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Details	
Product Status	Not For New Designs
Core Processor	C166SV2
Core Size	16-Bit
Speed	80MHz
Connectivity	CANbus, EBI/EMI, I²C, LINbus, SPI, SSC, UART/USART, USI
Peripherals	I²S, POR, PWM, WDT
Number of I/O	118
Program Memory Size	768KB (768K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	82K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.5V
Data Converters	A/D 24x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	144-LQFP Exposed Pad
Supplier Device Package	PG-LQFP-144-4
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/xe167f96f80lacfxuma1

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Data Sheet, V2.1, Aug. 2008

XE167

16-Bit Single-Chip
Real Time Signal Controller

Microcontrollers

Never stop thinking

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
12	P7.4	O0 / I	St/B	**Bit 4 of Port 7, General Purpose Input/Output**
	EMUX2	O1	St/B	**External Analog MUX Control Output 2 (ADC1)**
	U0C1_DOUT	O2	St/B	**USIC0 Channel 1 Shift Data Output**
	U0C1_SCLKOUT	O3	St/B	**USIC0 Channel 1 Shift Clock Output**
	CCU62_CCPOS2A	I	St/B	**CCU62 Position Input 2**
	TCK_C	I	St/B	**JTAG Clock Input**
	U0C0_DX0D	I	St/B	**USIC0 Channel 0 Shift Data Input**
	U0C1_DX1E	I	St/B	**USIC0 Channel 1 Shift Clock Input**
13	P8.1	O0 / I	St/B	**Bit 1 of Port 8, General Purpose Input/Output**
	CCU60_CC61	O1 / I	St/B	**CCU60 Channel 1 Input/Output**
14	P8.0	O0 / I	St/B	**Bit 0 of Port 8, General Purpose Input/Output**
	CCU60_CC60	O1 / I	St/B	**CCU60 Channel 0 Input/Output**
16	P6.0	O0 / I	St/A	**Bit 0 of Port 6, General Purpose Input/Output**
	EMUX0	O1	St/A	**External Analog MUX Control Output 0 (ADC0)**
	$\overline{\text{BRKOUT}}$	O3	St/A	**OCDS Break Signal Output**
	ADCx_REQGTyC	I	St/A	**External Request Gate Input for ADC0/1**
	U1C1_DX0E	I	St/A	**USIC1 Channel 1 Shift Data Input**
17	P6.1	O0 / I	St/A	**Bit 1 of Port 6, General Purpose Input/Output**
	EMUX1	O1	St/A	**External Analog MUX Control Output 1 (ADC0)**
	T3OUT	O2	St/A	**GPT1 Timer T3 Toggle Latch Output**
	U1C1_DOUT	O3	St/A	**USIC1 Channel 1 Shift Data Output**
	ADCx_REQTRyC	I	St/A	**External Request Trigger Input for ADC0/1**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
18	P6.2	O0 / I	St/A	**Bit 2 of Port 6, General Purpose Input/Output**
	EMUX2	O1	St/A	**External Analog MUX Control Output 2 (ADC0)**
	T6OUT	O2	St/A	**GPT2 Timer T6 Toggle Latch Output**
	U1C1_ SCLKOUT	O3	St/A	**USIC1 Channel 1 Shift Clock Output**
	U1C1_DX1C	I	St/A	**USIC1 Channel 1 Shift Clock Input**
19	P6.3	O0 / I	St/A	**Bit 3 of Port 6, General Purpose Input/Output**
	T3OUT	O2	St/A	**GPT1 Timer T3 Toggle Latch Output**
	U1C1_ SELO0	O3	St/A	**USIC1 Channel 1 Select/Control 0 Output**
	U1C1_DX2D	I	St/A	**USIC1 Channel 1 Shift Control Input**
	ADCx_ REQTRyD	I	St/A	**External Request Trigger Input for ADC0/1**
21	P15.0	I	In/A	**Bit 0 of Port 15, General Purpose Input**
	ADC1_CH0	I	In/A	**Analog Input Channel 0 for ADC1**
22	P15.1	I	In/A	**Bit 1 of Port 15, General Purpose Input**
	ADC1_CH1	I	In/A	**Analog Input Channel 1 for ADC1**
23	P15.2	I	In/A	**Bit 2 of Port 15, General Purpose Input**
	ADC1_CH2	I	In/A	**Analog Input Channel 2 for ADC1**
	T5IN	I	In/A	**GPT2 Timer T5 Count/Gate Input**
24	P15.3	I	In/A	**Bit 3 of Port 15, General Purpose Input**
	ADC1_CH3	I	In/A	**Analog Input Channel 3 for ADC1**
	T5EUD	I	In/A	**GPT2 Timer T5 External Up/Down Control Input**
25	P15.4	I	In/A	**Bit 4 of Port 15, General Purpose Input**
	ADC1_CH4	I	In/A	**Analog Input Channel 4 for ADC1**
	T6IN	I	In/A	**GPT2 Timer T6 Count/Gate Input**
26	P15.5	I	In/A	**Bit 5 of Port 15, General Purpose Input**
