Microchip Technology - SST89E516RD2-40-I-TQJE-ZZ134 Datasheet

Welcome to E-XFL.COM

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	Obsolete
Core Processor	8051
Core Size	8-Bit
Speed	40MHz
Connectivity	EBI/EMI, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, WDT
Number of I/O	36
Program Memory Size	72KB (72K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	-
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/sst89e516rd2-40-i-tqje-zz134

Pin Assignments

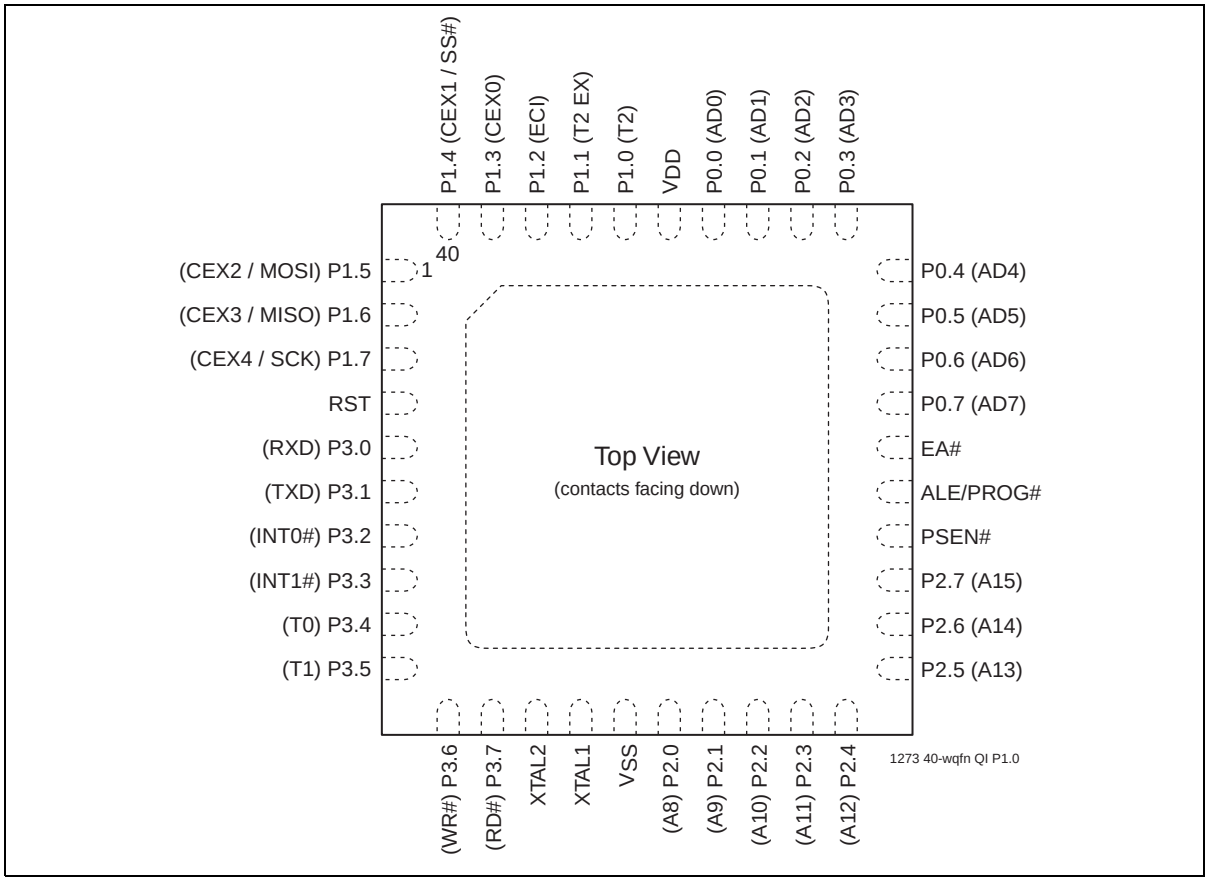

Figure 2: Pin Assignments for 40-Contact WQFN

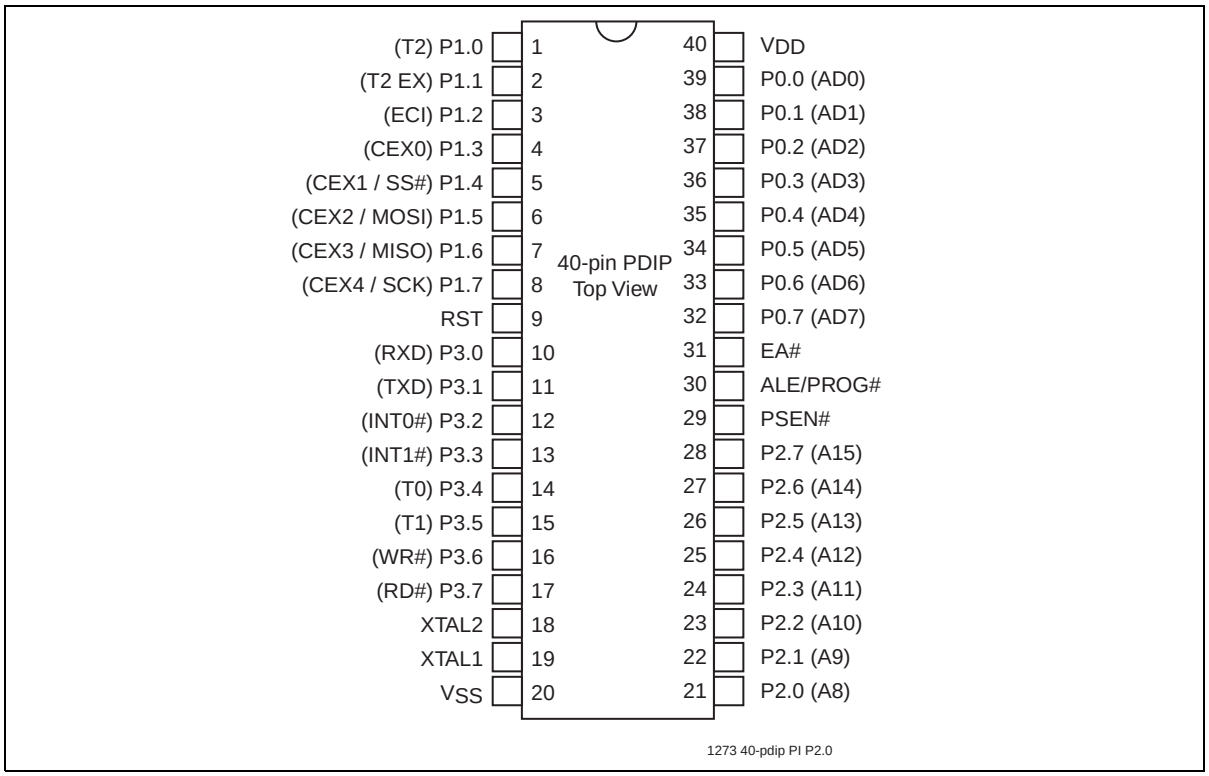

Figure 3: Pin Assignments for 40-pin PDIP

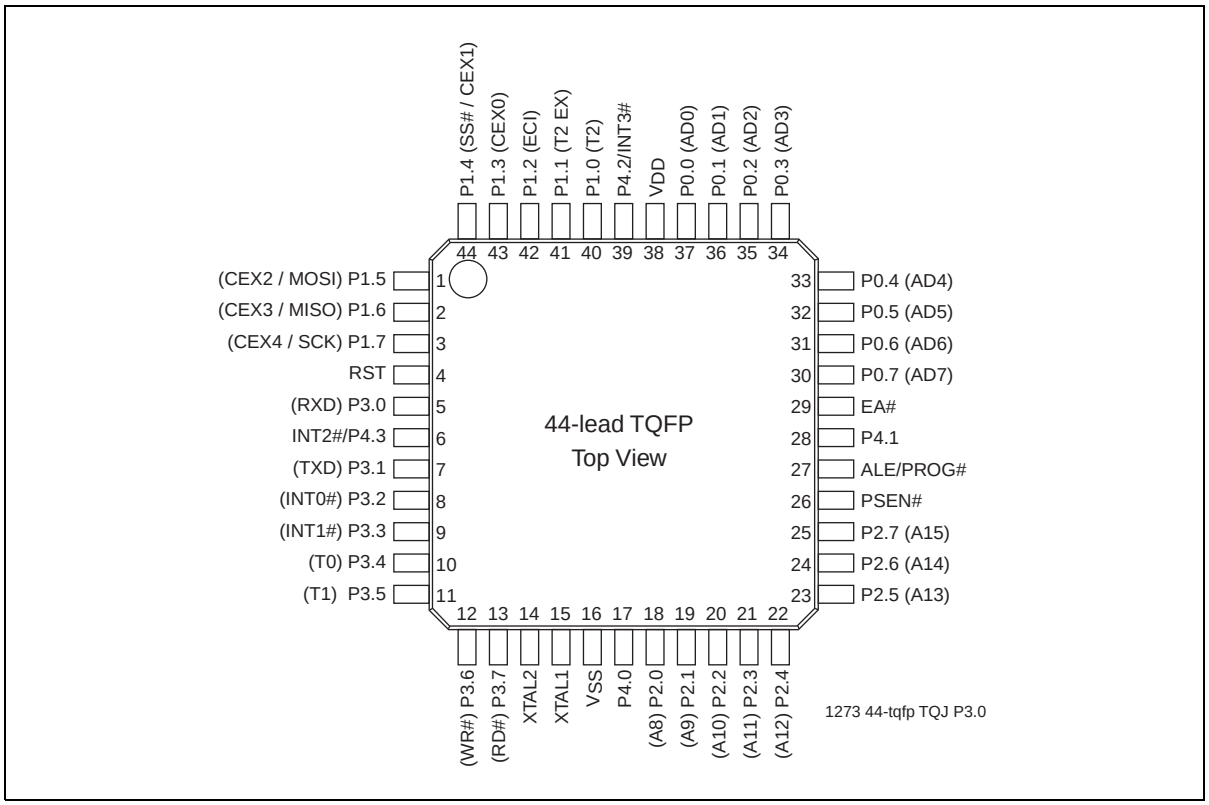

Figure 4: Pin Assignments for 44-lead TQFP

Program Memory Block Switching

The program memory block switching feature of the device allows either Block 1 or the lowest 8 KByte of Block 0 to be used for the lowest 8 KByte of the program address space. SFCF[1:0] controls program memory block switching.

Table 2: SFCF Values for Program Memory Block Switching

SFCF[1:0]	Program Memory Block Switching
01, 10, 11	Block 1 is not visible to the program counter (PC). Block 1 is reachable only via in-application programming from 0000H - 1FFFH.
