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What is "Embedded - Microcontrollers"?

"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	Not For New Designs
Core Processor	C166SV2
Core Size	16-Bit
Speed	66MHz
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 16x10b
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/xe167g96f66lacfxqma1

The XE167 types are offered with several Flash memory sizes. Table 2 describes the location of the available memory areas for each Flash memory size.

Table 2 Flash Memory Allocation

Total Flash Size	Flash Area A[1)]	Flash Area B	Flash Area C
768 Kbytes	$C0'0000_H$ … $C0'EFFF_H$	$C1'0000_H$ … $CB'FFFF_H$	n.a.
576 Kbytes	$C0'0000_H$ … $C0'EFFF_H$	$C1'0000_H$ … $C8'FFFF_H$	n.a.
384 Kbytes	$C0'0000_H$ … $C0'EFFF_H$	$C1'0000_H$ … $C5'FFFF_H$	n.a.

1) The uppermost 4-Kbyte sector of the first Flash segment is reserved for internal use ($C0'F000_H$ to $C0'FFFF_H$).

The XE167 types are offered with different interface options. Table 3 lists the available channels for each option.

Table 3 Interface Channel Association

Total Number	Available Channels
16 ADC0 channels	CH0 … CH15
8 ADC0 channels	CH0 … CH7
8 ADC1 channels	CH0 … CH7
5 CAN nodes	CAN0, CAN1, CAN2, CAN3, CAN4
2 CAN nodes	CAN0, CAN1
6 serial channels	U0C0, U0C1, U1C0, U1C1, U2C0, U2C1
4 serial channels	U0C0, U0C1, U1C0, U1C1

2 General Device Information

The XE167 series of real time signal controllers is a part of the Infineon XE166 Family of full-feature single-chip CMOS microcontrollers. These devices extend the functionality and performance of the C166 Family in terms of instructions (MAC unit), peripherals, and speed. They combine high CPU performance (up to 80 million instructions per second) with extended peripheral functionality and enhanced IO capabilities. Optimized peripherals can be adapted flexibly to meet the application requirements. These derivatives utilize clock generation via PLL and internal or external clock sources. On-chip memory modules include program Flash, program RAM, and data RAM.