	ADC1_CH5	I	In/A	**Analog Input Channel 5 for ADC1**
	T6EUD	I	In/A	**GPT2 Timer T6 External Up/Down Control Input**
27	P15.6	I	In/A	**Bit 6 of Port 15, General Purpose Input**
	ADC1_CH6	I	In/A	**Analog Input Channel 6 for ADC1**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
87	P0.3	O0 / I	St/B	**Bit 3 of Port 0, General Purpose Input/Output**
	U1C0_ SELO0	O1	St/B	**USIC1 Channel 0 Select/Control 0 Output**
	U1C1_ SELO1	O2	St/B	**USIC1 Channel 1 Select/Control 1 Output**
	CCU61_ COUT60	O3	St/B	**CCU61 Channel 0 Output**
	A3	OH	St/B	**External Bus Interface Address Line 3**
	U1C0_DX2A	I	St/B	**USIC1 Channel 0 Shift Control Input**
	RxDC0B	I	St/B	**CAN Node 0 Receive Data Input**
88	P3.1	O0 / I	St/B	**Bit 1 of Port 3, General Purpose Input/Output**
	U2C0_DOUT	O1	St/B	**USIC2 Channel 0 Shift Data Output**
	TxDC3	O2	St/B	**CAN Node 3 Transmit Data Output**
	HLDA	OH / I	St/B	**External Bus Hold Acknowledge Output/Input** Output in master mode, input in slave mode.
	U2C0_DX0B	I	St/B	**USIC2 Channel 0 Shift Data Input**
89	P10.2	O0 / I	St/B	**Bit 2 of Port 10, General Purpose Input/Output**
	U0C0_ SCLKOUT	O1	St/B	**USIC0 Channel 0 Shift Clock Output**
	CCU60_ CC62	O2 / I	St/B	**CCU60 Channel 2 Input/Output**
	AD2	OH / I	St/B	**External Bus Interface Address/Data Line 2**
	U0C0_DX1B	I	St/B	**USIC0 Channel 0 Shift Clock Input**
90	P0.4	O0 / I	St/B	**Bit 4 of Port 0, General Purpose Input/Output**
	U1C1_ SELO0	O1	St/B	**USIC1 Channel 1 Select/Control 0 Output**
	U1C0_ SELO1	O2	St/B	**USIC1 Channel 0 Select/Control 1 Output**
	CCU61_ COUT61	O3	St/B	**CCU61 Channel 1 Output**
	A4	OH	St/B	**External Bus Interface Address Line 4**
	U1C1_DX2A	I	St/B	**USIC1 Channel 1 Shift Control Input**
	RxDC1B	I	St/B	**CAN Node 1 Receive Data Input**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
104	P3.6	O0 / I	St/B	**Bit 6 of Port 3, General Purpose Input/Output**
	U2C1_DOUT	O1	St/B	**USIC2 Channel 1 Shift Data Output**
	TxDC4	O2	St/B	**CAN Node 4 Transmit Data Output**
	U0C0_ SELO6	O3	St/B	**USIC0 Channel 0 Select/Control 6 Output**
	U2C1_DX0A	I	St/B	**USIC2 Channel 1 Shift Data Input**
	U2C1_DX1B	I	St/B	**USIC2 Channel 1 Shift Clock Input**
105	P10.7	O0 / I	St/B	**Bit 7 of Port 10, General Purpose Input/Output**
	U0C1_DOUT	O1	St/B	**USIC0 Channel 1 Shift Data Output**
	CCU60_ COUT63	O2	St/B	**CCU60 Channel 3 Output**
	AD7	OH / I	St/B	**External Bus Interface Address/Data Line 7**
	U0C1_DX0B	I	St/B	**USIC0 Channel 1 Shift Data Input**
	CCU60_ CCPOS0A	I	St/B	**CCU60 Position Input 0**
	RxDC4C	I	St/B	**CAN Node 4 Receive Data Input**
106	P0.7	O0 / I	St/B	**Bit 7 of Port 0, General Purpose Input/Output**
	U1C1_DOUT	O1	St/B	**USIC1 Channel 1 Shift Data Output**
	U1C0_ SELO3	O2	St/B	**USIC1 Channel 0 Select/Control 3 Output**
	A7	OH	St/B	**External Bus Interface Address Line 7**
	U1C1_DX0B	I	St/B	**USIC1 Channel 1 Shift Data Input**
	CCU61_ CTRAPB	I	St/B	**CCU61 Emergency Trap Input**
107	P3.7	O0 / I	St/B	**Bit 7 of Port 3, General Purpose Input/Output**
	U2C1_DOUT	O1	St/B	**USIC2 Channel 1 Shift Data Output**
	U2C0_ SELO3	O2	St/B	**USIC2 Channel 0 Select/Control 3 Output**
	U0C0_ SELO7	O3	St/B	**USIC0 Channel 0 Select/Control 7 Output**
	U2C1_DX0B	I	St/B	**USIC2 Channel 1 Shift Data Input**

1024 bytes (2 × 512 bytes) of the address space are reserved for the Special Function Register areas (SFR space and ESFR space). SFRs are word-wide registers which are used to control and monitor functions of the different on-chip units. Unused SFR addresses are reserved for future members of the XE166 Family. In order to to ensure upward compatibility they should either not be accessed or written with zeros.