00	Block 1 is overlaid onto the low 8K of the program address space; occupying address locations 0000H - 1FFFH. When the PC falls within 0000H - 1FFFH, the instruction will be fetched from Block 1 instead of Block 0. Outside of 0000H - 1FFFH, Block 0 is used. Locations 0000H - 1FFFH of Block 0 are reachable through in-application programming.

T0-0.0 25093

Reset Configuration of Program Memory Block Switching

Program memory block switching is initialized after reset according to the state of the Start-up Configuration bit SC0. The SC0 bit is programmed via an external host mode command or an IAP Mode command. See Table 14.

Once out of reset, the SFCF[0] bit can be changed dynamically by the program for desired effects. Changing SFCF[0] will not change the SC0 bit.

Caution must be taken when dynamically changing the SFCF[0] bit. Since this will cause different physical memory to be mapped to the logical program address space. The user must avoid executing block switching instructions within the address range 0000H to 1FFFH.

Table 3: SFCF Values Under Different Reset Conditions

	State of SFCF[1:0] after:		
SC0[1]	Power-on or External Reset	WDT Reset or Brown-out Reset	Software Reset
U (1)	00 (default)	x0	10
P (0)	01	x1	11

T0-0.0 25093

1. P = Programmed (Bit logic state = 0),
   U = Unprogrammed (Bit logic state = 1)

Data RAM Memory

The data RAM has 1024 bytes of internal memory. The RAM can be addressed up to 64KB for external data memory.

Table 9: Timer/Counters SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB LSB								Reset Value
TMOD	Timer/Counter Mode Control	89H	Timer 1				Timer 0				00H
			GATE	C/T#	M1	M0	GATE	C/T#	M1	M0	
TCON[1]	Timer/Counter Control	88H	TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0	00H
TH0	Timer 0 MSB	8CH	TH0[7:0]								00H
TL0	Timer 0 LSB	8AH	TL0[7:0]								00H
TH1	Timer 1 MSB	8DH	TH1[7:0]								00H
TL1	Timer 1 LSB	8BH	TL1[7:0]								00H
T2CON[1]	Timer / Counter 2 Control	C8H	TF2	EXF2	RCLK	TCLK	EXEN2	TR2	C/T2#	CP/RL2#	00H
T2MOD	Timer2 Mode Control	C9H	-	-	-	-	-	-	T2OE	DCEN	xxxxxx00b
TH2	Timer 2 MSB	CDH	TH2[7:0]								00H
TL2	Timer 2 LSB	CCH	TL2[7:0]								00H
RCAP2H	Timer 2 Capture MSB	CBH	RCAP2H[7:0]								00H
RCAP2L	Timer 2 Capture LSB	CAH	RCAP2L[7:0]								00H

