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Details

Product Status	Obsolete
Core Processor	ST7
Core Size	8-Bit
Speed	8MHz
Connectivity	I ² C, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	32
Program Memory Size	32KB (32K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	3.8V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	42-SDIP (0.600", 15.24mm)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/stmicroelectronics/st72f325j6b6

Table of Contents

1 DESCRIPTION	7
2 PIN DESCRIPTION	8
3 REGISTER & MEMORY MAP	17
4 FLASH PROGRAM MEMORY	21
4.1 INTRODUCTION	21
4.2 MAIN FEATURES	21
4.3 STRUCTURE	21
4.3.1 Read-out Protection	21
4.4 ICC INTERFACE	22
4.5 ICP (IN-CIRCUIT PROGRAMMING)	23
4.6 IAP (IN-APPLICATION PROGRAMMING)	23
4.7 RELATED DOCUMENTATION	23
4.7.1 Register Description	23
5 CENTRAL PROCESSING UNIT	24
5.1 INTRODUCTION	24
5.2 MAIN FEATURES	24
5.3 CPU REGISTERS	24
6 SUPPLY, RESET AND CLOCK MANAGEMENT	27
6.1 PHASE LOCKED LOOP	27
6.2 MULTI-OSCILLATOR (MO)	28
6.3 RESET SEQUENCE MANAGER (RSM)	29
6.3.1 Introduction	29
6.3.2 Asynchronous External RESET pin	29
6.3.3 External Power-On RESET	30
6.3.4 Internal Low Voltage Detector (LVD) RESET	30
6.3.5 Internal Watchdog RESET	30
6.4 SYSTEM INTEGRITY MANAGEMENT (SI)	31
6.4.1 Low Voltage Detector (LVD)	31
6.4.2 Auxiliary Voltage Detector (AVD)	32
6.4.3 Clock Security System (CSS)	34
6.4.4 Low Power Modes	34
6.4.5 Register Description	35
7 INTERRUPTS	36
7.1 INTRODUCTION	36
7.2 MASKING AND PROCESSING FLOW	36
7.3 INTERRUPTS AND LOW POWER MODES	38
7.4 CONCURRENT & NESTED MANAGEMENT	38
7.5 INTERRUPT REGISTER DESCRIPTION	39
7.6 EXTERNAL INTERRUPTS	41
7.6.1 I/O Port Interrupt Sensitivity	41
7.7 EXTERNAL INTERRUPT CONTROL REGISTER (EICR)	43
8 POWER SAVING MODES	45
8.1 INTRODUCTION	45
8.2 SLOW MODE	45

Table of Contents

8.3	WAIT MODE	46
8.4	ACTIVE-HALT AND HALT MODES	47
8.4.1	ACTIVE-HALT MODE	47
8.4.2	HALT MODE	48
9	I/O PORTS	50
9.1	INTRODUCTION	50
9.2	FUNCTIONAL DESCRIPTION	50
9.2.1	Input Modes	50
9.2.2	Output Modes	50
9.2.3	Alternate Functions	50
9.3	I/O PORT IMPLEMENTATION	53
9.4	LOW POWER MODES	53
9.5	INTERRUPTS	53
9.5.1	I/O Port Implementation	54
10	ON-CHIP PERIPHERALS	56
10.1	WATCHDOG TIMER (WDG)	56
10.1.1	Introduction	56
10.1.2	Main Features	56
10.1.3	Functional Description	56
10.1.4	How to Program the Watchdog Timeout	57
10.1.5	Low Power Modes	59
10.1.6	Hardware Watchdog Option	59
10.1.7	Using Halt Mode with the WDG (WDGHALT option)	59
10.1.8	Interrupts	59
10.1.9	Register Description	59
10.2	MAIN CLOCK CONTROLLER WITH REAL TIME CLOCK AND BEEPER (MCC/RTC)	61
10.2.1	Programmable CPU Clock Prescaler	61
10.2.2	Clock-out Capability	61
10.2.3	Real Time Clock Timer (RTC)	61
10.2.4	Beeper	61
10.2.5	Low Power Modes	62
10.2.6	Interrupts	62
10.2.7	Register Description	62
10.3	PWM AUTO-RELOAD TIMER (ART)	64
10.3.1	Introduction	64
10.3.2	Functional Description	65
10.3.3	Register Description	69
10.4	16-BIT TIMER	73
10.4.1	Introduction	73
10.4.2	Main Features	73
10.4.3	Functional Description	73
10.4.4	Low Power Modes	85
10.4.5	Interrupts	85
10.4.6	Summary of Timer Modes	85
10.4.7	Register Description	86
10.5	SERIAL PERIPHERAL INTERFACE (SPI)	92

Table of Contents

13.3 SOLDERING INFORMATION	180
14 ST72325 DEVICE CONFIGURATION AND ORDERING INFORMATION	181
14.1 FLASH OPTION BYTES	181
14.2 DEVICE ORDERING INFORMATION AND TRANSFER OF CUSTOMER CODE	183
14.3 DEVELOPMENT TOOLS	187
14.3.1 Starter kits	187
14.3.2 Development and debugging tools	187
14.3.3 Programming tools	187
14.3.4 Socket and Emulator Adapter Information	188
14.4 ST7 APPLICATION NOTES	189
15 KNOWN LIMITATIONS	192
15.1 ALL DEVICES	192
15.1.1 Unexpected Reset Fetch	192
15.1.2 External interrupt missed	192
15.1.3 Clearing active interrupts outside interrupt routine	193
15.1.4 SCI Wrong Break duration	194
15.1.5 16-bit Timer PWM Mode	194
15.1.6 TIMD set simultaneously with OC interrupt	194
15.1.7 I2C Multimaster	194
15.1.8 Pull-up always active on PE2	195
15.1.9 ADC accuracy 16/32K Flash devices	195
16 REVISION HISTORY	196

SYSTEM INTEGRITY MANAGEMENT (Cont'd)

6.4.3 Clock Security System (CSS)

The Clock Security System (CSS) protects the ST7 against breakdowns, spikes and overfrequencies occurring on the main clock source (f_{OSC}). It is based on a clock filter and a clock detection control with an internal safe oscillator (f_{SFOSC}).

6.4.3.1 Clock Filter Control

The PLL has an integrated glitch filtering capability making it possible to protect the internal clock from overfrequencies created by individual spikes. This feature is available only when the PLL is enabled. If glitches occur on f_{OSC} (for example, due to loose connection or noise), the CSS filters these automatically, so the internal CPU frequency (f_{CPU}) continues deliver a glitch-free signal (see Figure 20).

6.4.3.2 Clock detection Control

If the clock signal disappears (due to a broken or disconnected resonator...), the safe oscillator delivers a low frequency clock signal (f_{SFOSC}) which allows the ST7 to perform some rescue operations.

Automatically, the ST7 clock source switches back from the safe oscillator (f_{SFOSC}) if the main clock source (f_{OSC}) recovers.

When the internal clock (f_{CPU}) is driven by the safe oscillator (f_{SFOSC}), the application software is notified by hardware setting the CSSD bit in the SICSR register. An interrupt can be generated if the

CSSIE bit has been previously set. These two bits are described in the SICSR register description.