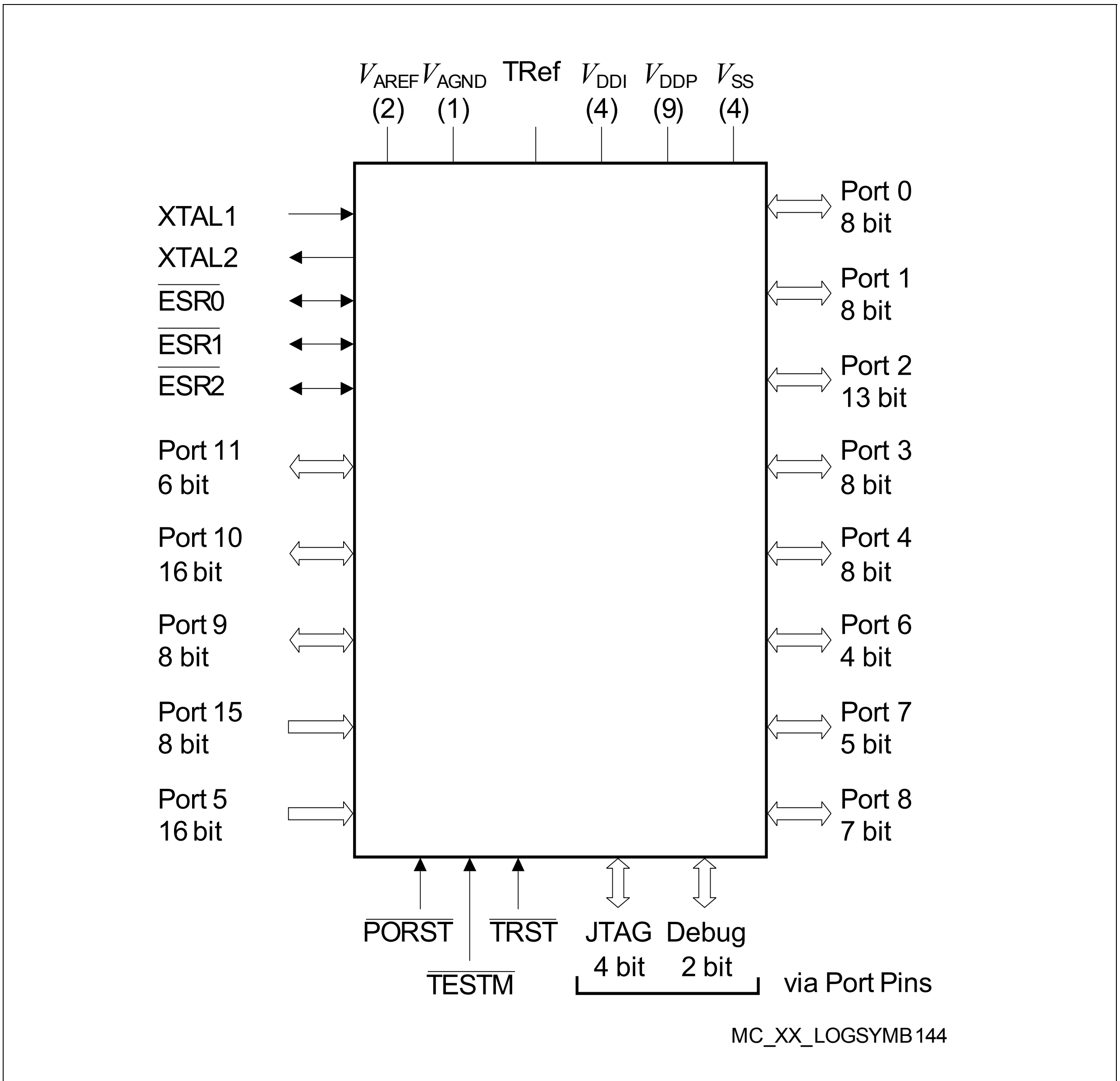

Figure 1 Logic Symbol

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
28	P15.7	I	In/A	**Bit 7 of Port 15, General Purpose Input**
	ADC1_CH7	I	In/A	**Analog Input Channel 7 for ADC1**
29	V_{AREF1}	-	PS/A	**Reference Voltage for A/D Converter ADC1**
30	V_{AREF0}	-	PS/A	**Reference Voltage for A/D Converter ADC0**
31	V_{AGND}	-	PS/A	**Reference Ground for A/D Converters ADC0/1**
32	P5.0	I	In/A	**Bit 0 of Port 5, General Purpose Input**
	ADC0_CH0	I	In/A	**Analog Input Channel 0 for ADC0**
33	P5.1	I	In/A	**Bit 1 of Port 5, General Purpose Input**
	ADC0_CH1	I	In/A	**Analog Input Channel 1 for ADC0**
34	P5.2	I	In/A	**Bit 2 of Port 5, General Purpose Input**
	ADC0_CH2	I	In/A	**Analog Input Channel 2 for ADC0**
	TDI_A	I	In/A	**JTAG Test Data Input**
35	P5.3	I	In/A	**Bit 3 of Port 5, General Purpose Input**
	ADC0_CH3	I	In/A	**Analog Input Channel 3 for ADC0**
	T3IN	I	In/A	**GPT1 Timer T3 Count/Gate Input**
39	P5.4	I	In/A	**Bit 4 of Port 5, General Purpose Input**
	ADC0_CH4	I	In/A	**Analog Input Channel 4 for ADC0**
	CCU63_ T12HRB	I	In/A	**External Run Control Input for T12 of CCU63**
	T3EUD	I	In/A	**GPT1 Timer T3 External Up/Down Control Input**
	TMS_A	I	In/A	**JTAG Test Mode Selection Input**
40	P5.5	I	In/A	**Bit 5 of Port 5, General Purpose Input**
	ADC0_CH5	I	In/A	**Analog Input Channel 5 for ADC0**
	CCU60_ T12HRB	I	In/A	**External Run Control Input for T12 of CCU60**
41	P5.6	I	In/A	**Bit 6 of Port 5, General Purpose Input**
	ADC0_CH6	I	In/A	**Analog Input Channel 6 for ADC0**
42	P5.7	I	In/A	**Bit 7 of Port 5, General Purpose Input**
	ADC0_CH7	I	In/A	**Analog Input Channel 7 for ADC0**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
71	P4.3	O0 / I	St/B	**Bit 3 of Port 4, General Purpose Input/Output**
	CC2_27	O3 / I	St/B	**CAPCOM2 CC27IO Capture Inp./ Compare Out.**
	$\overline{CS3}$	OH	St/B	**External Bus Interface Chip Select 3 Output**
	RxDC2A	I	St/B	**CAN Node 2 Receive Data Input**
	T2EUD	I	St/B	**GPT1 Timer T2 External Up/Down Control Input**
75	P0.0	O0 / I	St/B	**Bit 0 of Port 0, General Purpose Input/Output**
	U1C0_DOUT	O1	St/B	**USIC1 Channel 0 Shift Data Output**
	CCU61_ CC60	O3 / I	St/B	**CCU61 Channel 0 Input/Output**
	A0	OH	St/B	**External Bus Interface Address Line 0**
	U1C0_DX0A	I	St/B	**USIC1 Channel 0 Shift Data Input**
76	P4.5	O0 / I	St/B	**Bit 5 of Port 4, General Purpose Input/Output**
	CC2_29	O3 / I	St/B	**CAPCOM2 CC29IO Capture Inp./Compare Out.**
77	P4.6	O0 / I	St/B	**Bit 6 of Port 4, General Purpose Input/Output**
	CC2_30	O3 / I	St/B	**CAPCOM2 CC30IO Capture Inp./ Compare Out.**
	T4IN	I	St/B	**GPT1 Timer T4 Count/Gate Input**
78	P2.7	O0 / I	St/B	**Bit 7 of Port 2, General Purpose Input/Output**
	U0C1_ SELO0	O1	St/B	**USIC0 Channel 1 Select/Control 0 Output**
	U0C0_ SELO1	O2	St/B	**USIC0 Channel 0 Select/Control 1 Output**
	CC2_20	O3 / I	St/B	**CAPCOM2 CC20IO Capture Inp./ Compare Out.**
	A20	OH	St/B	**External Bus Interface Address Line 20**
	U0C1_DX2C	I	St/B	**USIC0 Channel 1 Shift Control Input**
	RxDC1C	I	St/B	**CAN Node 1 Receive Data Input**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
79	P0.1	O0 / I	St/B	**Bit 1 of Port 0, General Purpose Input/Output**
	U1C0_DOUT	O1	St/B	**USIC1 Channel 0 Shift Data Output**
	TxDC0	O2	St/B	**CAN Node 0 Transmit Data Output**
	CCU61_ CC61	O3 / I	St/B	**CCU61 Channel 1 Input/Output**
	A1	OH	St/B	**External Bus Interface Address Line 1**
	U1C0_DX0B	I	St/B	**USIC1 Channel 0 Shift Data Input**
	U1C0_DX1A	I	St/B	**USIC1 Channel 0 Shift Clock Input**