T0-0.0 25093

1. Bit Addressable SFRs

Watchdog Timer Data/Reload Register (WDTD)

Location	7	6	5	4	3	2	1	0	Reset Value
85H	Watchdog Timer Data/Reload								00H

Symbol	Function
WDTD	Initial/Reload value in Watchdog Timer. New value won't be effective until WDT is set.

PCA Timer/Counter Control Register[1] (CCON)

Location	7	6	5	4	3	2	1	0	Reset Value
D8H	CF	CR	-	CCF4	CCF3	CCF2	CCF1	CCF0	00x00000b

1. Bit addressable

Symbol	Function
CF	PCA Counter Overflow Flag Set by hardware when the counter rolls over. CF flags an interrupt if bit ECF in CMOD is set. CF may be set by either hardware or software, but can only cleared by software.
CR	PCA Counter Run control bit Set by software to turn the PCA counter on. Must be cleared by software to turn the PCA counter off.
-	Not implemented, reserved for future use. **Note:** User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate.
CCF4	PCA Module 4 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.
CCF3	PCA Module 3 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.
CCF2	PCA Module 2 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.
CCF1	PCA Module 1 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.
CCF0	PCA Module 0 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.

PCA Compare/Capture Module Mode Register[1] (CCAPMn)

Location	7	6	5	4	3	2	1	0	Reset Value
DAH	-	ECOM0	CAPP0	CAPN0	MAT0	TOG0	PWM0	ECCF0	00xxx000b
DBH	-	ECOM1	CAPP1	CAPN1	MAT1	TOG1	PWM1	ECCF1	00xxx000b
DCH	-	ECOM2	CAPP2	CAPN2	MAT2	TOG2	PWM2	ECCF2	00xxx000b
DDH	-	ECOM3	CAPP3	CAPN3	MAT3	TOG3	PWM3	ECCF3	00xxx000b
DEH	-	ECOM4	CAPP4	CAPN4	MAT4	TOG4	PWM4	ECCF4	00xxx000b

1. Not bit addressable

Symbol **Function**

-
Not implemented, reserved for future use.
Note: User should not write ‘1’s to reserved bits. The value read from a reserved bit is indeterminate.

ECOMn
Enable Comparator
0: Disables the comparator function
1: Enables the comparator function

CAPPn
Capture Positive
0: Disables positive edge capture on CEX[4:0]
1: Enables positive edge capture on CEX[4:0]

CAPNn
Capture Negative
0: Disables negative edge capture on CEX[4:0]
1: Enables negative edge capture on CEX[4:0]

MATn
Match: Set ECOM[4:0] and MAT[4:0] to implement the software timer mode
0: Disables software timer mode
1: A match of the PCA counter with this module’s compare/capture register causes the CCFn bit in CCON to be set, flagging an interrupt.

TOGn
Toggle
0: Disables toggle function
1: A match of the PCA counter with this module’s compare/capture register causes the CEXn pin to toggle.

PWMn
Pulse Width Modulation mode
0: Disables PWM mode
1: Enables CEXn pin to be used as a pulse width modulated output

ECCFn
Enable CCF Interrupt
0: Disables compare/capture flag CCF[4:0] in the CCON register to generate an interrupt request.
1: Enables compare/capture flag CCF[4:0] in the CCON register to generate an interrupt request.

Serial Port Control Register (SCON)

Location	7	6	5	4	3	2	1	0	Reset Value
98H	SM0/FE	SM1	SM2	REN	TB8	RB8	TI	RI	00000000b

Symbol **Function**

FE — Set SMOD0 = 1 to access FE bit.
0: No framing error
1: Framing Error. Set by receiver when an invalid stop bit is detected. This bit needs to be cleared by software.