6.4.4 Low Power Modes

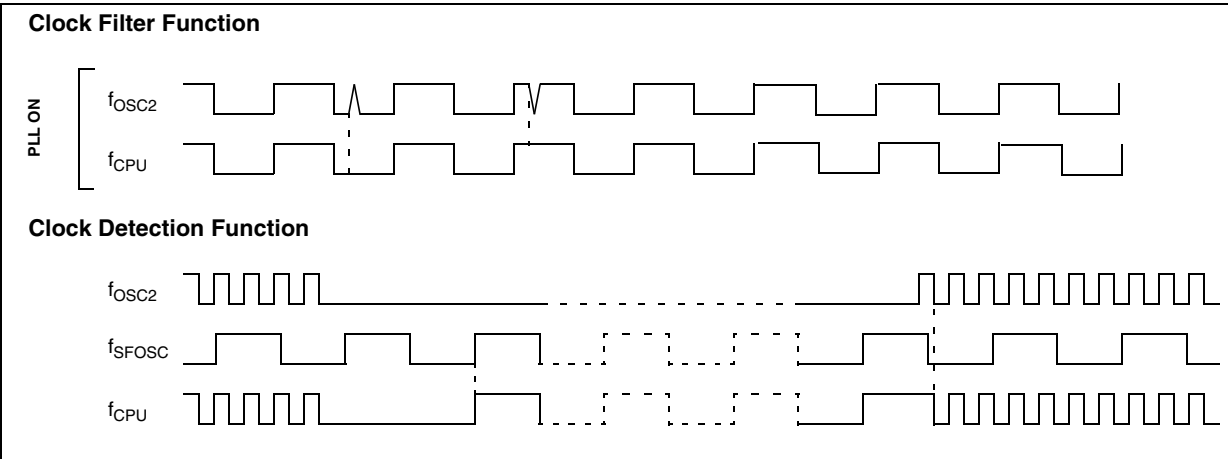
Mode	Description
WAIT	No effect on SI. CSS and AVD interrupts cause the device to exit from Wait mode.
HALT	The SICSR register is frozen. The CSS (including the safe oscillator) is disabled until HALT mode is exited. The previous CSS configuration resumes when the MCU is woken up by an interrupt with "exit from HALT mode" capability or from the counter reset value when the MCU is woken up by a RESET.

6.4.4.1 Interrupts

The CSS orAVD interrupt events generate an interrupt if the corresponding Enable Control Bit (CSSIE or AVDIE) is set and the interrupt mask in the CC register is reset (RIM instruction).

Interrupt Event	Event Flag	Enable Control Bit	Exit from Wait	Exit from Halt
CSS event detection (safe oscillator activated as main clock)	CSSD	CSSIE	Yes	No
AVD event	AVDF	AVDIE	Yes	No

Figure 20. Clock Filter Function



SYSTEM INTEGRITY MANAGEMENT (Cont'd)

6.4.5 Register Description

SYSTEM INTEGRITY (SI) CONTROL/STATUS REGISTER (SICSR)

Read/Write

Reset Value: 000x 000x (00h)

7							0
AVD S	AVD IE	AVD F	LVD RF	0	CSS IE	CSS D	WDG RF

Bit 7 = **AVDS** Voltage Detection selection

This bit is set and cleared by software. Voltage Detection is available only if the LVD is enabled by option byte.

0: Voltage detection on V_{DD} supply
1: Voltage detection on EVD pin

Bit 6 = **AVDIE** Voltage Detector interrupt enable

This bit is set and cleared by software. It enables an interrupt to be generated when the AVDF flag changes (toggles). The pending interrupt information is automatically cleared when software enters the AVD interrupt routine.

0: AVD interrupt disabled
1: AVD interrupt enabled

Bit 5 = **AVDF** Voltage Detector flag

This read-only bit is set and cleared by hardware. If the AVDIE bit is set, an interrupt request is generated when the AVDF bit changes value. Refer to Figure 18 and to Section 6.4.2.1 for additional details.

0: V_{DD} or V_{EVD} over $V_{IT+(AVD)}$ threshold
1: V_{DD} or V_{EVD} under $V_{IT-(AVD)}$ threshold

Bit 4 = **LVDRF** LVD reset flag

This bit indicates that the last Reset was generated by the LVD block. It is set by hardware (LVD reset) and cleared by software (writing zero). See WDGRF flag description for more details. When the LVD is disabled by OPTION BYTE, the LVDRF bit value is undefined.

Bit 3 = Reserved, must be kept cleared.

Bit 2 = **CSSIE** Clock security syst interrupt enable

This bit enables the interrupt when a disturbance

is detected by the Clock Security System (CSSD bit set). It is set and cleared by software.

0: Clock security system interrupt disabled

1: Clock security system interrupt enabled

When the CSS is disabled by OPTION BYTE, the CSSIE bit has no effect.

Bit 1 = **CSSD** Clock security system detection

This bit indicates that the safe oscillator of the Clock Security System block has been selected by hardware due to a disturbance on the main clock signal (f_{OSC}). It is set by hardware and cleared by reading the SICSR register when the original oscillator recovers.

0: Safe oscillator is not active

1: Safe oscillator has been activated

When the CSS is disabled by OPTION BYTE, the CSSD bit value is forced to 0.

Bit 0 = **WDGRF** Watchdog reset flag

This bit indicates that the last Reset was generated by the Watchdog peripheral. It is set by hardware (watchdog reset) and cleared by software (writing zero) or an LVD Reset (to ensure a stable cleared state of the WDGRF flag when CPU starts).

Combined with the LVDRF flag information, the flag description is given by the following table.

