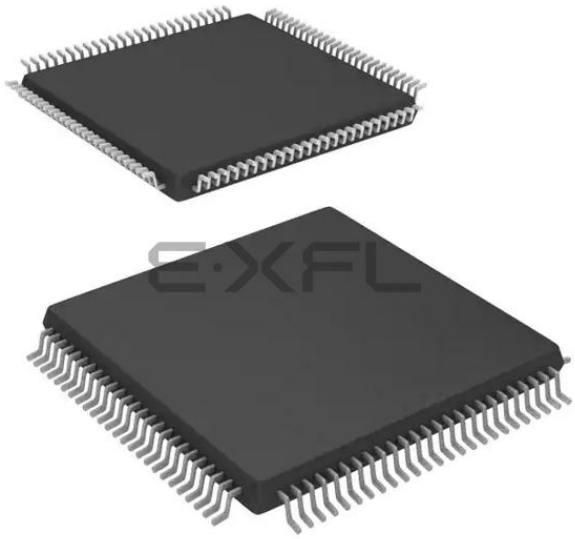

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Not For New Designs
Core Processor	8051
Core Size	8-Bit
Speed	50MHz
Connectivity	EBI/EMI, SMBus (2-Wire/I²C), SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, Temp Sensor, WDT
Number of I/O	64
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8.25K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 8x8b, 8x12b; D/A 2x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/silicon-labs/c8051f124-gqr

List Of Tables

2. Absolute Maximum Ratings

Table 2.1. Absolute Maximum Ratings*

Parameter	Conditions	Min	Typ	Max	Units
Ambient temperature under bias		–55	—	125	°C
Storage Temperature		–65	—	150	°C
Voltage on any Pin (except V_{DD} and Port I/O) with Respect to DGND		–0.3	—	V_{DD} + 0.3	V
Voltage on any Port I/O Pin or $\overline{RST}$ with Respect to DGND		–0.3	—	5.8	V
Voltage on V_{DD} with Respect to DGND		–0.3	—	4.2	V
Maximum Total Current through V_{DD}, AV+, DGND, and AGND		—	—	800	mA
Maximum Output Current Sunk by any Port pin		—	—	100	mA
Maximum Output Current Sunk by any other I/O pin		—	—	50	mA
Maximum Output Current Sourced by any Port pin		—	—	100	mA
Maximum Output Current Sourced by any other I/O Pin		—	—	50	mA

***Note:** Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the devices at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

Table 4.1. Pin Definitions (Continued)

Name	Pin Numbers				Type	Description
	‘F120 ‘F122 ‘F124 ‘F126	‘F121 ‘F123 ‘F125 ‘F127	‘F130 ‘F132	‘F131 ‘F133		
ALE/P4.5	93		93		D I/O	ALE Strobe for External Memory Address bus (multiplexed mode) Port 4.5 See Port Input/Output section for complete description.
$\overline{RD}$/P4.6	92		92		D I/O	/RD Strobe for External Memory Address bus Port 4.6 See Port Input/Output section for complete description.
$\overline{WR}$/P4.7	91		91		D I/O	/WR Strobe for External Memory Address bus Port 4.7 See Port Input/Output section for complete description.
A8/P5.0	88		88		D I/O	Bit 8 External Memory Address bus (Non-multiplexed mode) Port 5.0 See Port Input/Output section for complete description.
A9/P5.1	87		87		D I/O	Port 5.1. See Port Input/Output section for complete description.
A10/P5.2	86		86		D I/O	Port 5.2. See Port Input/Output section for complete description.
A11/P5.3	85		85		D I/O	Port 5.3. See Port Input/Output section for complete description.
A12/P5.4	84		84		D I/O	Port 5.4. See Port Input/Output section for complete description.
A13/P5.5	83		83		D I/O	Port 5.5. See Port Input/Output section for complete description.
A14/P5.6	82		82		D I/O	Port 5.6. See Port Input/Output section for complete description.
A15/P5.7	81		81		D I/O	Port 5.7. See Port Input/Output section for complete description.

5.2.2. Tracking Modes

The AD0TM bit in register ADC0CN controls the ADC0 track-and-hold mode. In its default state, the ADC0 input is continuously tracked when a conversion is not in progress. When the AD0TM bit is logic 1, ADC0 operates in low-power track-and-hold mode. In this mode, each conversion is preceded by a tracking period of 3 SAR clocks (after the start-of-conversion signal). When the CNVSTR0 signal is used to initiate conversions in low-power tracking mode, ADC0 tracks only when CNVSTR0 is low; conversion begins on the rising edge of CNVSTR0 (see Figure 5.3). Tracking can also be disabled (shutdown) when the entire chip is in low power standby or sleep modes. Low-power track-and-hold mode is also useful when AMUX or PGA settings are frequently changed, to ensure that settling time requirements are met (see **Section "5.2.3. Settling Time Requirements" on page 59**).