SM0 — SMOD0 = 0 to access SM0 bit.
Serial Port Mode Bit 0

SM1 — Serial Port Mode Bit 1

SM0	SM1	Mode	Description	Baud Rate[1]
0	0	0	Shift Register	f_{OSC}/6 (6 clock mode) or f_{OSC}/12 (12 clock mode)
0	1	1	8-bit UART	Variable
1	0	2	9-bit UART	f_{OSC}/32 or f_{OSC}/16 (6 clock mode) or f_{OSC}/64 or f_{OSC}/32 (12 clock mode)
1	1	3	9-bit UART	Variable

1. f_{OSC} = oscillator frequency

SM2 — Enables the Automatic Address Recognition feature in Modes 2 or 3. If SM2 = 1 then RI will not be set unless the received 9th data bit (RB8) is 1, indicating an address, and the received byte is a given or broadcast address. In Mode 1, if SM2 = 1 then RI will not be activated unless a valid stop bit was received. In Mode 0, SM2 should be 0.

REN — Enables serial reception.
0: to disable reception.
1: to enable reception.

TB8 — The 9th data bit that will be transmitted in Modes 2 and 3. Set or clear by software as desired.

RB8 — In Modes 2 and 3, the 9th data bit that was received. In Mode 1, if SM2 = 0, RB8 is the stop bit that was received. In Mode 0, RB8 is not used.

TI — Transmit interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or at the beginning of the stop bit in the other modes, in any serial transmission, Must be cleared by software.

RI — Receive interrupt flag. Set by hardware at the end of the8th bit time in Mode 0, or halfway through the stop bit time in the other modes, in any serial reception (except see SM2). Must be cleared by software.

Sector-Erase

The Sector-Erase command erases all of the bytes in a sector. The sector size for the flash memory blocks is 128 Bytes. The selection of the sector to be erased is determined by the contents of SFAH and SFAL.

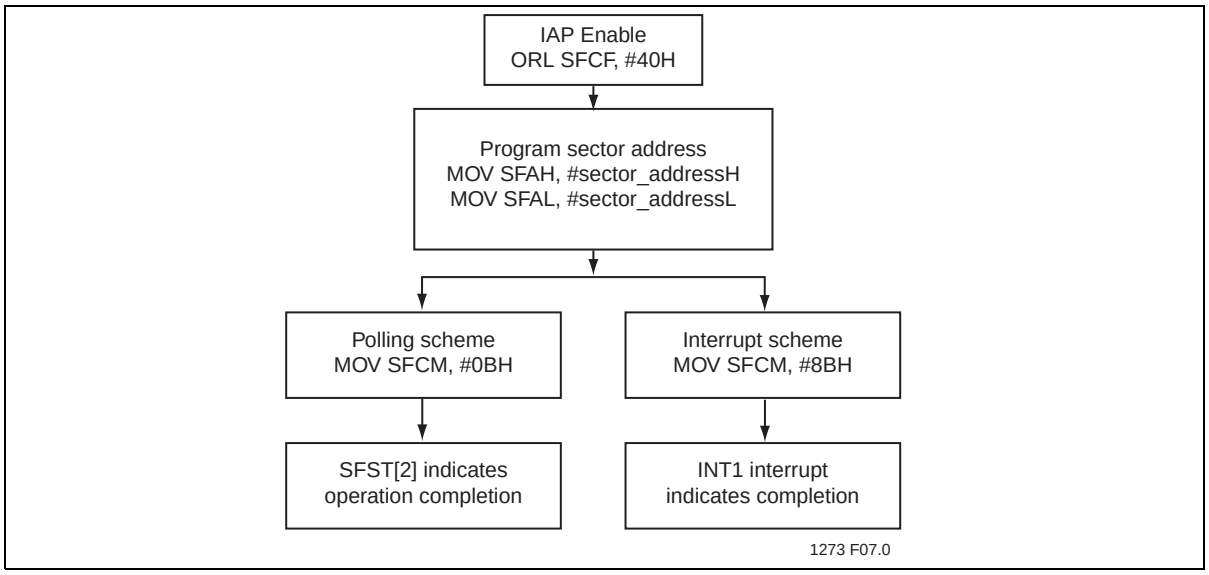

Figure 11: Sector Erase

Byte-Program

The Byte-Program command programs data into a single byte. The address is determined by the contents of SFAH and SFAL. The data byte is in SFDT.