In order to meet the requirements of designs where more memory is required than is available on chip, up to 12 Mbytes (approximately, see **Table 5**) of external RAM and/or ROM can be connected to the microcontroller. The External Bus Interface also provides access to external peripherals.

Up to 768 Kbytes of on-chip Flash memory store code, constant data, and control data. The on-chip Flash memory consists of up to three modules with a maximum capacity of 256 Kbytes each. Each module is organized in 4-Kbyte sectors.
The uppermost 4-Kbyte sector of segment 0 (located in Flash module 0) is used internally to store operation control parameters and protection information.

*Note: The actual size of the Flash memory depends on the chosen derivative (see **Table 1**).*

Each sector can be separately write protected[1)], erased and programmed (in blocks of 128 Bytes). The complete Flash area can be read-protected. A user-defined password sequence temporarily unlocks protected areas. The Flash modules combine 128-bit read access with protected and efficient writing algorithms for programming and erasing. Dynamic error correction provides extremely high read data security for all read access operations. Access to different Flash modules can be executed in parallel.
For Flash parameters, please see **Section 4.5**.

1) To save control bits, sectors are clustered for protection purposes, they remain separate for programming/erasing.

Table 6 XE167 Interrupt Nodes (cont'd)

Source of Interrupt or PEC Service Request	Control Register	Vector Location[1]	Trap Number
GPT2 Timer 5	GPT12E_T5IC	$xx'008C_H$	23_H / 35_D
GPT2 Timer 6	GPT12E_T6IC	$xx'0090_H$	24_H / 36_D
GPT2 CAPREL Register	GPT12E_CRIC	$xx'0094_H$	25_H / 37_D
CAPCOM Timer 7	CC2_T7IC	$xx'0098_H$	26_H / 38_D
CAPCOM Timer 8	CC2_T8IC	$xx'009C_H$	27_H / 39_D
A/D Converter Request 0	ADC_0IC	$xx'00A0_H$	28_H / 40_D
A/D Converter Request 1	ADC_1IC	$xx'00A4_H$	29_H / 41_D
A/D Converter Request 2	ADC_2IC	$xx'00A8_H$	$2A_H$ / 42_D
A/D Converter Request 3	ADC_3IC	$xx'00AC_H$	$2B_H$ / 43_D
A/D Converter Request 4	ADC_4IC	$xx'00B0_H$	$2C_H$ / 44_D
A/D Converter Request 5	ADC_5IC	$xx'00B4_H$	$2D_H$ / 45_D
A/D Converter Request 6	ADC_6IC	$xx'00B8_H$	$2E_H$ / 46_D
A/D Converter Request 7	ADC_7IC	$xx'00BC_H$	$2F_H$ / 47_D
CCU60 Request 0	CCU60_0IC	$xx'00C0_H$	30_H / 48_D
CCU60 Request 1	CCU60_1IC	$xx'00C4_H$	31_H / 49_D
CCU60 Request 2	CCU60_2IC	$xx'00C8_H$	32_H / 50_D
CCU60 Request 3	CCU60_3IC	$xx'00CC_H$	33_H / 51_D
CCU61 Request 0	CCU61_0IC	$xx'00D0_H$	34_H / 52_D
CCU61 Request 1	CCU61_1IC	$xx'00D4_H$	35_H / 53_D
CCU61 Request 2	CCU61_2IC	$xx'00D8_H$	36_H / 54_D
CCU61 Request 3	CCU61_3IC	$xx'00DC_H$	37_H / 55_D
CCU62 Request 0	CCU62_0IC	$xx'00E0_H$	38_H / 56_D
CCU62 Request 1	CCU62_1IC	$xx'00E4_H$	39_H / 57_D
CCU62 Request 2	CCU62_2IC	$xx'00E8_H$	$3A_H$ / 58_D
CCU62 Request 3	CCU62_3IC	$xx'00EC_H$	$3B_H$ / 59_D
CCU63 Request 0	CCU63_0IC	$xx'00F0_H$	$3C_H$ / 60_D
CCU63 Request 1	CCU63_1IC	$xx'00F4_H$	$3D_H$ / 61_D
CCU63 Request 2	CCU63_2IC	$xx'00F8_H$	$3E_H$ / 62_D
CCU63 Request 3	CCU63_3IC	$xx'00FC_H$	$3F_H$ / 63_D
CAN Request 0	CAN_0IC	$xx'0100_H$	40_H / 64_D

3.8 General Purpose Timer (GPT12E) Unit

The GPT12E unit is a very flexible multifunctional timer/counter structure which can be used for many different timing tasks such as event timing and counting, pulse width and duty cycle measurements, pulse generation, or pulse multiplication.

The GPT12E unit incorporates five 16-bit timers organized in two separate modules, GPT1 and GPT2. Each timer in each module may either operate independently in a number of different modes or be concatenated with another timer of the same module.