80	P2.8	O0 / I	DP/B	**Bit 8 of Port 2, General Purpose Input/Output**
	U0C1_ SCLKOUT	O1	DP/B	**USIC0 Channel 1 Shift Clock Output**
	EXTCLK	O2	DP/B	**Programmable Clock Signal Output** [1]
	CC2_21	O3 / I	DP/B	**CAPCOM2 CC21IO Capture Inp./ Compare Out.**
	A21	OH	DP/B	**External Bus Interface Address Line 21**
	U0C1_DX1D	I	DP/B	**USIC0 Channel 1 Shift Clock Input**
81	P4.7	O0 / I	St/B	**Bit 7 of Port 4, General Purpose Input/Output**
	CC2_31	O3 / I	St/B	**CAPCOM2 CC31IO Capture Inp./ Compare Out.**
	T4EUD	I	St/B	**GPT1 Timer T4 External Up/Down Control Input**
82	P2.9	O0 / I	St/B	**Bit 9 of Port 2, General Purpose Input/Output**
	U0C1_DOUT	O1	St/B	**USIC0 Channel 1 Shift Data Output**
	TxDC1	O2	St/B	**CAN Node 1 Transmit Data Output**
	CC2_22	O3 / I	St/B	**CAPCOM2 CC22IO Capture Inp./ Compare Out.**
	A22	OH	St/B	**External Bus Interface Address Line 22**
	CLKIN1	I	St/B	**Clock Signal Input**
	TCK_A	I	St/B	**JTAG Clock Input**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
97	P3.3	O0 / I	St/B	**Bit 3 of Port 3, General Purpose Input/Output**
	U2C0_ SELO0	O1	St/B	**USIC2 Channel 0 Select/Control 0 Output**
	U2C1_ SELO1	O2	St/B	**USIC2 Channel 1 Select/Control 1 Output**
	U2C0_DX2A	I	St/B	**USIC2 Channel 0 Shift Control Input**
	RxDC3A	I	St/B	**CAN Node 3 Receive Data Input**
98	P10.4	O0 / I	St/B	**Bit 4 of Port 10, General Purpose Input/Output**
	U0C0_ SELO3	O1	St/B	**USIC0 Channel 0 Select/Control 3 Output**
	CCU60_ COUT61	O2	St/B	**CCU60 Channel 1 Output**
	AD4	OH / I	St/B	**External Bus Interface Address/Data Line 4**
	U0C0_DX2B	I	St/B	**USIC0 Channel 0 Shift Control Input**
	U0C1_DX2B	I	St/B	**USIC0 Channel 1 Shift Control Input**
99	P3.4	O0 / I	St/B	**Bit 4 of Port 3, General Purpose Input/Output**
	U2C1_ SELO0	O1	St/B	**USIC2 Channel 1 Select/Control 0 Output**
	U2C0_ SELO1	O2	St/B	**USIC2 Channel 0 Select/Control 1 Output**
	U0C0_ SELO4	O3	St/B	**USIC0 Channel 0 Select/Control 4 Output**
	U2C1_DX2A	I	St/B	**USIC2 Channel 1 Shift Control Input**
	RxDC4A	I	St/B	**CAN Node 4 Receive Data Input**
100	P10.5	O0 / I	St/B	**Bit 5 of Port 10, General Purpose Input/Output**
	U0C1_ SCLKOUT	O1	St/B	**USIC0 Channel 1 Shift Clock Output**
	CCU60_ COUT62	O2	St/B	**CCU60 Channel 2 Output**
	AD5	OH / I	St/B	**External Bus Interface Address/Data Line 5**
	U0C1_DX1B	I	St/B	**USIC0 Channel 1 Shift Clock Input**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
111	P1.0	O0 / I	St/B	**Bit 0 of Port 1, General Purpose Input/Output**
	U1C0_ MCLKOUT	O1	St/B	**USIC1 Channel 0 Master Clock Output**
	U1C0_ SELO4	O2	St/B	**USIC1 Channel 0 Select/Control 4 Output**
	A8	OH	St/B	**External Bus Interface Address Line 8**
	ESR1_3	I	St/B	**ESR1 Trigger Input 3**
	EX0BINA	I	St/B	**External Interrupt Trigger Input**
	CCU62_ CTRAPB	I	St/B	**CCU62 Emergency Trap Input**
112	P9.0	O0 / I	St/B	**Bit 0 of Port 9, General Purpose Input/Output**
	CCU63_ CC60	O1 / I	St/B	**CCU63 Channel 0 Input/Output**
113	P10.8	O0 / I	St/B	**Bit 8 of Port 10, General Purpose Input/Output**
	U0C0_ MCLKOUT	O1	St/B	**USIC0 Channel 0 Master Clock Output**
	U0C1_ SELO0	O2	St/B	**USIC0 Channel 1 Select/Control 0 Output**
	AD8	OH / I	St/B	**External Bus Interface Address/Data Line 8**
	CCU60_ CCPOS1A	I	St/B	**CCU60 Position Input 1**
	U0C0_DX1C	I	St/B	**USIC0 Channel 0 Shift Clock Input**
	$\overline{\mathrm{BRKIN\_B}}$	I	St/B	**OCDS Break Signal Input**
114	P9.1	O0 / I	St/B	**Bit 1 of Port 9, General Purpose Input/Output**
	CCU63_ CC61	O1 / I	St/B	**CCU63 Channel 1 Input/Output**