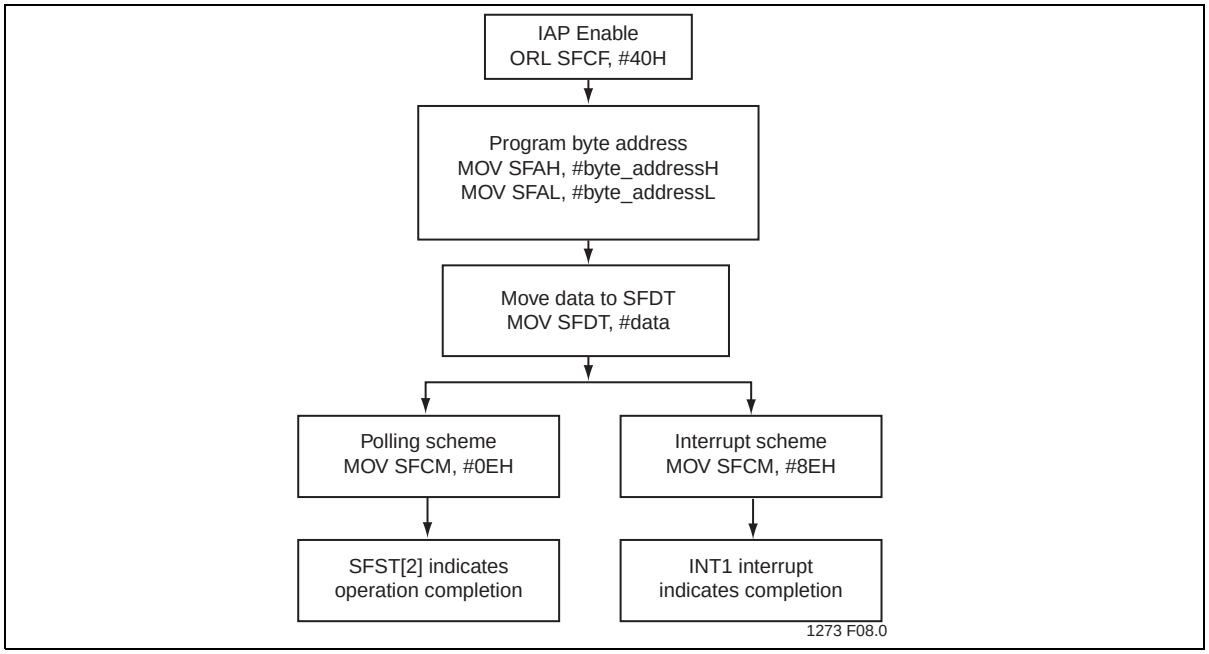

Figure 12: Byte Program

Byte-Verify

The Byte-Verify command allows the user to verify that the device has correctly performed an Erase or Program command. Byte-Verify command returns the data byte in SFDT if the command is successful. The user is required to check that the previous flash operation has fully completed before issuing a Byte-Verify. Byte-Verify command execution time is short enough that there is no need to poll for command completion and no interrupt is generated.

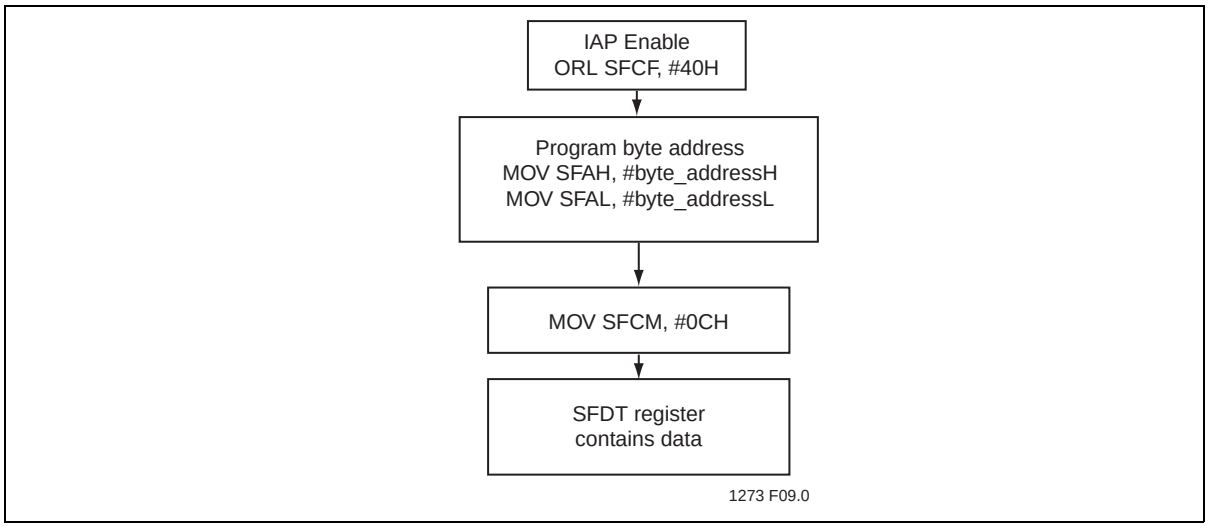

Figure 13: Byte Verify

Prog-SB3, Prog-SB2, Prog-SB1

Prog-SB3, Prog-SB2, Prog-SB1 commands are used to program the security bits (see Table 25). Completion of any of these commands, the security options will be updated immediately.