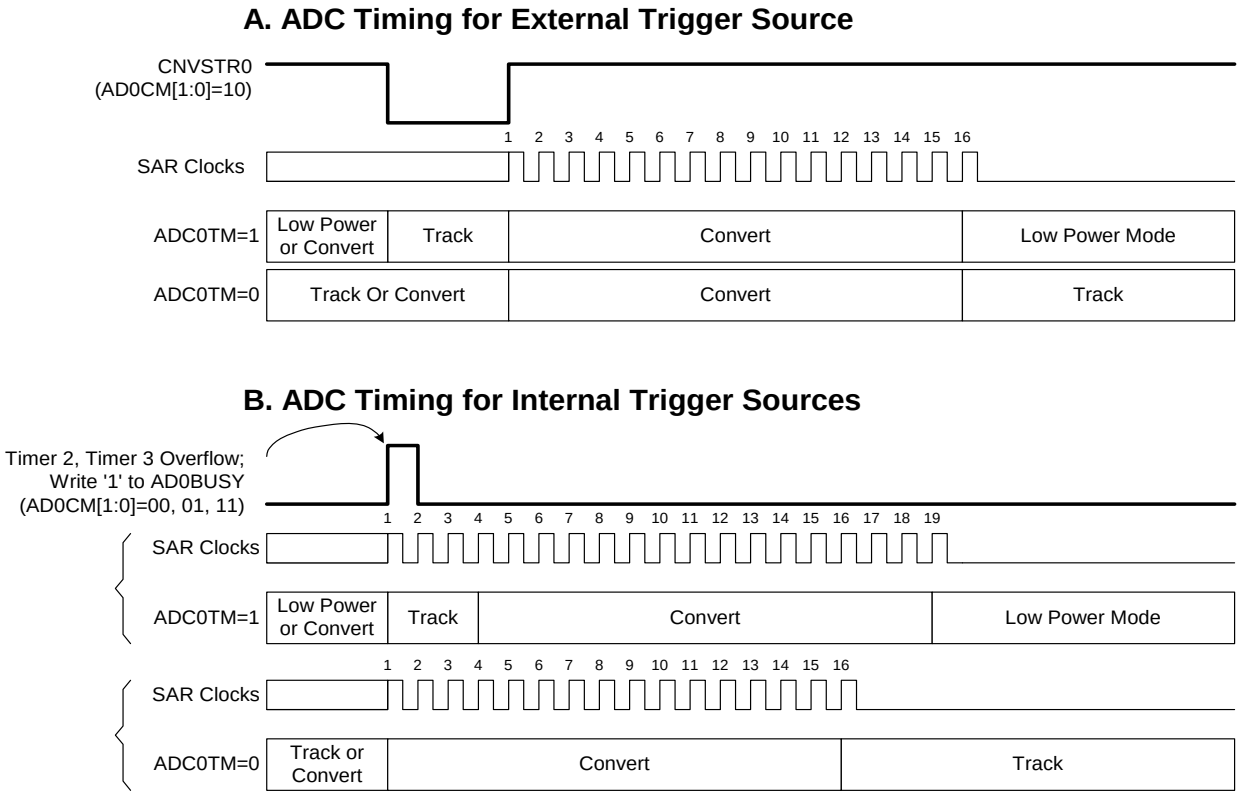
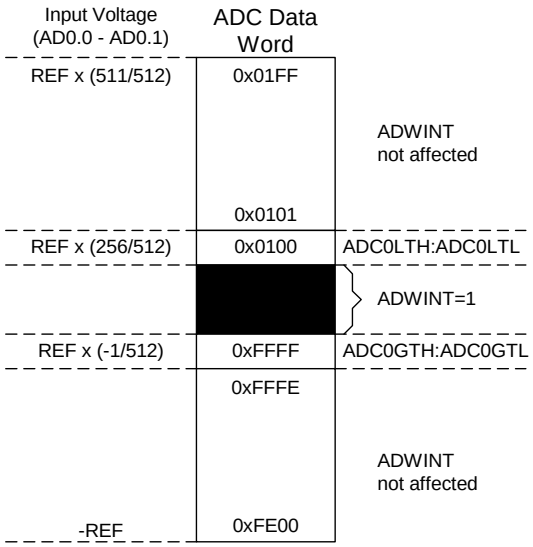
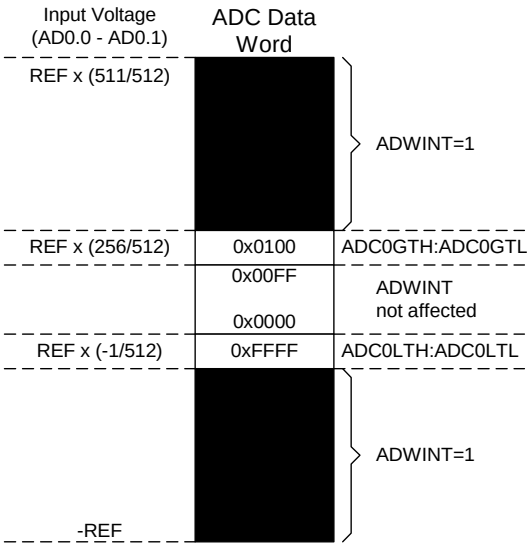


Figure 5.3. ADC0 Track and Conversion Example Timing



Given:
AMX0SL = 0x00, AMX0CF = 0x01,
AD0LJST = '0',
ADC0LTH:ADC0LTL = 0x0100,
ADC0GTH:ADC0GTL = 0xFFFF.
An ADC0 End of Conversion will cause an ADC0 Window Compare Interrupt (AD0WINT = '1') if the resulting ADC0 Data Word is < 0x0100 and > 0xFFFF. (In 2s-complement math, 0xFFFF = -1.)