Table 4 Pin Definitions and Functions (cont'd)

Pin	Symbol	Ctrl.	Type	Function
126	P9.5	O0 / I	St/B	**Bit 5 of Port 9, General Purpose Input/Output**
	CCU63_ COUT62	O1	St/B	**CCU63 Channel 2 Output**
	U2C0_DOUT	O2	St/B	**USIC2 Channel 0 Shift Data Output**
	U2C0_DX0E	I	St/B	**USIC2 Channel 0 Shift Data Input**
	CCU60_ CCPOS2B	I	St/B	**CCU60 Position Input 2**
128	P10.14	O0 / I	St/B	**Bit 14 of Port 10, General Purpose Input/Output**
	U1C0_ SELO1	O1	St/B	**USIC1 Channel 0 Select/Control 1 Output**
	U0C1_DOUT	O2	St/B	**USIC0 Channel 1 Shift Data Output**
	$\overline{RD}$	OH	St/B	**External Bus Interface Read Strobe Output**
	ESR2_2	I	St/B	**ESR2 Trigger Input 2**
	U0C1_DX0C	I	St/B	**USIC0 Channel 1 Shift Data Input**
	RxDC3C	I	St/B	**CAN Node 3 Receive Data Input**
129	P1.4	O0 / I	St/B	**Bit 4 of Port 1, General Purpose Input/Output**
	CCU62_ COUT61	O1	St/B	**CCU62 Channel 1 Output**
	U1C1_ SELO4	O2	St/B	**USIC1 Channel 1 Select/Control 4 Output**
	U2C0_ SELO5	O3	St/B	**USIC2 Channel 0 Select/Control 5 Output**
	A12	OH	St/B	**External Bus Interface Address Line 12**
	U2C0_DX2B	I	St/B	**USIC2 Channel 0 Shift Control Input**
130	P10.15	O0 / I	St/B	**Bit 15 of Port 10, General Purpose Input/Output**
	U1C0_ SELO2	O1	St/B	**USIC1 Channel 0 Select/Control 2 Output**
	U0C1_DOUT	O2	St/B	**USIC0 Channel 1 Shift Data Output**
	U1C0_DOUT	O3	St/B	**USIC1 Channel 0 Shift Data Output**
	ALE	OH	St/B	**External Bus Interf. Addr. Latch Enable Output**
	U0C1_DX1C	I	St/B	**USIC0 Channel 1 Shift Clock Input**

3.1 Memory Subsystem and Organization

The memory space of the XE167 is configured in the von Neumann architecture. In this architecture all internal and external resources, including code memory, data memory, registers and I/O ports, are organized in the same linear address space.