RESET Sources	LVDRF	WDGRF
External RESET pin	0	0
Watchdog	0	1
LVD	1	X

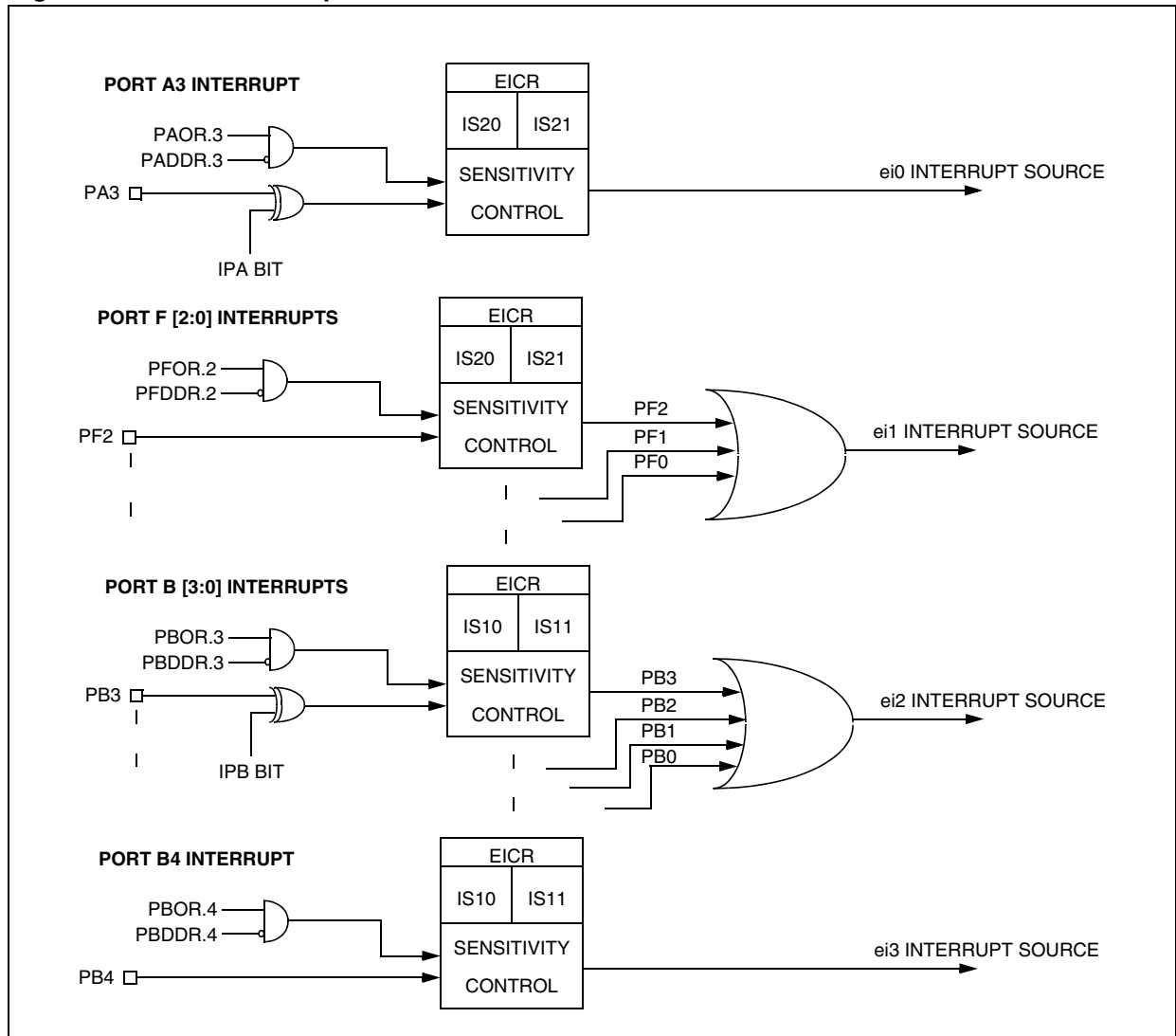
Application notes

The LVDRF flag is not cleared when another RESET type occurs (external or watchdog), the LVDRF flag remains set to keep trace of the original failure.

In this case, a watchdog reset can be detected by software while an external reset can not.

CAUTION: When the LVD is not activated with the associated option byte, the WDGRF flag can not be used in the application.

INTERRUPTS (Cont'd)

Figure 25. External Interrupt Control bits


I/O PORTS (Cont'd)

9.5.1 I/O Port Implementation

The I/O port register configurations are summarised as follows.

Standard Ports

PA5:4, PC7:0, PD7:0, PE7:3,
PE1:0, PF7:3,

MODE	DDR	OR
floating input	0	0
pull-up input	0	1
open drain output	1	0
push-pull output	1	1

Interrupt Ports

PA2:0, PB6:5, PB4, PB2:0, PF1:0 (with pull-up)

MODE	DDR	OR
floating input	0	0
pull-up interrupt input	0	1
open drain output	1	0
push-pull output	1	1

MODE	DDR	OR
floating input	0	0
floating interrupt input	0	1
open drain output	1	0
push-pull output	1	1

True Open Drain Ports

PA7:6

MODE	DDR
floating input	0
open drain (high sink ports)	1

Pull-Up Input Port PE2

MODE	DDR	OR
pull-up input	0	x
open drain output*	1	0
push-pull output*	1	1

Table 13. Port Configuration

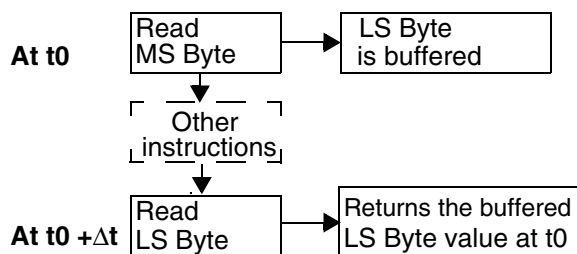
Port	Pin name	Input		Output	
		OR = 0	OR = 1	OR = 0	OR = 1
Port A	PA7:6	floating		true open-drain	
	PA5:4	floating	pull-up	open drain	push-pull
	PA3	floating	floating interrupt	open drain	push-pull
	PA2:0	floating	pull-up interrupt	open drain	push-pull
Port B	PB7, PB3	floating	floating interrupt	open drain	push-pull
	PB6:5, PB4, PB2:0	floating	pull-up interrupt	open drain	push-pull
Port C	PC7:0	floating	pull-up	open drain	push-pull
Port D	PD7:0	floating	pull-up	open drain	push-pull
Port E	PE7:3, PE1:0	floating	pull-up	open drain	push-pull
	PE2	pull-up input only		open drain*	push-pull*
Port F	PF7:3	floating	pull-up	open drain	push-pull
	PF2	floating	floating interrupt	open drain	push-pull
	PF1:0	floating	pull-up interrupt	open drain	push-pull

*Pull-up always activated on PE2.

16-BIT TIMER (Cont'd)

16-bit read sequence: (from either the Counter Register or the Alternate Counter Register).

Beginning of the sequence



Sequence completed

The user must read the MS Byte first, then the LS Byte value is buffered automatically.

This buffered value remains unchanged until the 16-bit read sequence is completed, even if the user reads the MS Byte several times.

After a complete reading sequence, if only the CLR register or ACLR register are read, they return the LS Byte of the count value at the time of the read.

Whatever the timer mode used (input capture, output compare, One Pulse mode or PWM mode) an overflow occurs when the counter rolls over from FFFFh to 0000h then:

- The TOF bit of the SR register is set.
- A timer interrupt is generated if:
 - TOIE bit of the CR1 register is set and
 - I bit of the CC register is cleared.

If one of these conditions is false, the interrupt remains pending to be issued as soon as they are both true.

Clearing the overflow interrupt request is done in two steps:

1. Reading the SR register while the TOF bit is set.
2. An access (read or write) to the CLR register.

Notes: The TOF bit is not cleared by accesses to ACLR register. The advantage of accessing the ACLR register rather than the CLR register is that it allows simultaneous use of the overflow function and reading the free running counter at random times (for example, to measure elapsed time) without the risk of clearing the TOF bit erroneously.

The timer is not affected by WAIT mode.

In HALT mode, the counter stops counting until the mode is exited. Counting then resumes from the previous count (MCU awakened by an interrupt) or from the reset count (MCU awakened by a Reset).

10.4.3.2 External Clock

The external clock (where available) is selected if CC0 = 1 and CC1 = 1 in the CR2 register.

The status of the EXEDG bit in the CR2 register determines the type of level transition on the external clock pin EXTCLK that will trigger the free running counter.

The counter is synchronized with the falling edge of the internal CPU clock.