Each of the three timers T2, T3, T4 of **module GPT1** can be configured individually for one of four basic modes of operation: Timer, Gated Timer, Counter, and Incremental Interface Mode. In Timer Mode, the input clock for a timer is derived from the system clock and divided by a programmable prescaler. Counter Mode allows timer clocking in reference to external events.

Pulse width or duty cycle measurement is supported in Gated Timer Mode, where the operation of a timer is controlled by the 'gate' level on an external input pin. For these purposes each timer has one associated port pin (TxIN) which serves as a gate or clock input. The maximum resolution of the timers in module GPT1 is 4 system clock cycles.

The counting direction (up/down) for each timer can be programmed by software or altered dynamically by an external signal on a port pin (TxEUD), e.g. to facilitate position tracking.

In Incremental Interface Mode the GPT1 timers can be directly connected to the incremental position sensor signals A and B through their respective inputs TxIN and TxEUD. Direction and counting signals are internally derived from these two input signals, so that the contents of the respective timer Tx corresponds to the sensor position. The third position sensor signal TOP0 can be connected to an interrupt input.

Timer T3 has an output toggle latch (T3OTL) which changes its state on each timer overflow/underflow. The state of this latch may be output on pin T3OUT e.g. for time out monitoring of external hardware components. It may also be used internally to clock timers T2 and T4 for measuring long time periods with high resolution.

In addition to the basic operating modes, T2 and T4 may be configured as reload or capture register for timer T3. A timer used as capture or reload register is stopped. The contents of timer T3 is captured into T2 or T4 in response to a signal at the associated input pin (TxIN). Timer T3 is reloaded with the contents of T2 or T4, triggered either by an external signal or a selectable state transition of its toggle latch T3OTL. When both T2 and T4 are configured to alternately reload T3 on opposite state transitions of T3OTL with the low and high times of a PWM signal, this signal can be continuously generated without software intervention.