Table 5 XE167 Memory Map

Address Area	Start Loc.	End Loc.	Area Size[1]	Notes
IMB register space	$FF'FF00_H$	$FF'FFFF_H$	256 Bytes	–
Reserved (Access trap)	$F0'0000_H$	$FF'FEFF_H$	<1 Mbyte	Minus IMB registers
Reserved for EPSRAM	$E9'0000_H$	$EF'FFFF_H$	448 Kbytes	Mirrors EPSRAM
Emulated PSRAM	$E8'0000_H$	$E8'FFFF_H$	64 Kbytes	Flash timing
Reserved for PSRAM	$E1'0000_H$	$E7'FFFF_H$	448 Kbytes	Mirrors PSRAM
Program SRAM	$E0'0000_H$	$E0'FFFF_H$	64 Kbytes	Maximum speed
Reserved for pr. mem.	$CC'0000_H$	$DF'FFFF_H$	<1.25 Mbytes	–
Program Flash 2	$C8'0000_H$	$CB'FFFF_H$	256 Kbytes	–
Program Flash 1	$C4'0000_H$	$C7'FFFF_H$	256 Kbytes	–
Program Flash 0	$C0'0000_H$	$C3'FFFF_H$	256 Kbytes	[2]
External memory area	$40'0000_H$	$BF'FFFF_H$	8 Mbytes	–
Available Ext. IO area[3]	$20'5800_H$	$3F'FFFF_H$	< 2 Mbytes	Minus USIC/CAN
USIC registers	$20'4000_H$	$20'57FF_H$	6 Kbytes	Accessed via EBC
MultiCAN registers	$20'0000_H$	$20'3FFF_H$	16 Kbytes	Accessed via EBC
External memory area	$01'0000_H$	$1F'FFFF_H$	< 2 Mbytes	Minus segment 0
SFR area	$00'FE00_H$	$00'FFFF_H$	0.5 Kbyte	–
Dual-Port RAM	$00'F600_H$	$00'FDFF_H$	2 Kbytes	–
Reserved for DPRAM	$00'F200_H$	$00'F5FF_H$	1 Kbyte	–
ESFR area	$00'F000_H$	$00'F1FF_H$	0.5 Kbyte	–
XSFR area	$00'E000_H$	$00'EFFF_H$	4 Kbytes	–
Data SRAM	$00'A000_H$	$00'DFFF_H$	16 Kbytes	–
Reserved for DSRAM	$00'8000_H$	$00'9FFF_H$	8 Kbytes	–
External memory area	$00'0000_H$	$00'7FFF_H$	32 Kbytes	–

1) The areas marked with “<” are slightly smaller than indicated. See column “Notes”.

2) The uppermost 4-Kbyte sector of the first Flash segment is reserved for internal use ($C0'F000_H$ to $C0'FFFF_H$).

3) Several pipeline optimizations are not active within the external IO area. This is necessary to control external peripherals properly.

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

Source of Interrupt or PEC Service Request	Control Register	Vector Location[1)]	Trap Number
CAPCOM Register 16, or ERU Request 0	CC2_CC16IC	xx'0040$_H$	10$_H$ / 16$_D$
CAPCOM Register 17, or ERU Request 1	CC2_CC17IC	xx'0044$_H$	11$_H$ / 17$_D$
CAPCOM Register 18, or ERU Request 2	CC2_CC18IC	xx'0048$_H$	12$_H$ / 18$_D$
CAPCOM Register 19, or ERU Request 3	CC2_CC19IC	xx'004C$_H$	13$_H$ / 19$_D$
CAPCOM Register 20, or USIC0 Request 6	CC2_CC20IC	xx'0050$_H$	14$_H$ / 20$_D$
CAPCOM Register 21, or USIC0 Request 7	CC2_CC21IC	xx'0054$_H$	15$_H$ / 21$_D$
CAPCOM Register 22, or USIC1 Request 6	CC2_CC22IC	xx'0058$_H$	16$_H$ / 22$_D$
CAPCOM Register 23, or USIC1 Request 7	CC2_CC23IC	xx'005C$_H$	17$_H$ / 23$_D$
CAPCOM Register 24, or ERU Request 0	CC2_CC24IC	xx'0060$_H$	18$_H$ / 24$_D$
CAPCOM Register 25, or ERU Request 1	CC2_CC25IC	xx'0064$_H$	19$_H$ / 25$_D$
CAPCOM Register 26, or ERU Request 2	CC2_CC26IC	xx'0068$_H$	1A$_H$ / 26$_D$
CAPCOM Register 27, or ERU Request 3	CC2_CC27IC	xx'006C$_H$	1B$_H$ / 27$_D$
CAPCOM Register 28, or USIC2 Request 6	CC2_CC28IC	xx'0070$_H$	1C$_H$ / 28$_D$
CAPCOM Register 29, or USIC2 Request 7	CC2_CC29IC	xx'0074$_H$	1D$_H$ / 29$_D$
CAPCOM Register 30	CC2_CC30IC	xx'0078$_H$	1E$_H$ / 30$_D$
CAPCOM Register 31	CC2_CC31IC	xx'007C$_H$	1F$_H$ / 31$_D$
GPT1 Timer 2	GPT12E_T2IC	xx'0080$_H$	20$_H$ / 32$_D$
GPT1 Timer 3	GPT12E_T3IC	xx'0084$_H$	21$_H$ / 33$_D$
GPT1 Timer 4	GPT12E_T4IC	xx'0088$_H$	22$_H$ / 34$_D$

Table 6 XE167 Interrupt Nodes (cont'd)