Given:
AMX0SL = 0x00, AMX0CF = 0x01,
AD0LJST = '0',
ADC0LTH:ADC0LTL = 0xFFFF,
ADC0GTH:ADC0GTL = 0x0100.
An ADC0 End of Conversion will cause an ADC0 Window Compare Interrupt (AD0WINT = '1') if the resulting ADC0 Data Word is < 0xFFFF or > 0x0100. (In 2s-complement math, 0xFFFF = -1.)

Figure 6.7. 10-Bit ADC0 Window Interrupt Example: Right Justified Differential Data

SFR Definition 10.2. CPT0MD: Comparator0 Mode Selection

SFR Page: 1
SFR Address: 0x89

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
-	-	CP0RIE	CP0FIE	-	-	CP0MD1	CP0MD0	00000010
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Bits7–6: UNUSED. Read = 00b, Write = don't care.
Bit 5: CP0RIE: Comparator 0 Rising-Edge Interrupt Enable Bit.
0: Comparator 0 rising-edge interrupt disabled.
1: Comparator 0 rising-edge interrupt enabled.
Bit 4: CP0FIE: Comparator 0 Falling-Edge Interrupt Enable Bit.
0: Comparator 0 falling-edge interrupt disabled.
1: Comparator 0 falling-edge interrupt enabled.
Bits3–2: UNUSED. Read = 00b, Write = don't care.
Bits1–0: CP0MD1–CP0MD0: Comparator0 Mode Select
These bits select the response time for Comparator0.

Mode	CP0MD1	CP0MD0	Notes
0	0	0	Fastest Response Time
1	0	1	—
2	1	0	—
3	1	1	Lowest Power Consumption

SFR Definition 10.4. CPT1MD: Comparator1 Mode Selection

SFR Page: 2
SFR Address: 0x89

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
-	-	CP1RIE	CP1FIE	-	-	CP1MD1	CP1MD0	00000010
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Bits7–6: UNUSED. Read = 00b, Write = don't care.
Bit 5: CP1RIE: Comparator 1 Rising-Edge Interrupt Enable Bit.
0: Comparator 1 rising-edge interrupt disabled.
1: Comparator 1 rising-edge interrupt enabled.
Bit 4: CP1FIE: Comparator 0 Falling-Edge Interrupt Enable Bit.
0: Comparator 1 falling-edge interrupt disabled.
1: Comparator 1 falling-edge interrupt enabled.
Bits3–2: UNUSED. Read = 00b, Write = don't care.
Bits1–0: CP1MD1–CP1MD0: Comparator1 Mode Select
These bits select the response time for Comparator1.

Mode	CP0MD1	CP0MD0	Notes
0	0	0	Fastest Response Time
1	0	1	—
2	1	0	—
3	1	1	Lowest Power Consumption

Table 11.4. Interrupt Summary (Continued)

Interrupt Source	Interrupt Vector	Priority Order	Pending Flags	Bit addressable?	Cleared by HW?	SFRPAGE (SFRPGEN = 1)	Enable Flag	Priority Control
Comparator 1 Rising Edge	0x006B	13	CP1RIF (CPT1CN.5)	Y		2	ECP1R (EIE1.7)	PCP1F (EIP1.7)
Timer 3	0x0073	14	TF3 (TMR3CN.7) EXF3 (TMR3CN.6)	Y		1	ET3 (EIE2.0)	PT3 (EIP2.0)
ADC0 End of Conversion	0x007B	15	AD0INT (ADC0CN.5)	Y		0	EADC0 (EIE2.1)	PADC0 (EIP2.1)
Timer 4	0x0083	16	TF4 (TMR4CN.7) EXF4 (TMR4CN.7)	Y		2	ET4 (EIE2.2)	PT4 (EIP2.2)
ADC2 Window Comparator	0x008B	17	AD2WINT (ADC2CN.0)	Y		2	EWADC2 (EIE2.3)	PWADC2 (EIP2.3)
ADC2 End of Conversion	0x0093	18	AD2INT (ADC2CN.5)	Y		2	EADC2 (EIE2.4)	PADC2 (EIP2.4)
RESERVED	0x009B	19	N/A	N/A	N/A	N/A	N/A	N/A
UART1	0x00A3	20	RI1 (SCON1.0) TI1 (SCON1.1)	Y		1	ES1 (EIE2.6)	PS1 (EIP2.6)

11.3.3. Interrupt Priorities

Each interrupt source can be individually programmed to one of two priority levels: low or high. A low priority interrupt service routine can be preempted by a high priority interrupt. A high priority interrupt cannot be preempted. Each interrupt has an associated interrupt priority bit in an SFR (IP-EIP2) used to configure its priority level. Low priority is the default. If two interrupts are recognized simultaneously, the interrupt with the higher priority is serviced first. If both interrupts have the same priority level, a fixed priority order is used to arbitrate, given in Table 11.4.