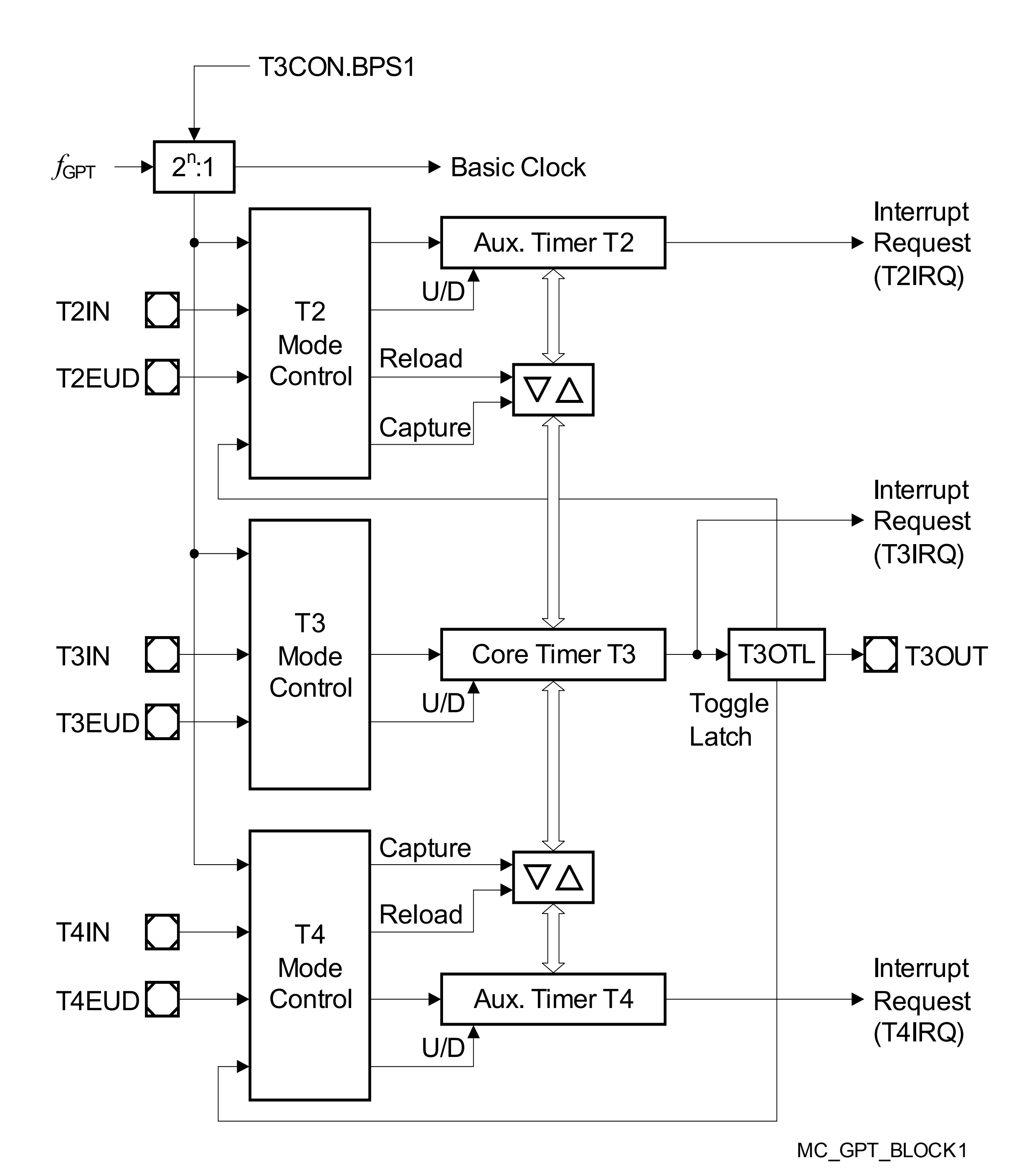

Figure 7 Block Diagram of GPT1

3.9 Real Time Clock

The Real Time Clock (RTC) module of the XE167 can be clocked with a clock signal selected from internal sources or external sources (pins).

The RTC basically consists of a chain of divider blocks:

- Selectable 32:1 and 8:1 dividers (on - off)
- The reloadable 16-bit timer T14
- The 32-bit RTC timer block (accessible via registers RTCH and RTCL) consisting of:
  – a reloadable 10-bit timer
  – a reloadable 6-bit timer
  – a reloadable 6-bit timer
  – a reloadable 10-bit timer

All timers count up. Each timer can generate an interrupt request. All requests are combined to a common node request.

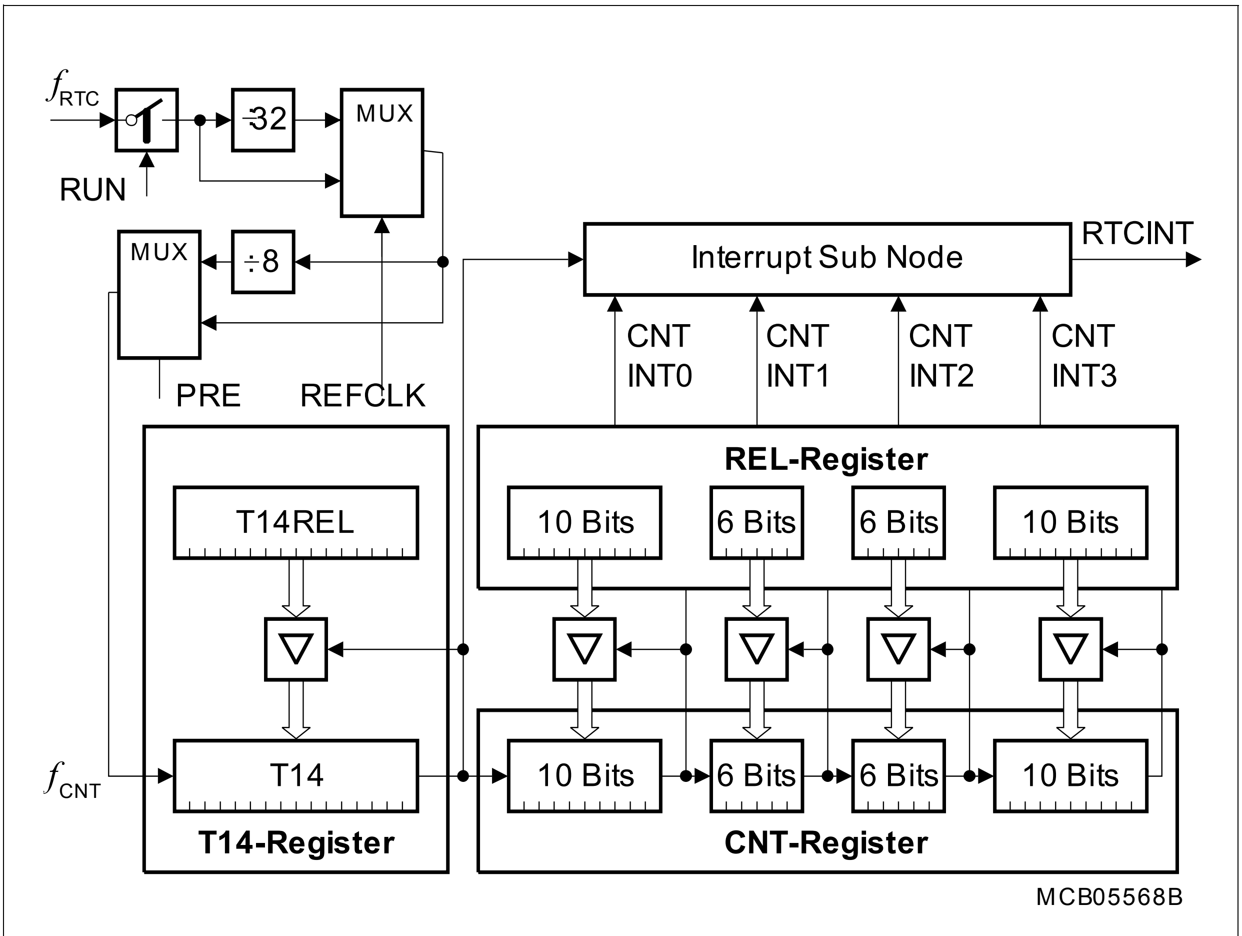

Figure 9 RTC Block Diagram

Note: The registers associated with the RTC are only affected by a power reset.