Source of Interrupt or PEC Service Request	Control Register	Vector Location[1]	Trap Number
CAN Request 1	CAN_1IC	$xx'0104_H$	41_H / 65_D
CAN Request 2	CAN_2IC	$xx'0108_H$	42_H / 66_D
CAN Request 3	CAN_3IC	$xx'010C_H$	43_H / 67_D
CAN Request 4	CAN_4IC	$xx'0110_H$	44_H / 68_D
CAN Request 5	CAN_5IC	$xx'0114_H$	45_H / 69_D
CAN Request 6	CAN_6IC	$xx'0118_H$	46_H / 70_D
CAN Request 7	CAN_7IC	$xx'011C_H$	47_H / 71_D
CAN Request 8	CAN_8IC	$xx'0120_H$	48_H / 72_D
CAN Request 9	CAN_9IC	$xx'0124_H$	49_H / 73_D
CAN Request 10	CAN_10IC	$xx'0128_H$	$4A_H$ / 74_D
CAN Request 11	CAN_11IC	$xx'012C_H$	$4B_H$ / 75_D
CAN Request 12	CAN_12IC	$xx'0130_H$	$4C_H$ / 76_D
CAN Request 13	CAN_13IC	$xx'0134_H$	$4D_H$ / 77_D
CAN Request 14	CAN_14IC	$xx'0138_H$	$4E_H$ / 78_D
CAN Request 15	CAN_15IC	$xx'013C_H$	$4F_H$ / 79_D
USIC0 Cannel 0, Request 0	U0C0_0IC	$xx'0140_H$	50_H / 80_D
USIC0 Cannel 0, Request 1	U0C0_1IC	$xx'0144_H$	51_H / 81_D
USIC0 Cannel 0, Request 2	U0C0_2IC	$xx'0148_H$	52_H / 82_D
USIC0 Cannel 1, Request 0	U0C1_0IC	$xx'014C_H$	53_H / 83_D
USIC0 Cannel 1, Request 1	U0C1_1IC	$xx'0150_H$	54_H / 84_D
USIC0 Cannel 1, Request 2	U0C1_2IC	$xx'0154_H$	55_H / 85_D
USIC1 Cannel 0, Request 0	U1C0_0IC	$xx'0158_H$	56_H / 86_D
USIC1 Cannel 0, Request 1	U1C0_1IC	$xx'015C_H$	57_H / 87_D
USIC1 Cannel 0, Request 2	U1C0_2IC	$xx'0160_H$	58_H / 88_D
USIC1 Cannel 1, Request 0	U1C1_0IC	$xx'0164_H$	59_H / 89_D
USIC1 Cannel 1, Request 1	U1C1_1IC	$xx'0168_H$	$5A_H$ / 90_D
USIC1 Cannel 1, Request 2	U1C1_2IC	$xx'016C_H$	$5B_H$ / 91_D
USIC2 Cannel 0, Request 0	U2C0_0IC	$xx'0170_H$	$5C_H$ / 92_D
USIC2 Cannel 0, Request 1	U2C0_1IC	$xx'0174_H$	$5D_H$ / 93_D
USIC2 Cannel 0, Request 2	U2C0_2IC	$xx'0178_H$	$5E_H$ / 94_D

3.5 On-Chip Debug Support (OCDS)

The On-Chip Debug Support system built into the XE167 provides a broad range of debug and emulation features. User software running on the XE167 can be debugged within the target system environment.

The OCDS is controlled by an external debugging device via the debug interface. This consists of the JTAG port conforming to IEEE-1149. The debug interface can be completed with an optional break interface.

The debugger controls the OCDS with a set of dedicated registers accessible via the debug interface (JTAG). In addition the OCDS system can be controlled by the CPU, e.g. by a monitor program. An injection interface allows the execution of OCDS-generated instructions by the CPU.

Multiple breakpoints can be triggered by on-chip hardware, by software, or by an external trigger input. Single stepping is supported, as is the injection of arbitrary instructions and read/write access to the complete internal address space. A breakpoint trigger can be answered with a CPU halt, a monitor call, a data transfer, or/and the activation of an external signal.

Tracing data can be obtained via the debug interface, or via the external bus interface for increased performance.

The JTAG interface uses four interface signals, to communicate with external circuitry. The debug interface can be amended with two optional break lines.

3.6 Capture/Compare Unit (CAPCOM2)

The CAPCOM2 unit supports generation and control of timing sequences on up to 16 channels with a maximum resolution of one system clock cycle (eight cycles in staggered mode). The CAPCOM2 unit is typically used to handle high-speed I/O tasks such as pulse and waveform generation, pulse width modulation (PWM), digital to analog (D/A) conversion, software timing, or time recording with respect to external events.

Two 16-bit timers (T7/T8) with reload registers provide two independent time bases for the capture/compare register array.

The input clock for the timers is programmable to a number of prescaled values of the internal system clock. It may also be derived from an overflow/underflow of timer T6 in module GPT2. This provides a wide range for the timer period and resolution while allowing precise adjustments for application-specific requirements. An external count input for CAPCOM2 timer T7 allows event scheduling for the capture/compare registers with respect to external events.

The capture/compare register array contains 16 dual purpose capture/compare registers. Each may be individually allocated to either CAPCOM2 timer T7 or T8 and programmed for a capture or compare function.
Each register of the CAPCOM2 module has one port pin associated with it. This serves as an input pin to trigger the capture function or as an output pin to indicate the occurrence of a compare event.