11.3.4. Interrupt Latency

Interrupt response time depends on the state of the CPU when the interrupt occurs. Pending interrupts are sampled and priority decoded each system clock cycle. Therefore, the fastest possible response time is 5 system clock cycles: 1 clock cycle to detect the interrupt and 4 clock cycles to complete the LCALL to the ISR. Additional clock cycles will be required if a cache miss occurs (see **Section “16. Branch Target Cache” on page 211** for more details). If an interrupt is pending when a RETI is executed, a single instruction is executed before an LCALL is made to service the pending interrupt. Therefore, the maximum response time for an interrupt (when no other interrupt is currently being serviced or the new interrupt is of greater priority) is when the CPU is performing an RETI instruction followed by a DIV as the next instruction, and a cache miss event also occurs. If the CPU is executing an ISR for an interrupt with equal or higher priority, the new interrupt will not be serviced until the current ISR completes, including the RETI and following instruction.

13. Reset Sources

Reset circuitry allows the controller to be easily placed in a predefined default condition. On entry to this reset state, the following occur:

- CIP-51 halts program execution.
- Special Function Registers (SFRs) are initialized to their defined reset values.
- External port pins are forced to a known configuration.
- Interrupts and timers are disabled.

All SFRs are reset to the predefined values noted in the SFR detailed descriptions. The contents of internal data memory are unaffected during a reset; any previously stored data is preserved. However, since the stack pointer SFR is reset, the stack is effectively lost even though the data on the stack are not altered.

The I/O port latches are reset to 0xFF (all logic 1's), activating internal weak pullups during and after the reset. For V_{DD} Monitor resets, the $\overline{RST}$ pin is driven low until the end of the V_{DD} reset timeout.

On exit from the reset state, the program counter (PC) is reset, and the system clock defaults to the internal oscillator running at its lowest frequency. Refer to Section "**14. Oscillators**" on page **185** for information on selecting and configuring the system clock source. The Watchdog Timer is enabled using its longest timeout interval (see Section "**13.7. Watchdog Timer Reset**" on page **179**). Once the system clock source is stable, program execution begins at location 0x0000.

There are seven sources for putting the MCU into the reset state: power-on, power-fail, external $\overline{RST}$ pin, external CNVSTR0 signal, software command, Comparator0, Missing Clock Detector, and Watchdog Timer. Each reset source is described in the following sections.

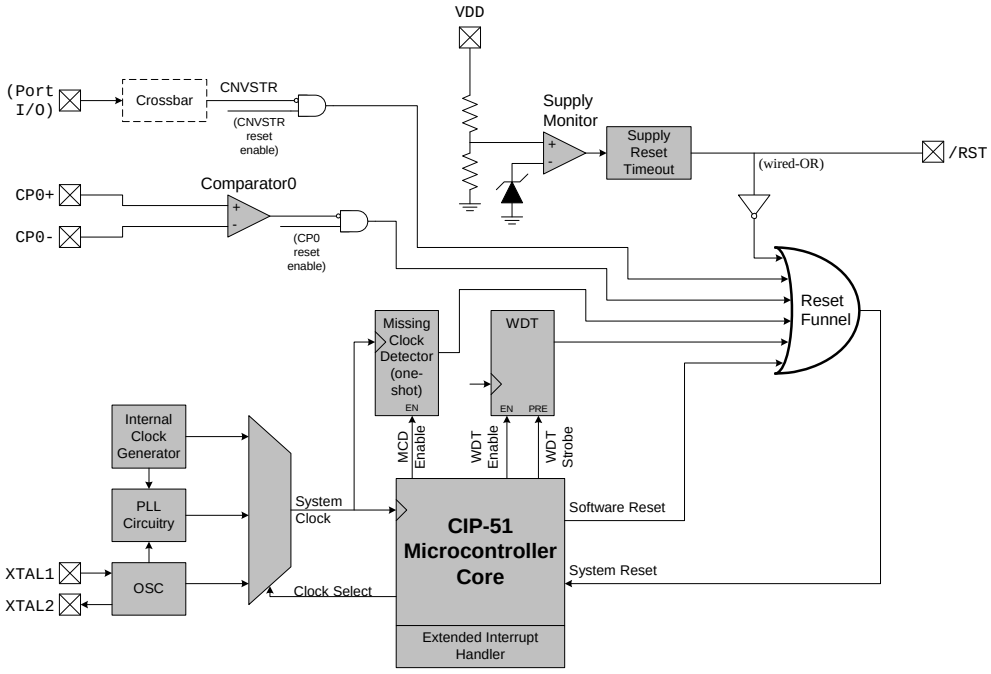


Figure 13.1. Reset Sources

15.1.3. Writing Flash Memory From Software

Bytes in Flash memory can be written one byte at a time, or in small blocks. The CHBLKW bit in register CCH0CN (SFR Definition 16.1) controls whether a single byte or a block of bytes is written to Flash during a write operation. When CHBLKW is cleared to '0', the Flash will be written one byte at a time. When CHBLKW is set to '1', the Flash will be written in blocks of four bytes for addresses in code space, or blocks of two bytes for addresses in the Scratchpad area. Block writes are performed in the same amount of time as single byte writes, which can save time when storing large amounts of data to Flash memory.