3.10 A/D Converters

For analog signal measurement, up to two 10-bit A/D converters (ADC0, ADC1) with 16 + 8 multiplexed input channels and a sample and hold circuit have been integrated on-chip. They use the successive approximation method. The sample time (to charge the capacitors) and the conversion time are programmable so that they can be adjusted to the external circuit. The A/D converters can also operate in 8-bit conversion mode, further reducing the conversion time.

Several independent conversion result registers, selectable interrupt requests, and highly flexible conversion sequences provide a high degree of programmability to meet the application requirements. Both modules can be synchronized to allow parallel sampling of two input channels.

For applications that require more analog input channels, external analog multiplexers can be controlled automatically.

For applications that require fewer analog input channels, the remaining channel inputs can be used as digital input port pins.

The A/D converters of the XE167 support two types of request sources which can be triggered by several internal and external events.

- Parallel requests are activated at the same time and then executed in a predefined sequence.
- Queued requests are executed in a user-defined sequence.

In addition, the conversion of a specific channel can be inserted into a running sequence without disturbing that sequence. All requests are arbitrated according to the priority level assigned to them.

Data reduction features, such as limit checking or result accumulation, reduce the number of required CPU access operations allowing the precise evaluation of analoginputs (high conversion rate) even at a low CPU speed.

The Peripheral Event Controller (PEC) can be used to control the A/D converters or to automatically store conversion results to a table in memory for later evaluation, without requiring the overhead of entering and exiting interrupt routines for each data transfer. Each A/D converter contains eight result registers which can be concatenated to build a result FIFO. Wait-for-read mode can be enabled for each result register to prevent the loss of conversion data.

In order to decouple analog inputs from digital noise and to avoid input trigger noise, those pins used for analog input can be disconnected from the digital input stages under software control. This can be selected for each pin separately with registers P5_DIDIS and P15_DIDIS (Port x Digital Input Disable).

The Auto-Power-Down feature of the A/D converters minimizes the power consumption when no conversion is in progress.

Operating Conditions

The following operating conditions must not be exceeded to ensure correct operation of the XE167. All parameters specified in the following sections refer to these operating conditions, unless otherwise noticed.

Table 12 Operating Condition Parameters

Parameter	Symbol	Values			Unit	Note / Test Condition
		Min.	Typ.	Max.		
Digital core supply voltage	V_{DDI}	1.4	–	1.6	V	
Core Supply Voltage Difference	ΔVDDI	-10	–	+10	mV	V_{DDIM} - V_{DDI1} 1)
Digital supply voltage for IO pads and voltage regulators, upper voltage range	V_{DDPA}, V_{DDPB}	4.5	–	5.5	V	2)
Digital supply voltage for IO pads and voltage regulators, lower voltage range	V_{DDPA}, V_{DDPB}	3.0	–	4.5	V	2)
Digital ground voltage	V_{SS}	0	–	0	V	Reference voltage
Overload current	I_{OV}	-5	–	5	mA	Per IO pin3)4)
		-2	–	5	mA	Per analog input pin3)4)
Overload positive current coupling factor for analog inputs5)	K_{OVA}	–	1.0×10^{-6}	1.0×10^{-4}	–	$I_{OV} > 0$
Overload negative current coupling factor for analog inputs5)	K_{OVA}	–	2.5×10^{-4}	1.5×10^{-3}	–	$I_{OV} < 0$
Overload positive current coupling factor for digital I/O pins5)	K_{OVD}	–	1.0×10^{-4}	5.0×10^{-3}	–	$I_{OV} > 0$
Overload negative current coupling factor for digital I/O pins5)	K_{OVD}	–	1.0×10^{-2}	3.0×10^{-2}	–	$I_{OV} < 0$
Absolute sum of overload currents	Σ|IOV|	–	–	50	mA	4)

The timing in the AC Characteristics refers to TCSs. Timing must be calculated using the minimum TCS possible under the given circumstances.
The actual minimum value for TCS depends on the jitter of the PLL. Because the PLL is constantly adjusting its output frequency to correspond to the input frequency (from crystal or oscillator), the accumulated jitter is limited. This means that the relative deviation for periods of more than one TCS is lower than for a single TCS (see formulas and **Figure 19**).

This is especially important for bus cycles using waitstates and for the operation of timers, serial interfaces, etc. For all slower operations and longer periods (e.g. pulse train generation or measurement, lower baudrates, etc.) the deviation caused by the PLL jitter is negligible.

The value of the accumulated PLL jitter depends on the number of consecutive VCO output cycles within the respective timeframe. The VCO output clock is divided by the output prescaler K2 to generate the system clock signal f_{SYS}. The number of VCO cycles is K2 × **T**, where **T** is the number of consecutive f_{SYS} cycles (TCS).