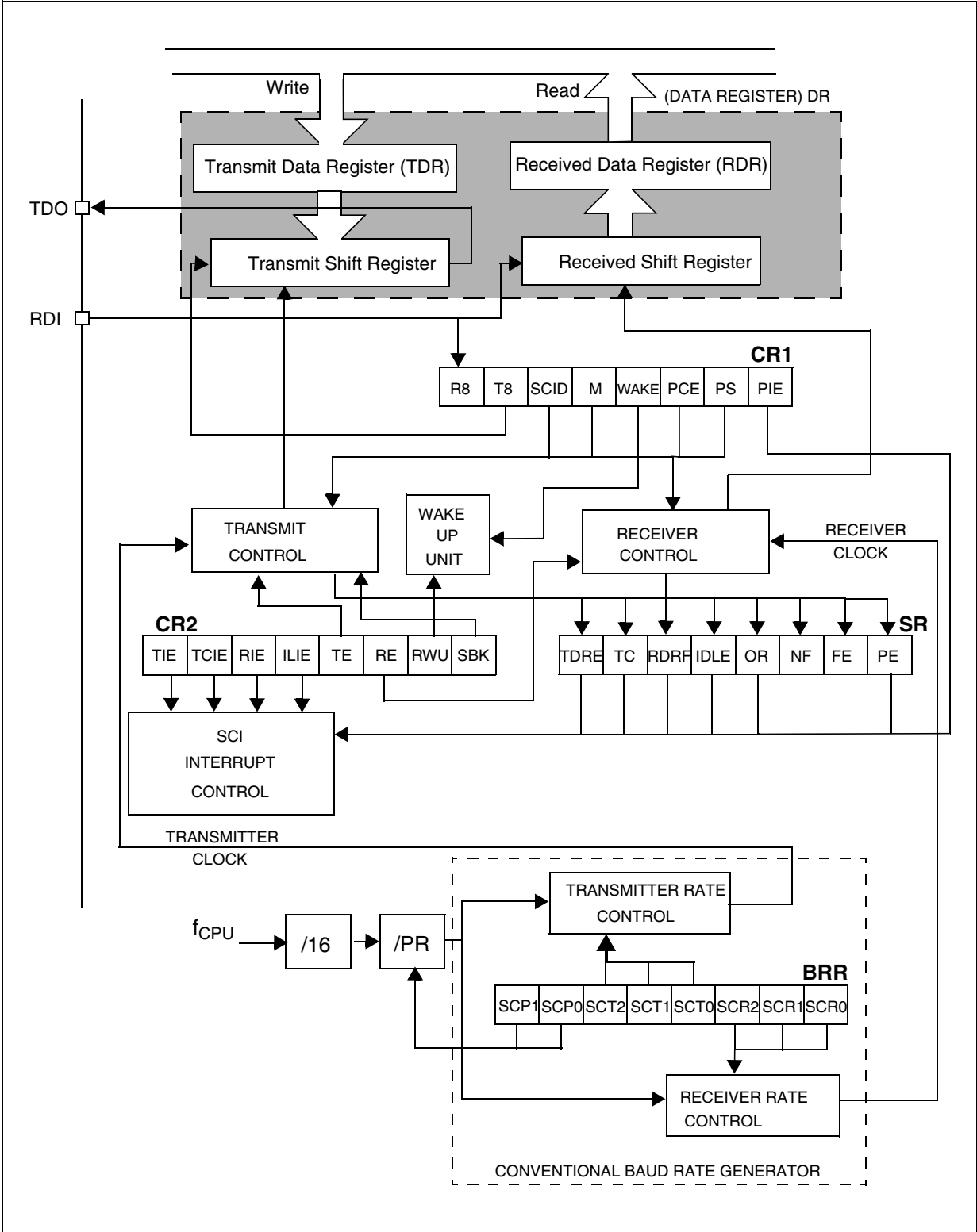
A minimum of four falling edges of the CPU clock must occur between two consecutive active edges of the external clock; thus the external clock frequency must be less than a quarter of the CPU clock frequency.

SERIAL PERIPHERAL INTERFACE (Cont'd)**Table 21. SPI Register Map and Reset Values**

Address (Hex.)	Register Label	7	6	5	4	3	2	1	0
0021h	SPIDR Reset Value	MSB x	x	x	x	x	x	x	LSB x
0022h	SPICR Reset Value	SPIE 0	SPE 0	SPR2 0	MSTR 0	CPOL x	CPHA x	SPR1 x	SPR0 x
0023h	SPICSR Reset Value	SPIF 0	WCOL 0	OVR 0	MODF 0	0	SOD 0	SSM 0	SSI 0

SERIAL COMMUNICATIONS INTERFACE (Cont'd)

Figure 63. SCI Block Diagram



SERIAL COMMUNICATIONS INTERFACE (Cont'd)**10.6.4 Functional Description**

The block diagram of the Serial Control Interface, is shown in Figure 1. It contains six dedicated registers:

- Two control registers (SCICR1 & SCICR2)
- A status register (SCISR)
- A baud rate register (SCIBRR)
- An extended prescaler receiver register (SCI-ERPR)
- An extended prescaler transmitter register (SCI-ETPR)

Refer to the register descriptions in Section 0.1.7 for the definitions of each bit.

10.6.4.1 Serial Data Format

Word length may be selected as being either 8 or 9 bits by programming the M bit in the SCICR1 register (see Figure 1.).

The TDO pin is in low state during the start bit.

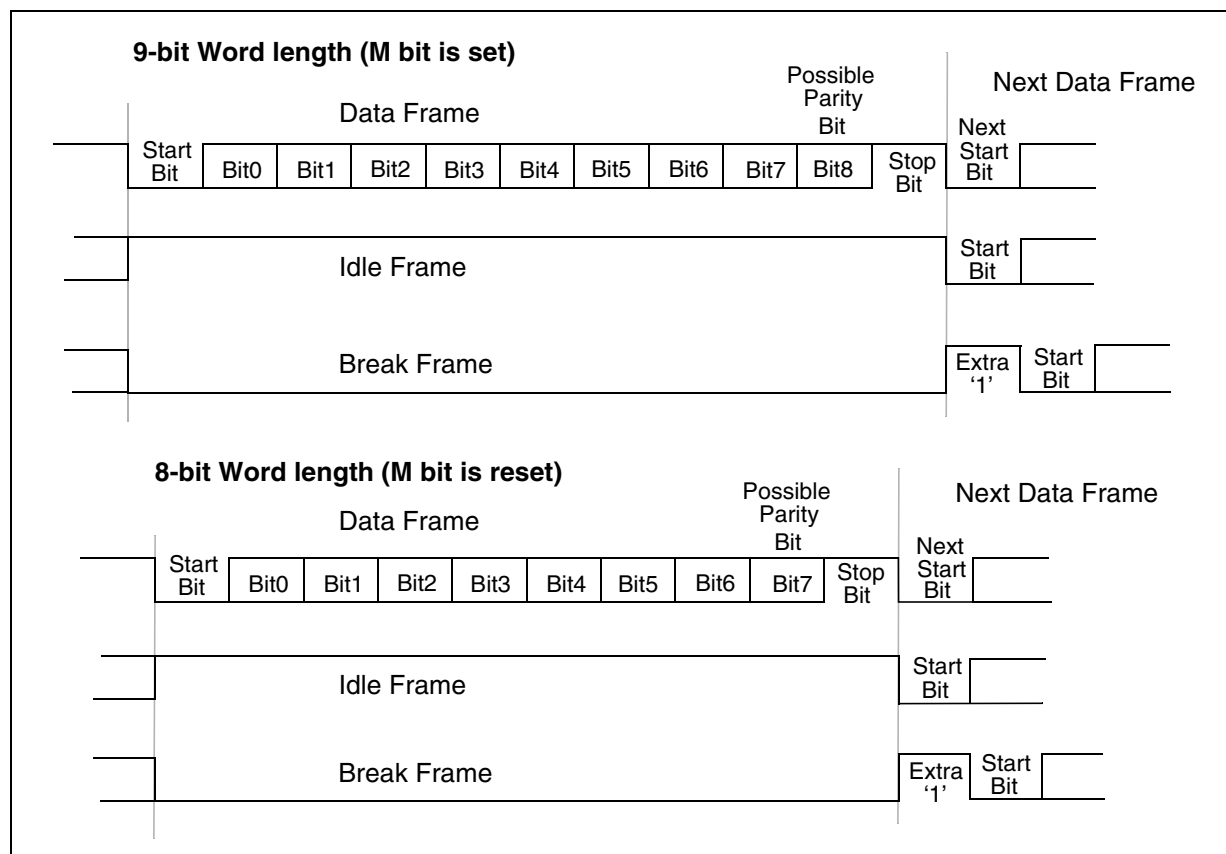
The TDO pin is in high state during the stop bit.