For single-byte writes to Flash, bytes are written individually, and the Flash write is performed after each MOVX write instruction. The recommended procedure for writing Flash in single bytes is as follows:

Step 1. Disable interrupts.
Step 2. Clear CHBLKW (CCH0CN.0) to select single-byte write mode.
Step 3. If writing to bytes in Bank 1, Bank 2, or Bank 3, set the COBANK bits (PSBANK.5-4) for the appropriate bank.
Step 4. If writing to bytes in the Scratchpad area, set the SFLE bit (PSCTL.2).
Step 5. Set FLWE (FLSCL.0) to enable Flash writes/erases via user software.
Step 6. Set PSWE (PSCTL.0) to redirect MOVX commands to write to Flash.
Step 7. Use the MOVX instruction to write a data byte to the desired location (repeat as necessary).
Step 8. Clear the PSWE bit to redirect MOVX commands to the XRAM data space.
Step 9. Clear the FLWE bit, to disable Flash writes/erases.
Step 10. If writing to bytes in the Scratchpad area, clear the SFLE bit.
Step 11. Re-enable interrupts.

For block Flash writes, the Flash write procedure is only performed after the last byte of each block is written with the MOVX write instruction. When writing to addresses located in any of the four code banks, a Flash write block is four bytes long, from addresses ending in 00b to addresses ending in 11b. Writes must be performed sequentially (i.e. addresses ending in 00b, 01b, 10b, and 11b must be written in order). The Flash write will be performed following the MOVX write that targets the address ending in 11b. When writing to addresses located in the Flash Scratchpad area, a Flash block is two bytes long, from addresses ending in 0b to addresses ending in 1b. The Flash write will be performed following the MOVX write that targets the address ending in 1b. If any bytes in the block do not need to be updated in Flash, they should be written to 0xFF. The recommended procedure for writing Flash in blocks is as follows:

Step 1. Disable interrupts.
Step 2. Set CHBLKW (CCH0CN.0) to select block write mode.
Step 3. If writing to bytes in Bank 1, Bank 2, or Bank 3, set the COBANK bits (PSBANK.5-4) for the appropriate bank.
Step 4. If writing to bytes in the Scratchpad area, set the SFLE bit (PSCTL.2).
Step 5. Set FLWE (FLSCL.0) to enable Flash writes/erases via user software.
Step 6. Set PSWE (PSCTL.0) to redirect MOVX commands to write to Flash.
Step 7. Use the MOVX instruction to write data bytes to the desired block. The data bytes must be written sequentially, and the last byte written must be the high byte of the block (see text for details, repeat as necessary).
Step 8. Clear the PSWE bit to redirect MOVX commands to the XRAM data space.
Step 9. Clear the FLWE bit, to disable Flash writes/erases.
Step 10. If writing to bytes in the Scratchpad area, clear the SFLE bit.
Step 11. Re-enable interrupts.

SFR Definition 17.3. EMI0TC: External Memory Timing Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
EAS1	EAS0	ERW3	EWR2	EWR1	EWR0	EAH1	EAH0	11111111
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA1
SFR Page: 0

Bits7–6: EAS1–0: EMIF Address Setup Time Bits.
00: Address setup time = 0 SYSCLK cycles.
01: Address setup time = 1 SYSCLK cycle.
10: Address setup time = 2 SYSCLK cycles.
11: Address setup time = 3 SYSCLK cycles.

Bits5–2: EWR3–0: EMIF /WR and /RD Pulse-Width Control Bits.
0000: /WR and /RD pulse width = 1 SYSCLK cycle.
0001: /WR and /RD pulse width = 2 SYSCLK cycles.
0010: /WR and /RD pulse width = 3 SYSCLK cycles.
0011: /WR and /RD pulse width = 4 SYSCLK cycles.
0100: /WR and /RD pulse width = 5 SYSCLK cycles.
0101: /WR and /RD pulse width = 6 SYSCLK cycles.
0110: /WR and /RD pulse width = 7 SYSCLK cycles.
0111: /WR and /RD pulse width = 8 SYSCLK cycles.
1000: /WR and /RD pulse width = 9 SYSCLK cycles.
1001: /WR and /RD pulse width = 10 SYSCLK cycles.
1010: /WR and /RD pulse width = 11 SYSCLK cycles.
1011: /WR and /RD pulse width = 12 SYSCLK cycles.
1100: /WR and /RD pulse width = 13 SYSCLK cycles.
1101: /WR and /RD pulse width = 14 SYSCLK cycles.
1110: /WR and /RD pulse width = 15 SYSCLK cycles.
1111: /WR and /RD pulse width = 16 SYSCLK cycles.

Bits1–0: EAH1–0: EMIF Address Hold Time Bits.
00: Address hold time = 0 SYSCLK cycles.
01: Address hold time = 1 SYSCLK cycle.
10: Address hold time = 2 SYSCLK cycles.
11: Address hold time = 3 SYSCLK cycles.