Table 8 Compare Modes (CAPCOM2)

Compare Modes	Function
Mode 0	Interrupt-only compare mode; Several compare interrupts per timer period are possible
Mode 1	Pin toggles on each compare match; Several compare events per timer period are possible
Mode 2	Interrupt-only compare mode; Only one compare interrupt per timer period is generated
Mode 3	Pin set ‘1’ on match; pin reset ‘0’ on compare timer overflow; Only one compare event per timer period is generated
Double Register Mode	Two registers operate on one pin; Pin toggles on each compare match; Several compare events per timer period are possible
Single Event Mode	Generates single edges or pulses; Can be used with any compare mode

4.2.3 Power Consumption

The power consumed by the XE167 depends on several factors such as supply voltage, operating frequency, active circuits, and operating temperature. The power consumption specified here consists of two components:

- The switching current I_S depends on the device activity
- The leakage current I_{LK} depends on the device temperature

To determine the actual power consumption, always both components, switching current I_S (**Table 16**) and leakage current I_{LK} (**Table 17**) must be added:

$I_{DDP} = I_S + I_{LK}$.

Note: The power consumption values are not subject to production test. They are verified by design/characterization.
To determine the total power consumption for dimensioning the external power supply, also the pad driver currents must be considered.

The given power consumption parameters and their values refer to specific operating conditions:

- **Active mode**:
  Regular operation, i.e. peripherals are active, code execution out of Flash.
- **Stopover mode**:
  Crystal oscillator and PLL stopped, Flash switched off, clock in domain DMP_1 stopped.

Note: The maximum values cover the complete specified operating range of all manufactured devices.
The typical values refer to average devices under typical conditions, such as nominal supply voltage, room temperature, application-oriented activity.
*After a power reset, the decoupling capacitors for V_{DDI} are charged with the maximum possible current, see parameter I_{CC} in **Table 20**.*

For additional information, please refer to **Section 5.2**, **Thermal Considerations**.

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 ($\overline{\text{RD}}$ or $\overline{\text{WR}}$).

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.