An Idle character is interpreted as an entire frame of “1”s followed by the start bit of the next frame which contains data.

A Break character is interpreted on receiving “0”s for some multiple of the frame period. At the end of the last break frame the transmitter inserts an extra “1” bit to acknowledge the start bit.

Transmission and reception are driven by their own baud rate generator.

Figure 64. Word Length Programming



SERIAL COMMUNICATIONS INTERFACE (Cont'd)**10.6.4.2 Transmitter**

The transmitter can send data words of either 8 or 9 bits depending on the M bit status. When the M bit is set, word length is 9 bits and the 9th bit (the MSB) has to be stored in the T8 bit in the SCICR1 register.

Character Transmission

During an SCI transmission, data shifts out least significant bit first on the TDO pin. In this mode, the SCIDR register consists of a buffer (TDR) between the internal bus and the transmit shift register (see Figure 1.).

Procedure

- Select the M bit to define the word length.
- Select the desired baud rate using the SCIBRR and the SCIETPR registers.
- Set the TE bit to assign the TDO pin to the alternate function and to send a idle frame as first transmission.
- Access the SCISR register and write the data to send in the SCIDR register (this sequence clears the TDRE bit). Repeat this sequence for each data to be transmitted.

Clearing the TDRE bit is always performed by the following software sequence:

1. An access to the SCISR register
2. A write to the SCIDR register

The TDRE bit is set by hardware and it indicates:

- The TDR register is empty.
- The data transfer is beginning.
- The next data can be written in the SCIDR register without overwriting the previous data.

This flag generates an interrupt if the TIE bit is set and the I bit is cleared in the CCR register.

When a transmission is taking place, a write instruction to the SCIDR register stores the data in the TDR register and which is copied in the shift register at the end of the current transmission.

When no transmission is taking place, a write instruction to the SCIDR register places the data directly in the shift register, the data transmission starts, and the TDRE bit is immediately set.

When a frame transmission is complete (after the stop bit) the TC bit is set and an interrupt is generated if the TCIE is set and the I bit is cleared in the CCR register.

Clearing the TC bit is performed by the following software sequence:

1. An access to the SCISR register
2. A write to the SCIDR register

Note: The TDRE and TC bits are cleared by the same software sequence.

Break Characters

Setting the SBK bit loads the shift register with a break character. The break frame length depends on the M bit (see Figure 2.).

As long as the SBK bit is set, the SCI send break frames to the TDO pin. After clearing this bit by software the SCI insert a logic 1 bit at the end of the last break frame to guarantee the recognition of the start bit of the next frame.

Idle Characters

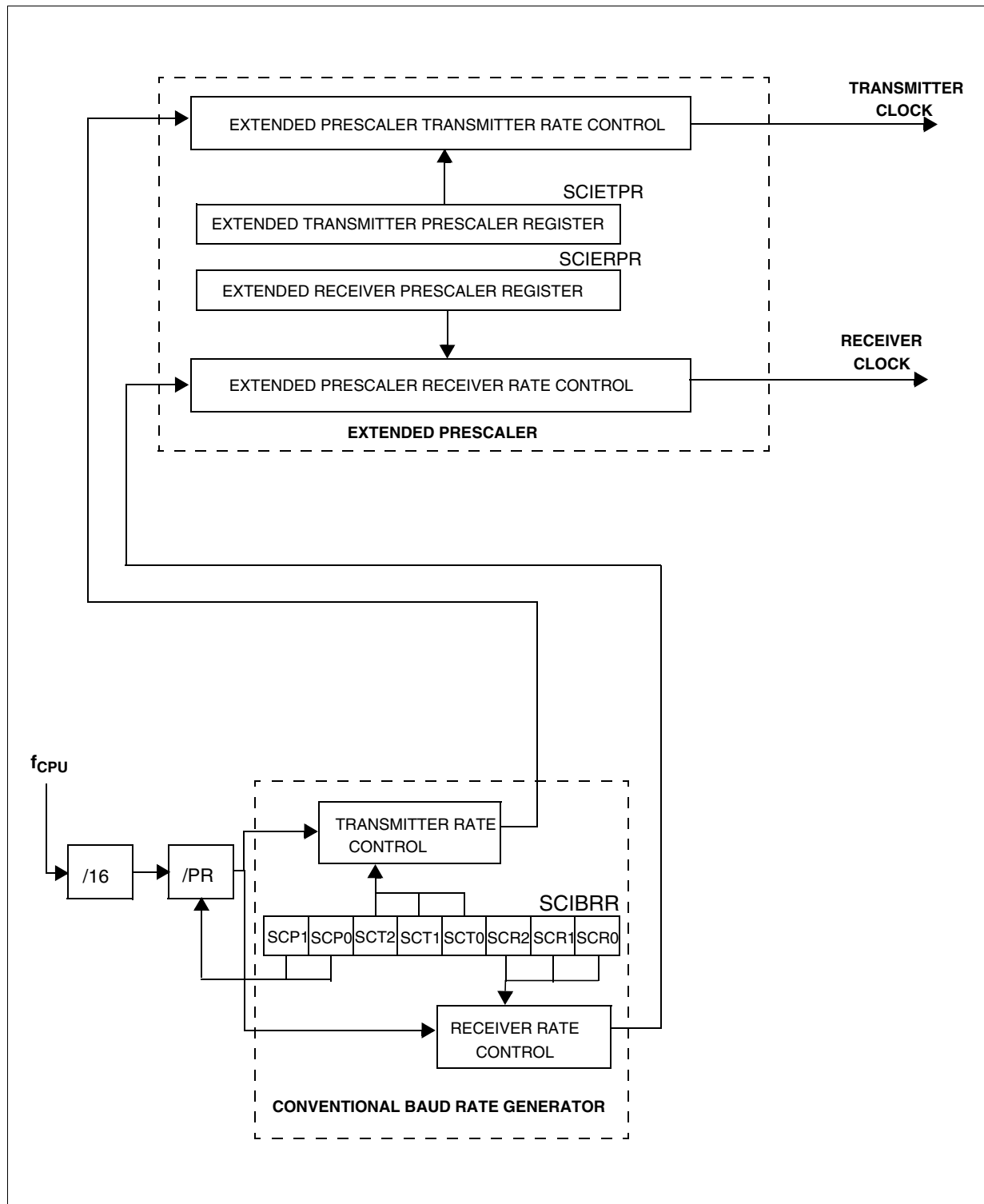
Setting the TE bit drives the SCI to send an idle frame before the first data frame.