18.1.7. Crossbar Pin Assignment Example

In this example (Figure 18.6), we configure the Crossbar to allocate Port pins for UART0, the SMBus, UART1, /INT0, and /INT1 (8 pins total). Additionally, we configure the External Memory Interface to operate in Multiplexed mode and to appear on the Low ports. Further, we configure P1.2, P1.3, and P1.4 for Analog Input mode so that the voltages at these pins can be measured by ADC2. The configuration steps are as follows:

1. XBR0, XBR1, and XBR2 are set such that UART0EN = 1, SMB0EN = 1, INT0E = 1, INT1E = 1, and EMIFLE = 1. Thus: XBR0 = 0x05, XBR1 = 0x14, and XBR2 = 0x02.
2. We configure the External Memory Interface to use Multiplexed mode and to appear on the Low ports. PRTSEL = 0, EMD2 = 0.
3. We configure the desired Port 1 pins to Analog Input mode by setting P1MDIN to 0xE3 (P1.4, P1.3, and P1.2 are Analog Inputs, so their associated P1MDIN bits are set to logic 0).
4. We enable the Crossbar by setting XBARE = 1: XBR2 = 0x42.
   - UART0 has the highest priority, so P0.0 is assigned to TX0, and P0.1 is assigned to RX0.
   - The SMBus is next in priority order, so P0.2 is assigned to SDA, and P0.3 is assigned to SCL.
   - UART1 is next in priority order, so P0.4 is assigned to TX1. Because the External Memory Interface is selected on the lower Ports, EMIFLE = 1, which causes the Crossbar to skip P0.6 (/RD) and P0.7 (/WR). Because the External Memory Interface is configured in Multiplexed mode, the Crossbar will also skip P0.5 (ALE). RX1 is assigned to the next non-skipped pin, which in this case is P1.0.
   - /INT0 is next in priority order, so it is assigned to P1.1.
   - P1MDIN is set to 0xE3, which configures P1.2, P1.3, and P1.4 as Analog Inputs, causing the Crossbar to skip these pins.
   - /INT1 is next in priority order, so it is assigned to the next non-skipped pin, which is P1.5.
   - The External Memory Interface will drive Ports 2 and 3 (denoted by red dots in Figure 18.6) during the execution of an off-chip MOVX instruction.
5. We set the UART0 TX pin (TX0, P0.0) and UART1 TX pin (TX1, P0.4) outputs to Push-Pull by setting P0MDOUT = 0x11.
6. We configure all EMIF-controlled pins to push-pull output mode by setting P0MDOUT |= 0xE0; P2MDOUT = 0xFF; P3MDOUT = 0xFF.
7. We explicitly disable the output drivers on the 3 Analog Input pins by setting P1MDOUT = 0x00 (configure outputs to Open-Drain) and P1 = 0xFF (a logic 1 selects the high-impedance state).

Figure 19.2 shows a typical SMBus configuration. The SMBus0 interface will work at any voltage between 3.0 and 5.0 V and different devices on the bus may operate at different voltage levels. The bi-directional SCL (serial clock) and SDA (serial data) lines must be connected to a positive power supply voltage through a pullup resistor or similar circuit. Every device connected to the bus must have an open-drain or open-collector output for both the SCL and SDA lines, so that both are pulled high when the bus is free. The maximum number of devices on the bus is limited only by the requirement that the rise and fall times on the bus will not exceed 300 ns and 1000 ns, respectively.

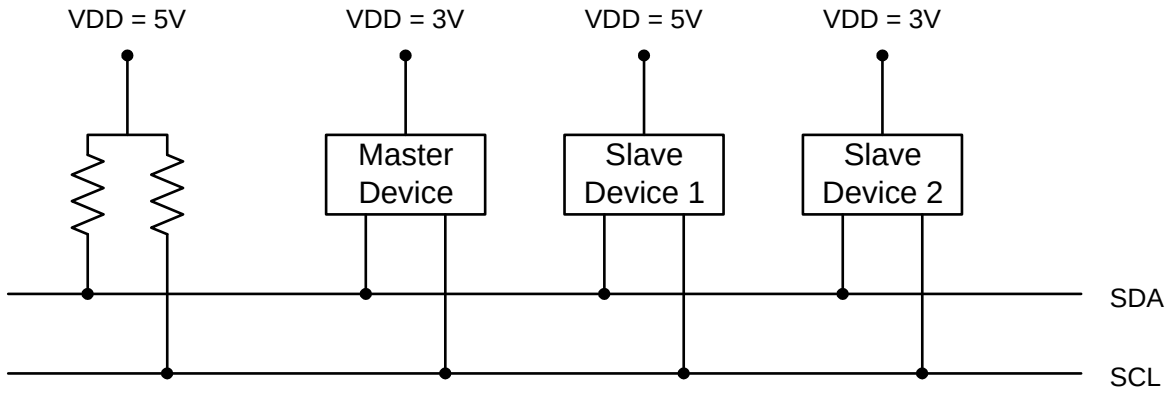


Figure 19.2. Typical SMBus Configuration

19.1. Supporting Documents

It is assumed the reader is familiar with or has access to the following supporting documents:

1. The I2C-bus and how to use it (including specifications), Philips Semiconductor.
2. The I2C-Bus Specification -- Version 2.0, Philips Semiconductor.
3. System Management Bus Specification -- Version 1.1, SBS Implementers Forum.