Security bits previously in un-programmed state can be programmed by these commands. Prog-SB3, Prog-SB2 and Prog-SB1 commands should only reside in Block 1 or external code memory.

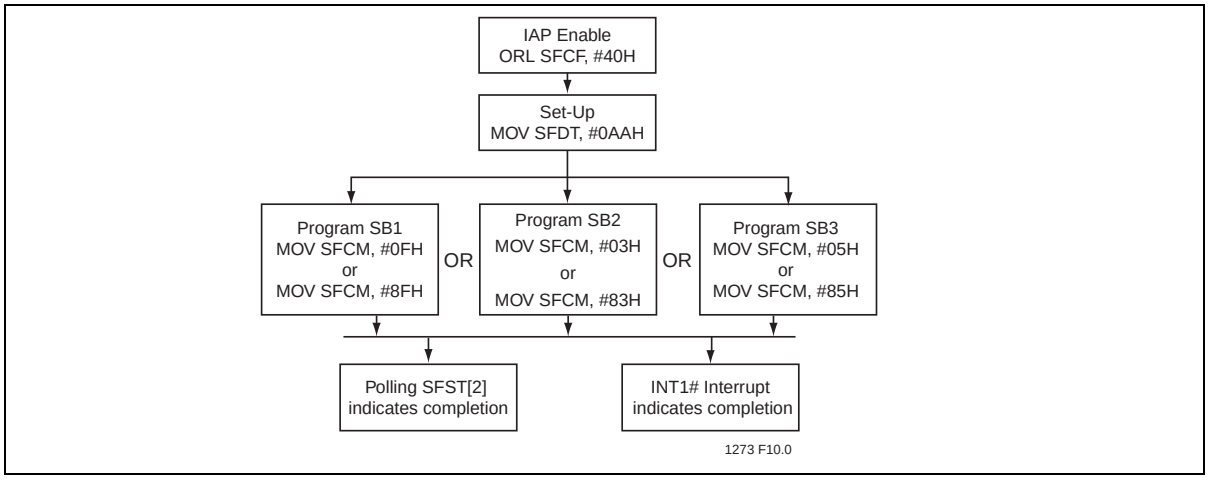

Figure 14: Prog-SB3, Prog-SB2, Prog-SB1

Prog-SC0

Prog-SC0 command is used to program the SC0 bit. This command only changes the SC0 bit and has no effect on BSEL bit until after a reset cycle.

SC0 bit previously in un-programmed state can be programmed by this command. The Prog-SC0 command should reside only in Block 1 or external code memory.