Clearing and then setting the TE bit during a transmission sends an idle frame after the current word.

Note: Resetting and setting the TE bit causes the data in the TDR register to be lost. Therefore the best time to toggle the TE bit is when the TDRE bit is set, that is, before writing the next byte in the SCIDR.

SERIAL COMMUNICATIONS INTERFACE (Cont'd)

Figure 65. SCI Baud Rate and Extended Prescaler Block Diagram



I²C BUS INTERFACE (Cont'd)

Master Transmitter

Following the address transmission and after SR1 register has been read, the master sends bytes from the DR register to the SDA line via the internal shift register.

The master waits for a read of the SR1 register followed by a write in the DR register, **holding the SCL line low** (see Figure 69 Transfer sequencing EV8).

When the acknowledge bit is received, the interface sets:

- EVF and BTF bits with an interrupt if the ITE bit is set.

To close the communication: after writing the last byte to the DR register, set the STOP bit to generate the Stop condition. The interface goes automatically back to slave mode (M/SL bit cleared).

Error Cases

- **BERR**: Detection of a Stop or a Start condition during a byte transfer. In this case, the EVF and BERR bits are set by hardware with an interrupt if ITE is set.

Note that BERR will not be set if an error is detected during the first or second pulse of each 9-bit transaction:

Single Master Mode

If a Start or Stop is issued during the first or second pulse of a 9-bit transaction, the BERR flag will not be set and transfer will continue however the BUSY flag will be reset. To work around this, slave devices should issue a NACK when they receive a misplaced Start or Stop. The reception of a NACK or BUSY by the master in the middle

of communication gives the possibility to reinitiate transmission.

Multimaster Mode

Normally the BERR bit would be set whenever unauthorized transmission takes place while transfer is already in progress. However, an issue will arise if an external master generates an unauthorized Start or Stop while the I²C master is on the first or second pulse of a 9-bit transaction. It is possible to work around this by polling the BUSY bit during I²C master mode transmission. The resetting of the BUSY bit can then be handled in a similar manner as the BERR flag being set.

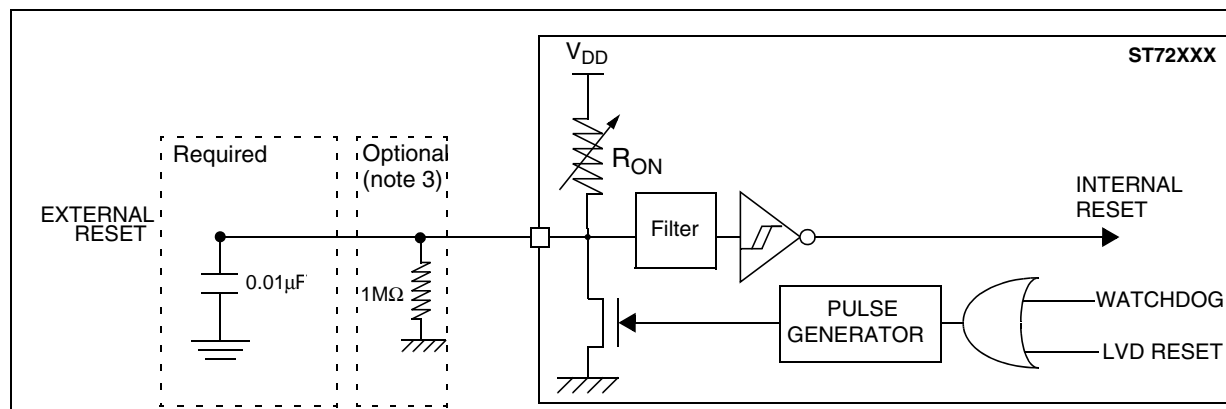
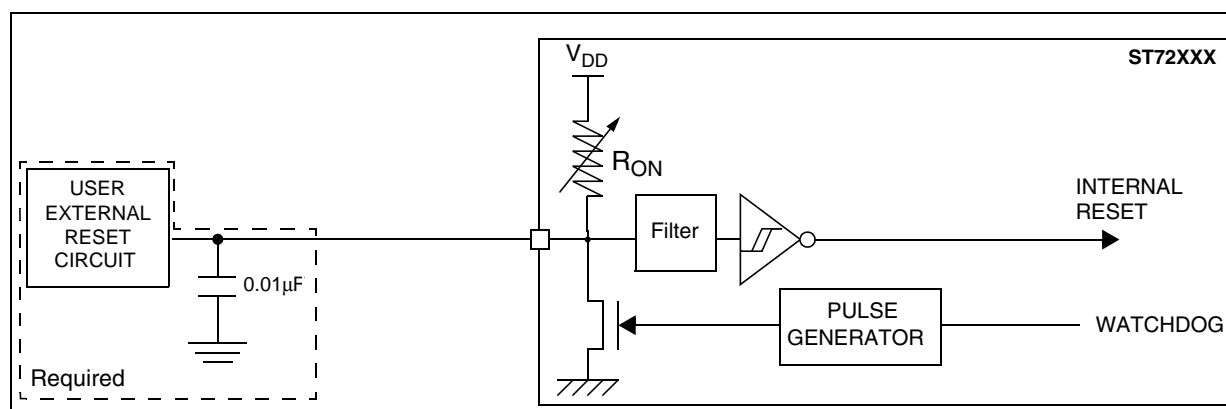
- **AF**: Detection of a non-acknowledge bit. In this case, the EVF and AF bits are set by hardware with an interrupt if the ITE bit is set. To resume, set the Start or Stop bit.
The AF bit is cleared by reading the I2CSR2 register. However, if read before the completion of the transmission, the AF flag will be set again, thus possibly generating a new interrupt. Software must ensure either that the SCL line is back at 0 before reading the SR2 register, or be able to correctly handle a second interrupt during the 9th pulse of a transmitted byte.
- **ARLO**: Detection of an arbitration lost condition. In this case the ARLO bit is set by hardware (with an interrupt if the ITE bit is set and the interface goes automatically back to slave mode (the M/SL bit is cleared)).

Note: In all these cases, the SCL line is not held low; however, the SDA line can remain low due to possible «0» bits transmitted last. It is then necessary to release both lines by software.