The maximum accumulated jitter (long-term jitter) D_{Tmax} is defined by:

$\mathbf{D_{Tmax}}$ **[ns] =** $\pm(220 / (K2 \times f_{SYS}) + 4.3)$

This maximum value is applicable, if either the number of clock cycles T > (f_{SYS} / 1.2) or the prescaler value K2 > 17.

In all other cases for a timeframe of **T** × TCS the accumulated jitter D_T is determined by:

$\mathbf{D_T}$ **[ns] =** $D_{Tmax} \times [(1 - 0.058 \times K2) \times (T - 1) / (0.83 \times f_{SYS} - 1) + 0.058 \times K2]$

f_{SYS} in [MHz] in all formulas.

Example, for a period of 3 TCSs @ 33 MHz and K2 = 4:

$D_{max} = \pm(220 / (4 \times 33) + 4.3) = 5.97$ ns (Not applicable directly in this case!)

$D_3 = 5.97 \times [(1 - 0.058 \times 4) \times (3 - 1) / (0.83 \times 33 - 1) + 0.058 \times 4]$
$= 5.97 \times [0.768 \times 2 / 26.39 + 0.232]$
$= 1.7$ ns

Example, for a period of 3 TCSs @ 33 MHz and K2 = 2:

$D_{max} = \pm(220 / (2 \times 33) + 4.3) = 7.63$ ns (Not applicable directly in this case!)

$D_3 = 7.63 \times [(1 - 0.058 \times 2) \times (3 - 1) / (0.83 \times 33 - 1) + 0.058 \times 2]$
$= 7.63 \times [0.884 \times 2 / 26.39 + 0.116]$
$= 1.4$ ns

4.6.3 External Clock Input Parameters

These parameters specify the external clock generation for the XE167. The clock can be generated in two ways:

- By connecting a **crystal or ceramic resonator** to pins XTAL1/XTAL2.
- By supplying an **external clock signal**. This clock signal can be supplied either to pin XTAL1 (core voltage domain) or to pin CLKIN1 (IO voltage domain).

If connected to CLKIN1, the input signal must reach the defined input levels V_{IL} and V_{IH}. In connected to XTAL1, a minimum amplitude V_{AX1} (peak-to-peak voltage) is sufficient for the operation of the on-chip oscillator.

Note: The given clock timing parameters (t_1 … t_4) are only valid for an external clock input signal.

Table 26 External Clock Input Characteristics (Operating Conditions apply)

Parameter	Symbol	Limit Values			Unit	Note / Test Condition
		Min.	Typ.	Max.		
Input voltage range limits for signal on XTAL1	V_{IX1} SR	-1.7 + V_{DDI}	–	1.7	V	1)
Input voltage (amplitude) on XTAL1	V_{AX1} SR	0.3 × V_{DDI}	–	–	V	Peak-to-peak voltage 2)
XTAL1 input current	I_{IL} CC	–	–	±20	μA	0 V < V_{IN} < V_{DDI}
Oscillator frequency	f_{OSC} CC	4	–	40	MHz	Clock signal
		4	–	16	MHz	Crystal or Resonator
High time	t_1 SR	6	–	–	ns	
Low time	t_2 SR	6	–	–	ns	
Rise time	t_3 SR	–	8	8	ns	
Fall time	t_4 SR	–	8	8	ns	

1) Overload conditions must not occur on pin XTAL1.

2) The amplitude voltage V_{AX1} refers to the offset voltage V_{OFF}. This offset voltage must be stable during the operation and the resulting voltage peaks must remain within the limits defined by V_{IX1}.

Bus Cycle Control with the READY Input

The duration of an external bus cycle can be controlled by the external circuit using the READY input signal. The polarity of this input signal can be selected.

Synchronous READY permits the shortest possible bus cycle but requires the input signal to be synchronous to the reference signal CLKOUT.

An asynchronous READY signal puts no timing constraints on the input signal but incurs a minimum of one waitstate due to the additional synchronization stage. The minimum duration of an asynchronous READY signal for safe synchronization is one CLKOUT period plus the input setup time.

An active READY signal can be deactivated in response to the trailing (rising) edge of the corresponding command ($\overline{RD}$ or $\overline{WR}$).

If the next bus cycle is controlled by READY, an active READY signal must be disabled before the first valid sample point in the next bus cycle. This sample point depends on the programmed phases of the next cycle.