19.2. SMBus Protocol

Two types of data transfers are possible: data transfers from a master transmitter to an addressed slave receiver (WRITE), and data transfers from an addressed slave transmitter to a master receiver (READ). The master device initiates both types of data transfers and provides the serial clock pulses on SCL. Note: multiple master devices on the same bus are supported. If two or more masters attempt to initiate a data transfer simultaneously, an arbitration scheme is employed with a single master always winning the arbitration. Note that it is not necessary to specify one device as the master in a system; any device who transmits a START and a slave address becomes the master for that transfer.

A typical SMBus transaction consists of a START condition followed by an address byte (Bits7–1: 7-bit slave address; Bit0: R/W direction bit), one or more bytes of data, and a STOP condition. Each byte that is received (by a master or slave) must be acknowledged (ACK) with a low SDA during a high SCL (see Figure 19.3). If the receiving device does not ACK, the transmitting device will read a “not acknowledge” (NACK), which is a high SDA during a high SCL.

The direction bit (R/W) occupies the least-significant bit position of the address. The direction bit is set to logic 1 to indicate a "READ" operation and cleared to logic 0 to indicate a "WRITE" operation.

All transactions are initiated by a master, with one or more addressed slave devices as the target. The master generates the START condition and then transmits the slave address and direction bit. If the transaction is a WRITE operation from the master to the slave, the master transmits the data a byte at a time waiting for an ACK from the slave at the end of each byte. For READ operations, the slave transmits the data waiting for an ACK from the master at the end of each byte. At the end of the data transfer, the master generates a STOP condition to terminate the transaction and free the bus. Figure 19.3 illustrates a typical SMBus transaction.

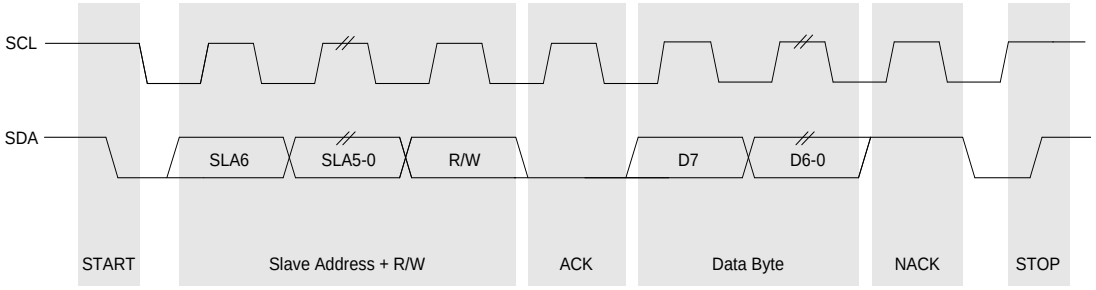


Figure 19.3. SMBus Transaction

19.2.1. Arbitration

A master may start a transfer only if the bus is free. The bus is free after a STOP condition or after the SCL and SDA lines remain high for a specified time (see **Section 19.2.4**). In the event that two or more devices attempt to begin a transfer at the same time, an arbitration scheme is employed to force one master to give up the bus. The master devices continue transmitting until one attempts a HIGH while the other transmits a LOW. Since the bus is open-drain, the bus will be pulled LOW. The master attempting the HIGH will detect a LOW SDA and give up the bus. The winning master continues its transmission without interruption; the losing master becomes a slave and receives the rest of the transfer. This arbitration scheme is non-destructive: one device always wins, and no data is lost.

19.2.2. Clock Low Extension

SMBus provides a clock synchronization mechanism, similar to I2C, which allows devices with different speed capabilities to coexist on the bus. A clock-low extension is used during a transfer in order to allow slower slave devices to communicate with faster masters. The slave may temporarily hold the SCL line LOW to extend the clock low period, effectively decreasing the serial clock frequency.

19.2.3. SCL Low Timeout

If the SCL line is held low by a slave device on the bus, no further communication is possible. Furthermore, the master cannot force the SCL line high to correct the error condition. To solve this problem, the SMBus protocol specifies that devices participating in a transfer must detect any clock cycle held low longer than 25 ms as a “timeout” condition. Devices that have detected the timeout condition must reset the communication no later than 10 ms after detecting the timeout condition.

19.2.4. SCL High (SMBus Free) Timeout

The SMBus specification stipulates that if the SCL and SDA lines remain high for more that 50 µs, the bus is designated as free. If an SMBus device is waiting to generate a Master START, the START will be generated following the bus free timeout.

Setting the SMBus0 Free Timer Enable bit (FTE, SMB0CN.1) to logic 1 enables the timer in SMB0CR. When SCL goes high, the timer in SMB0CR counts up. A timer overflow indicates a free bus timeout: if SMBus0 is waiting to generate a START, it will do so after this timeout. The bus free period should be less than 50 µs (see SFR Definition 19.2, SMBus0 Clock Rate Register).