INSTRUCTION SET OVERVIEW (Cont'd)

Mnemo	Description	Function/Example	Dst	Src	I1	H	I0	N	Z	C
ADC	Add with Carry	$A = A + M + C$	A	M		H		N	Z	C
ADD	Addition	$A = A + M$	A	M		H		N	Z	C
AND	Logical And	$A = A \cdot M$	A	M				N	Z	
BCP	Bit compare A, Memory	tst (A . M)	A	M				N	Z	
BRES	Bit Reset	bres Byte, #3	M							
BSET	Bit Set	bset Byte, #3	M							
BTJF	Jump if bit is false (0)	btjf Byte, #3, Jmp1	M							C
BTJT	Jump if bit is true (1)	btjt Byte, #3, Jmp1	M							C
CALL	Call subroutine									
CALLR	Call subroutine relative									
CLR	Clear		reg, M					0	1	
CP	Arithmetic Compare	tst(Reg - M)	reg	M				N	Z	C
CPL	One Complement	$A = \text{FFH} - A$	reg, M					N	Z	1
DEC	Decrement	dec Y	reg, M					N	Z	
HALT	Halt				1		0			
IRET	Interrupt routine return	Pop CC, A, X, PC			I1	H	I0	N	Z	C
INC	Increment	inc X	reg, M					N	Z	
JP	Absolute Jump	jp [TBL.w]								
JRA	Jump relative always									
JRT	Jump relative									
JRF	Never jump	jrf *								
JRIH	Jump if ext. INT pin = 1	(ext. INT pin high)								
JRIL	Jump if ext. INT pin = 0	(ext. INT pin low)								
JRH	Jump if H = 1	H = 1 ?								
JRNH	Jump if H = 0	H = 0 ?								
JRM	Jump if I1:0 = 11	I1:0 = 11 ?								
JRNM	Jump if I1:0 <> 11	I1:0 <> 11 ?								
JRMI	Jump if N = 1 (minus)	N = 1 ?								
JRPL	Jump if N = 0 (plus)	N = 0 ?								
JREQ	Jump if Z = 1 (equal)	Z = 1 ?								
JRNE	Jump if Z = 0 (not equal)	Z = 0 ?								
JRC	Jump if C = 1	C = 1 ?								
JRNC	Jump if C = 0	C = 0 ?								
JRULT	Jump if C = 1	Unsigned <								
JRUGE	Jump if C = 0	Jmp if unsigned >=								
JRUGT	Jump if (C + Z = 0)	Unsigned >								

CONTROL PIN CHARACTERISTICS (Cont'd)

Figure 87. RESET pin protection when LVD is enabled.¹⁾²⁾³⁾⁴⁾Figure 88. RESET pin protection when LVD is disabled.¹⁾**Note 1:**

- The reset network protects the device against parasitic resets.
- The output of the external reset circuit must have an open-drain output to drive the ST7 reset pad. Otherwise the device can be damaged when the ST7 generates an internal reset (LVD or watchdog).
- Whatever the reset source is (internal or external), the user must ensure that the level on the $\overline{\text{RESET}}$ pin can go below the V_{IL} max. level specified in section 12.9.1 on page 162. Otherwise the reset will not be taken into account internally.
- Because the reset circuit is designed to allow the internal RESET to be output in the $\overline{\text{RESET}}$ pin, the user must ensure that the current sunk on the $\overline{\text{RESET}}$ pin is less than the absolute maximum value specified for $I_{INJ}(\text{RESET})$ in section 12.2.2 on page 143.

Note 2: When the LVD is enabled, it is recommended not to connect a pull-up resistor or capacitor. A 10nF pull-down capacitor is required to filter noise on the reset line.

Note 3: In case a capacitive power supply is used, it is recommended to connect a 1MΩ pull-down resistor to the $\overline{\text{RESET}}$ pin to discharge any residual voltage induced by the capacitive effect of the power supply (this will add 5µA to the power consumption of the MCU).

Note 4: Tips when using the LVD:

1. Check that all recommendations related to reset circuit have been applied (see notes above).
2. Check that the power supply is properly decoupled (100nF + 10µF close to the MCU). Refer to AN1709 and AN2017. If this cannot be done, it is recommended to put a 100nF + 1MΩ pull-down on the $\overline{\text{RESET}}$ pin.
3. The capacitors connected on the RESET pin and also the power supply are key to avoid any start-up marginality. In most cases, steps 1 and 2 above are sufficient for a robust solution. Otherwise: replace 10nF pull-down on the $\overline{\text{RESET}}$ pin with a 5µF to 20µF capacitor.

12.10 TIMER PERIPHERAL CHARACTERISTICS

Subject to general operating conditions for V_{DD} , f_{OSC} , and T_A unless otherwise specified.

Refer to I/O port characteristics for more details on the input/output alternate function characteristics (output compare, input capture, external clock, PWM output...).

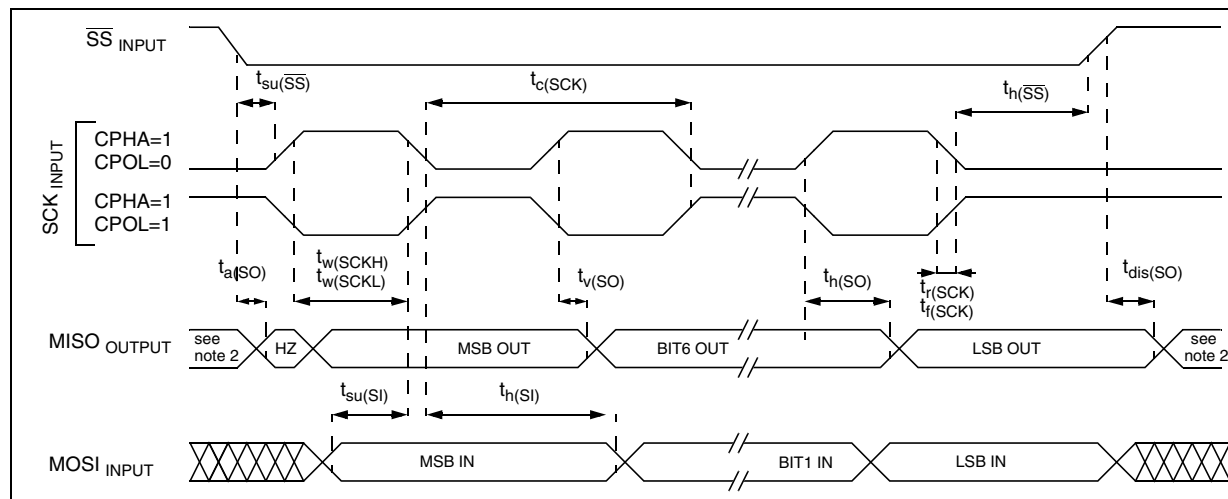
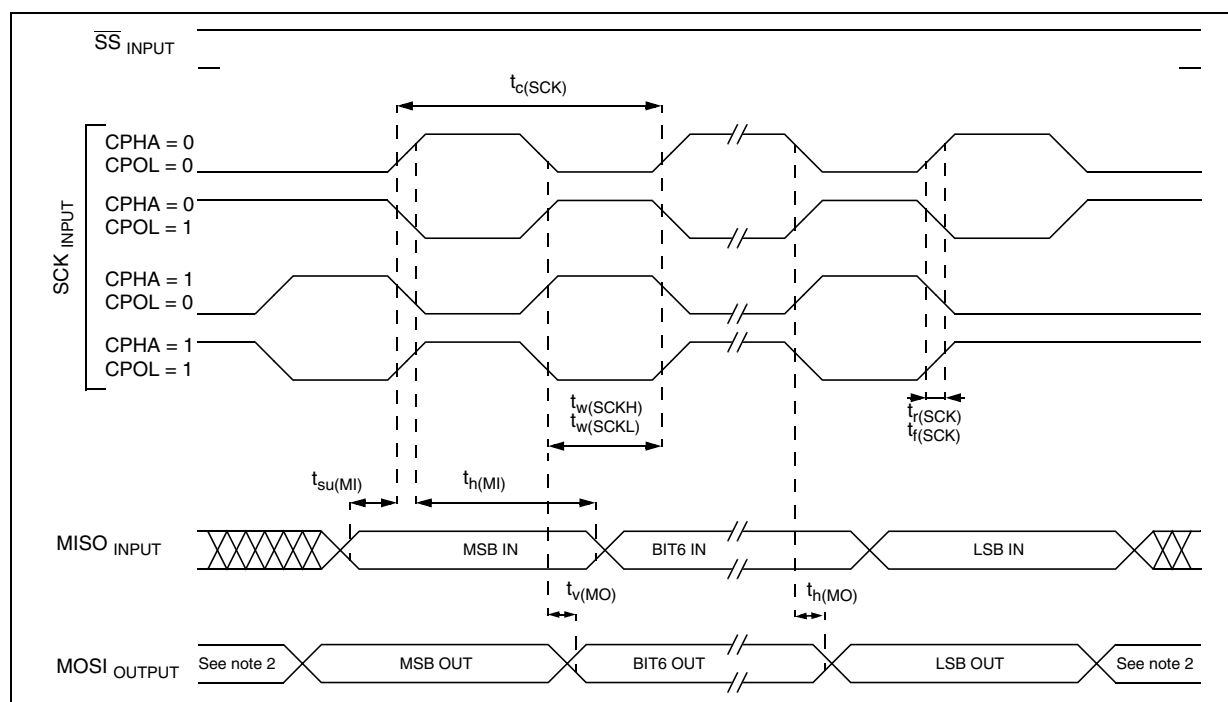
12.10.1 8-Bit PWM-ART Auto-Reload Timer