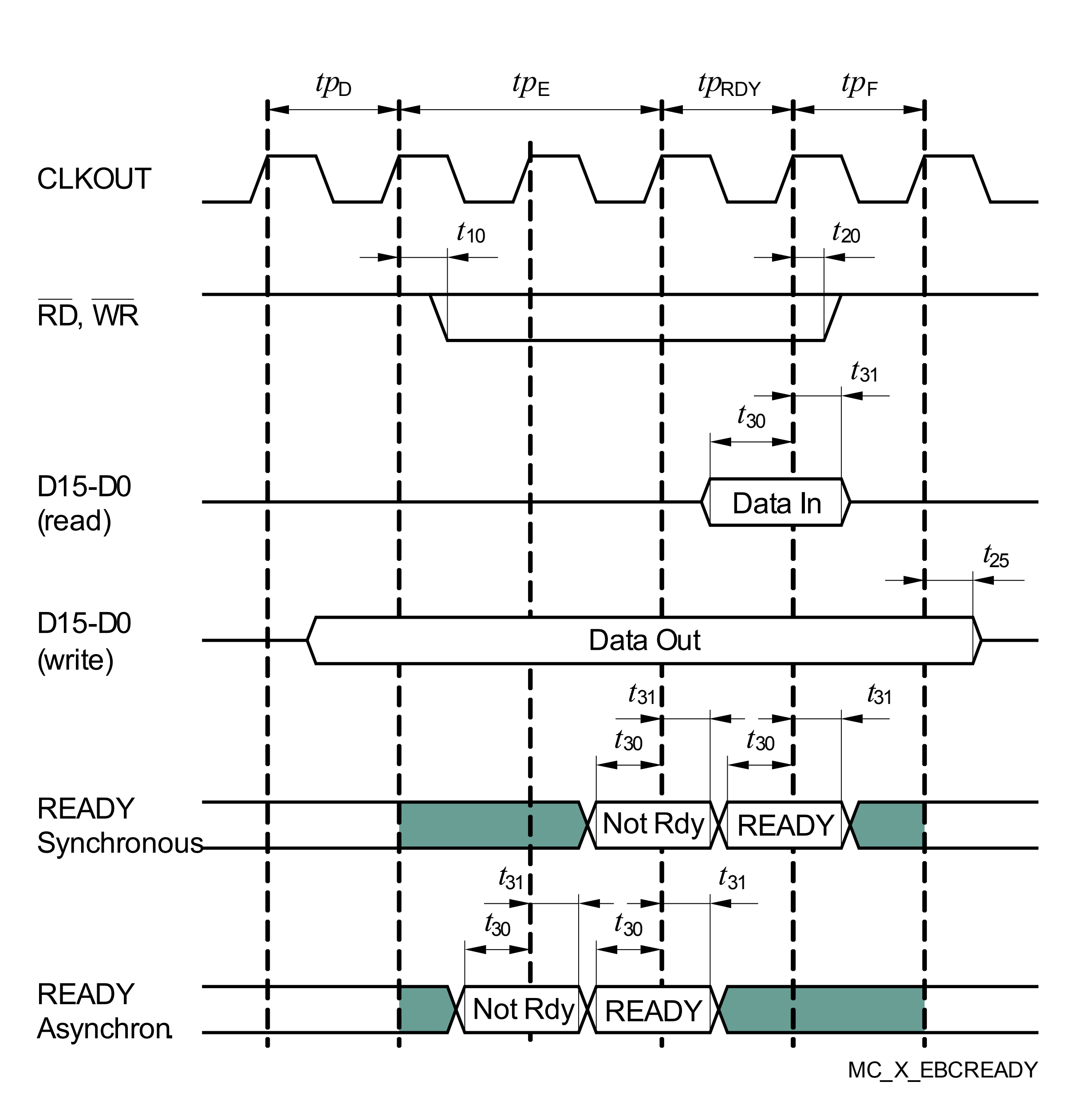

Figure 24 READY Timing

Note: If the READY input is sampled inactive at the indicated sampling point ("Not Rdy") a READY-controlled waitstate is inserted (tpRDY), sampling the READY input active at the indicated sampling point ("Ready") terminates the currently running bus cycle.
Note the different sampling points for synchronous and asynchronous READY.
This example uses one mandatory waitstate (see tpE) before the READY input value is used.

5.2 Thermal Considerations

When operating the XE167 in a system, the total heat generated in the chip must be dissipated to the ambient environment to prevent overheating and the resulting thermal damage.

The maximum heat that can be dissipated depends on the package and its integration into the target board. The "Thermal resistance $R_{\Theta JA}$" quantifies these parameters. The power dissipation must be limited so that the average junction temperature does not exceed 125 °C.

The difference between junction temperature and ambient temperature is determined by
$\Delta T = (P_{INT} + P_{IOSTAT} + P_{IODYN}) \times R_{\Theta JA}$

The internal power consumption is defined as
$P_{INT} = V_{DDP} \times I_{DDP}$ (see **Section 4.2.3**).

The static external power consumption caused by the output drivers is defined as
$P_{IOSTAT} = \Sigma((V_{DDP}-V_{OH}) \times I_{OH}) + \Sigma(V_{OL} \times I_{OL})$

The dynamic external power consumption caused by the output drivers (P_{IODYN}) depends on the capacitive load connected to the respective pins and their switching frequencies.

If the total power dissipation for a given system configuration exceeds the defined limit, countermeasures must be taken to ensure proper system operation:

- Reduce V_{DDP}, if possible in the system
- Reduce the system frequency
- Reduce the number of output pins
- Reduce the load on active output drivers

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