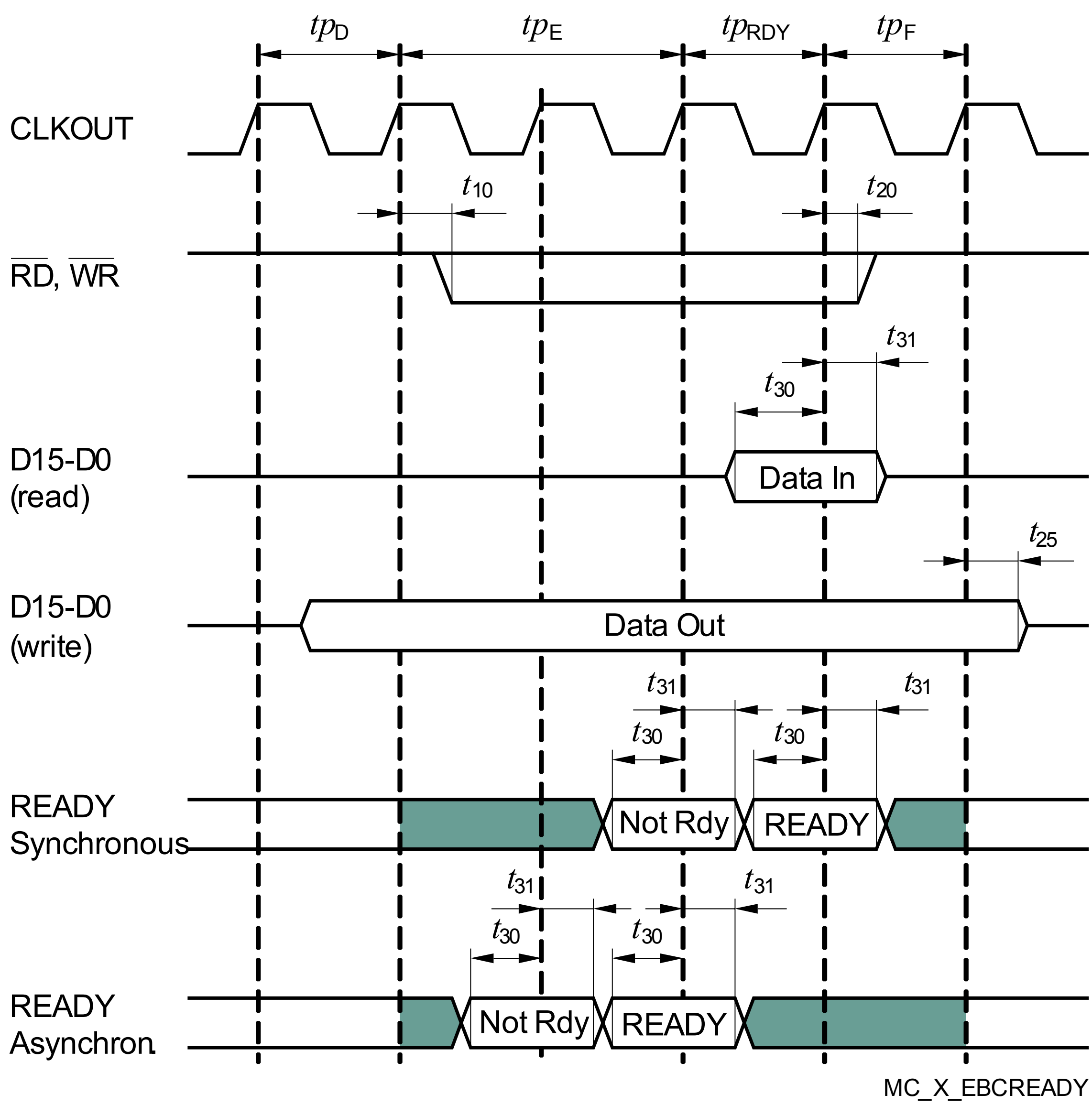

Figure 24 READY Timing

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.

Package Outlines

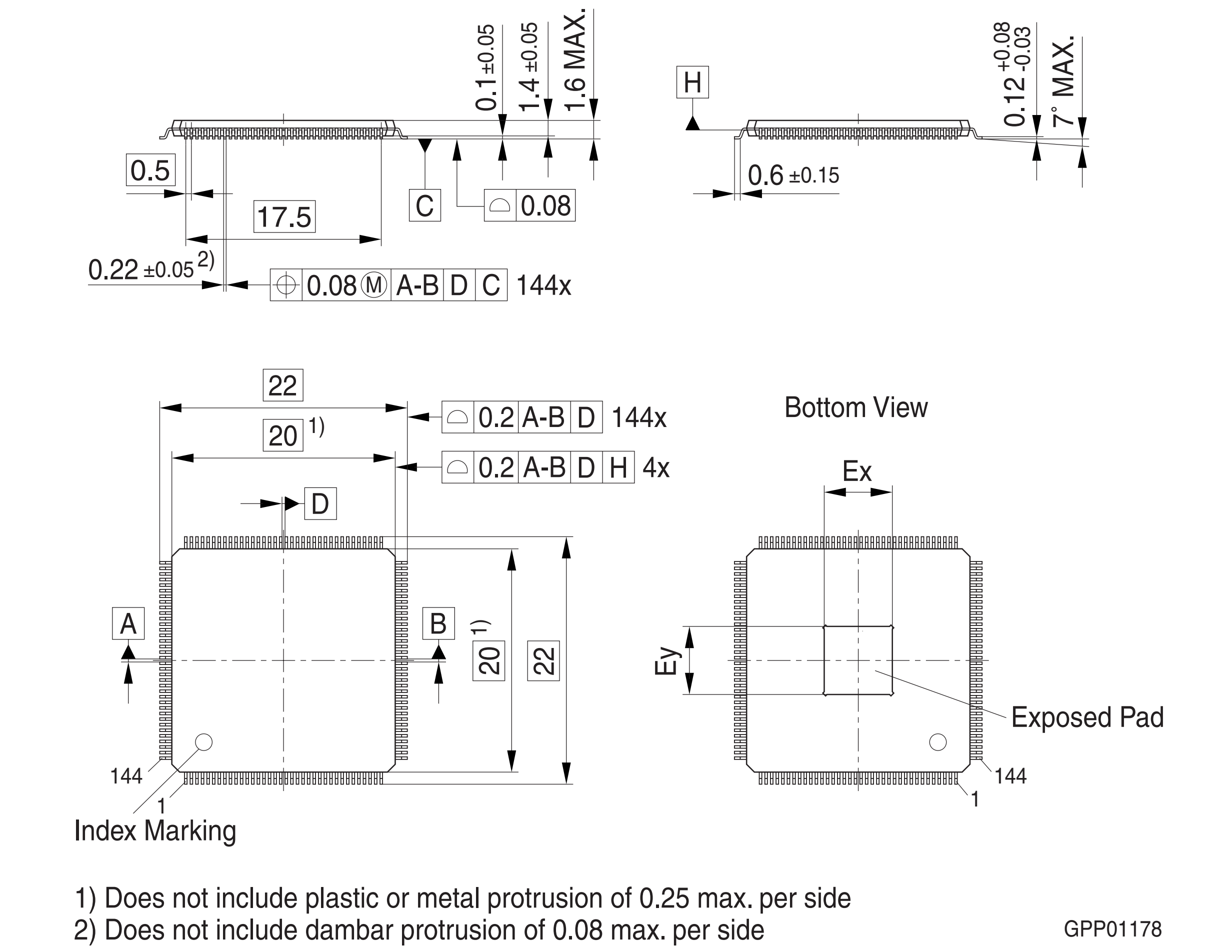

Figure 30 PG-LQFP-144-4 (Plastic Green Thin Quad Flat Package)

All dimensions in mm.

You can find complete information about Infineon packages, packing and marking in our Infineon Internet Page “Packages”: **http://www.infineon.com/packages**

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