When the TOE bit in SMB0CN is set to logic 1, Timer 3 is used to detect SCL low timeouts. If Timer 3 is enabled (see **Section “23.2. Timer 2, Timer 3, and Timer 4” on page 317**), Timer 3 is forced to reload when SCL is high, and forced to count when SCL is low. With Timer 3 enabled and configured to overflow after 25 ms (and TOE set), a Timer 3 overflow indicates a SCL low timeout; the Timer 3 interrupt service routine can then be used to reset SMBus0 communication in the event of an SCL low timeout.

SFR Definition 19.1. SMB0CN: SMBus0 Control

R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
BUSY	ENSMB	STA	STO	SI	AA	FTE	TOE	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Bit Addressable

SFR Address: 0xC0
SFR Page: 0

Bit7: BUSY: Busy Status Flag.
0: SMBus0 is free
1: SMBus0 is busy

Bit6: ENSMB: SMBus Enable.
This bit enables/disables the SMBus serial interface.
0: SMBus0 disabled.
1: SMBus0 enabled.

Bit5: STA: SMBus Start Flag.
0: No START condition is transmitted.
1: When operating as a master, a START condition is transmitted if the bus is free. (If the bus is not free, the START is transmitted after a STOP is received.) If STA is set after one or more bytes have been transmitted or received and before a STOP is received, a repeated START condition is transmitted.

Bit4: STO: SMBus Stop Flag.
0: No STOP condition is transmitted.
1: Setting STO to logic 1 causes a STOP condition to be transmitted. When a STOP condition is received, hardware clears STO to logic 0. If both STA and STO are set, a STOP condition is transmitted followed by a START condition. In slave mode, setting the STO flag causes SMBus to behave as if a STOP condition was received.

Bit3: SI: SMBus Serial Interrupt Flag.
This bit is set by hardware when one of 27 possible SMBus0 states is entered. (Status code 0xF8 does not cause SI to be set.) When the SI interrupt is enabled, setting this bit causes the CPU to vector to the SMBus interrupt service routine. This bit is not automatically cleared by hardware and must be cleared by software.

Bit2: AA: SMBus Assert Acknowledge Flag.
This bit defines the type of acknowledge returned during the acknowledge cycle on the SCL line.
0: A "not acknowledge" (high level on SDA) is returned during the acknowledge cycle.
1: An "acknowledge" (low level on SDA) is returned during the acknowledge cycle.

Bit1: FTE: SMBus Free Timer Enable Bit
0: No timeout when SCL is high
1: Timeout when SCL high time exceeds limit specified by the SMB0CR value.

Bit0: TOE: SMBus Timeout Enable Bit
0: No timeout when SCL is low.
1: Timeout when SCL low time exceeds limit specified by Timer 3, if enabled.

SFR Definition 20.3. SPI0CKR: SPI0 Clock Rate

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
SCR7	SCR6	SCR5	SCR4	SCR3	SCR2	SCR1	SCR0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0x9D
SFR Page: 0

Bits 7–0: SCR7–SCR0: SPI0 Clock Rate.
These bits determine the frequency of the SCK output when the SPI0 module is configured for master mode operation. The SCK clock frequency is a divided version of the system clock, and is given in the following equation, where *SYSCLK* is the system clock frequency and *SPI0CKR* is the 8-bit value held in the SPI0CKR register.

$$f_{SCK} = \frac{\text{SYSCLK}}{2 \times (\text{SPI0CKR} + 1)}$$

for 0 <= SPI0CKR <= 255

Example: If SYSCLK = 2 MHz and SPI0CKR = 0x04,

$$f_{SCK} = \frac{2000000}{2 \times (4 + 1)}$$

$$f_{SCK} = 200kHz$$

SFR Definition 20.4. SPI0DAT: SPI0 Data

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0x9B
SFR Page: 0

Bits 7–0: SPI0DAT: SPI0 Transmit and Receive Data.
The SPI0DAT register is used to transmit and receive SPI0 data. Writing data to SPI0DAT places the data into the transmit buffer and initiates a transfer when in Master Mode. A read of SPI0DAT returns the contents of the receive buffer.

NOTES:

SFR Definition 24.4. PCA0L: PCA0 Counter/Timer Low Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xF9
SFR Page: 0

Bits 7–0: PCA0L: PCA0 Counter/Timer Low Byte.
The PCA0L register holds the low byte (LSB) of the 16-bit PCA0 Counter/Timer.

SFR Definition 24.5. PCA0H: PCA0 Counter/Timer High Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xFA
SFR Page: 0

Bits 7–0: PCA0H: PCA0 Counter/Timer High Byte.
The PCA0H register holds the high byte (MSB) of the 16-bit PCA0 Counter/Timer.

SFR Definition 24.6. PCA0CPLn: PCA0 Capture Module Low Byte

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: PCA0CPL0: 0xFB, PCA0CPL1: 0xFD, PCA0CPL2: 0xE9, PCA0CPL3: 0xEB, PCA0CPL4: 0xED, PCA0CPL5: 0xE1

SFR Page: PCA0CPL0: page 0, PCA0CPL1: page 0, PCA0CPL2: page 0, PCA0CPL3: page 0, PCA0CPL4: page 0, PCA0CPL5: page 0

Bits7–0: PCA0CPLn: PCA0 Capture Module Low Byte.
The PCA0CPLn register holds the low byte (LSB) of the 16-bit capture module n.