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$t_{res(PWM)}$	PWM resolution time		1			t_{CPU}
		$f_{CPU}=8MHz$	125			ns
f_{EXT}	ART external clock frequency		0		$f_{CPU}/2$	MHz
f_{PWM}	PWM repetition rate		0		$f_{CPU}/2$	
Res_{PWM}	PWM resolution				8	bit
V_{OS}	PWM/DAC output step voltage	$V_{DD}=5V$, Res=8-bits		20		mV

12.10.2 16-Bit Timer

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$t_{w(ICAP)in}$	Input capture pulse time		1			t_{CPU}
$t_{res(PWM)}$	PWM resolution time		2			t_{CPU}
		$f_{CPU}=8MHz$	250			ns
f_{EXT}	Timer external clock frequency		0		$f_{CPU}/4$	MHz
f_{PWM}	PWM repetition rate		0		$f_{CPU}/4$	MHz
Res_{PWM}	PWM resolution				16	bit

COMMUNICATION INTERFACE CHARACTERISTICS (Cont'd)

Figure 91. SPI Slave Timing Diagram with CPHA=1¹⁾Figure 92. SPI Master Timing Diagram ¹⁾**Notes:**

1. Measurement points are done at CMOS levels: $0.3 \times V_{DD}$ and $0.7 \times V_{DD}$.
2. When no communication is on-going the data output line of the SPI (MOSI in master mode, MISO in slave mode) has its alternate function capability released. In this case, the pin status depends of the I/O port configuration.

Table 32. ST7 Application Notes

IDENTIFICATION	DESCRIPTION
AN1947	ST7MC PMAC SINE WAVE MOTOR CONTROL SOFTWARE LIBRARY
GENERAL PURPOSE	
AN1476	LOW COST POWER SUPPLY FOR HOME APPLIANCES
AN1526	ST7FLITE0 QUICK REFERENCE NOTE
AN1709	EMC DESIGN FOR ST MICROCONTROLLERS
AN1752	ST72324 QUICK REFERENCE NOTE
PRODUCT EVALUATION	
AN 910	PERFORMANCE BENCHMARKING
AN 990	ST7 BENEFITS VS INDUSTRY STANDARD
AN1077	OVERVIEW OF ENHANCED CAN CONTROLLERS FOR ST7 AND ST9 MCUS
AN1086	U435 CAN-DO SOLUTIONS FOR CAR MULTIPLEXING
AN1103	IMPROVED B-EMF DETECTION FOR LOW SPEED, LOW VOLTAGE WITH ST72141
AN1150	BENCHMARK ST72 VS PC16
AN1151	PERFORMANCE COMPARISON BETWEEN ST72254 & PC16F876
AN1278	LIN (LOCAL INTERCONNECT NETWORK) SOLUTIONS
PRODUCT MIGRATION	
AN1131	MIGRATING APPLICATIONS FROM ST72511/311/214/124 TO ST72521/321/324
AN1322	MIGRATING AN APPLICATION FROM ST7263 REV.B TO ST7263B
AN1365	GUIDELINES FOR MIGRATING ST72C254 APPLICATIONS TO ST72F264
AN1604	HOW TO USE ST7MDT1-TRAIN WITH ST72F264
AN2200	GUIDELINES FOR MIGRATING ST7LITE1X APPLICATIONS TO ST7FLITE1XB
PRODUCT OPTIMIZATION	
AN 982	USING ST7 WITH CERAMIC RESONATOR
AN1014	HOW TO MINIMIZE THE ST7 POWER CONSUMPTION
AN1015	SOFTWARE TECHNIQUES FOR IMPROVING MICROCONTROLLER EMC PERFORMANCE
AN1040	MONITORING THE VBUS SIGNAL FOR USB SELF-POWERED DEVICES
AN1070	ST7 CHECKSUM SELF-CHECKING CAPABILITY
AN1181	ELECTROSTATIC DISCHARGE SENSITIVE MEASUREMENT
AN1324	CALIBRATING THE RC OSCILLATOR OF THE ST7FLITE0 MCU USING THE MAINS
AN1502	EMULATED DATA EEPROM WITH ST7 HDFLASH MEMORY
AN1529	EXTENDING THE CURRENT & VOLTAGE CAPABILITY ON THE ST7265 VDDF SUPPLY
AN1530	ACCURATE TIMEBASE FOR LOW-COST ST7 APPLICATIONS WITH INTERNAL RC OSCILLATOR
AN1605	USING AN ACTIVE RC TO WAKEUP THE ST7LITE0 FROM POWER SAVING MODE
AN1636	UNDERSTANDING AND MINIMIZING ADC CONVERSION ERRORS
AN1828	PIR (PASSIVE INFRARED) DETECTOR USING THE ST7FLITE05/09/SUPERLITE
AN1946	SENSORLESS BLDC MOTOR CONTROL AND BEMF SAMPLING METHODS WITH ST7MC
AN1953	PFC FOR ST7MC STARTER KIT
AN1971	ST7LITE0 MICROCONTROLLED BALLAST
PROGRAMMING AND TOOLS	
AN 978	ST7 VISUAL DEVELOP SOFTWARE KEY DEBUGGING FEATURES
AN 983	KEY FEATURES OF THE COSMIC ST7 C-COMPILER PACKAGE
AN 985	EXECUTING CODE IN ST7 RAM
AN 986	USING THE INDIRECT ADDRESSING MODE WITH ST7
AN 987	ST7 SERIAL TEST CONTROLLER PROGRAMMING
AN 988	STARTING WITH ST7 ASSEMBLY TOOL CHAIN
AN1039	ST7 MATH UTILITY ROUTINES