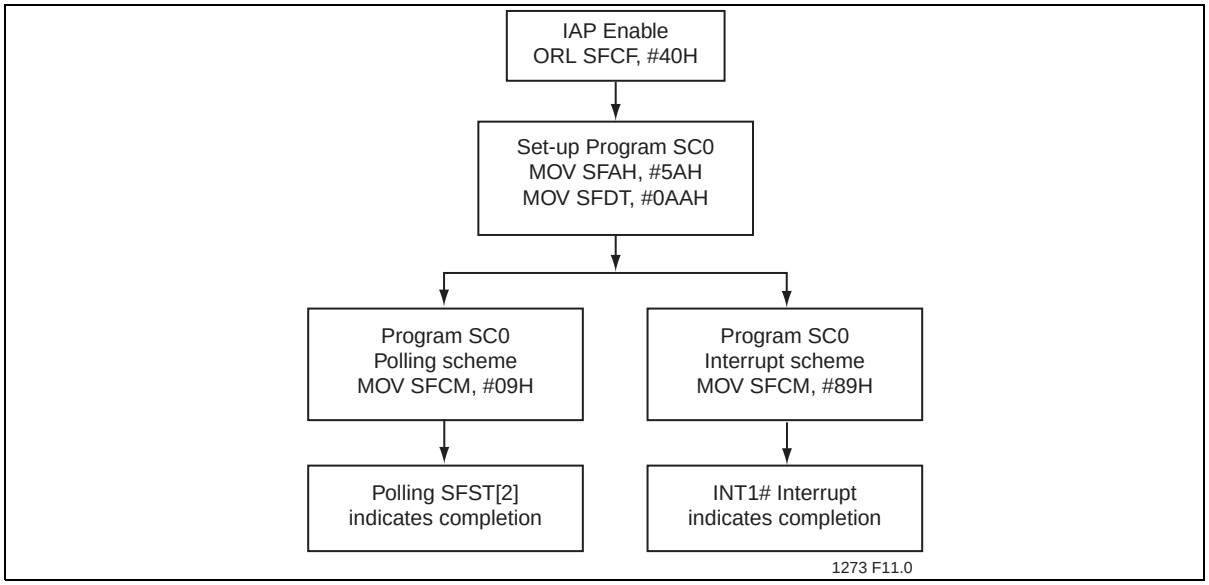

Figure 15: Prog-SC0

Enable-Clock-Double

Enable-Clock-Double command is used to make the MCU run at 6 clocks per machine cycle. The standard (default) is 12 clocks per machine cycle (i.e. clock double command disabled).

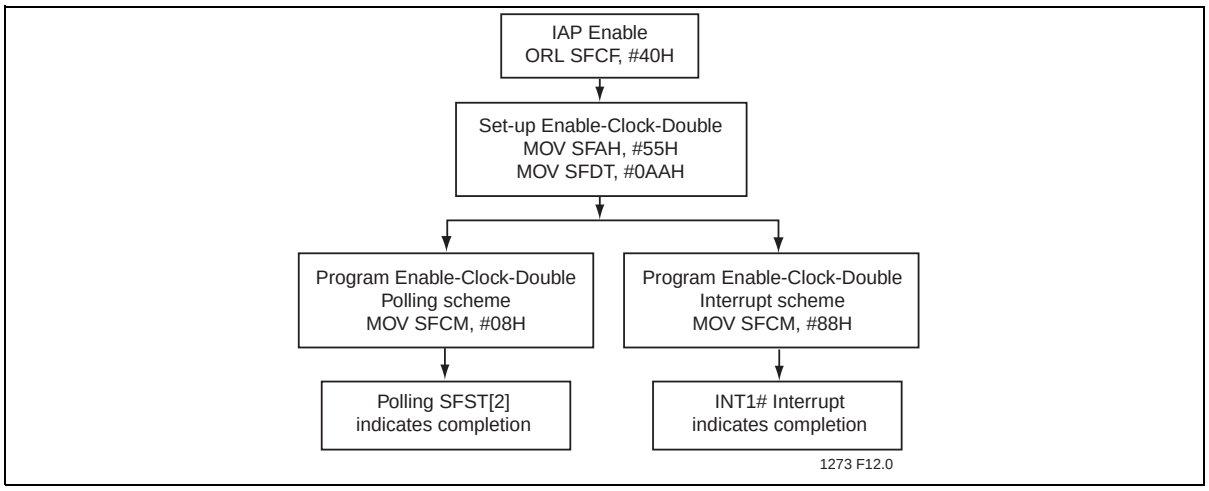

Figure 16: Enable-Clock-Double

There are no IAP counterparts for the external host commands Select-Block0 and Select-Block1.

Serial I/O

Full-Duplex, Enhanced UART

The device serial I/O port is a full-duplex port that allows data to be transmitted and received simultaneously in hardware by the transmit and receive registers, respectively, while the software is performing other tasks. The transmit and receive registers are both located in the Serial Data Buffer (SBUF) special function register. Writing to the SBUF register loads the transmit register, and reading from the SBUF register obtains the contents of the receive register.

The UART has four modes of operation which are selected by the Serial Port Mode Specifier (SM0 and SM1) bits of the Serial Port Control (SCON) special function register. In all four modes, transmission is initiated by any instruction that uses the SBUF register as a destination register. Reception is initiated in mode 0 when the Receive Interrupt (RI) flag bit of the Serial Port Control (SCON) SFR is cleared and the Reception Enable/ Disable (REN) bit of the SCON register is set. Reception is initiated in the other modes by the incoming start bit if the REN bit of the SCON register is set.

Framing Error Detection

Framing Error Detection is a feature, which allows the receiving controller to check for valid stop bits in modes 1, 2, or 3. Missing stops bits can be caused by noise in serial lines or from simultaneous transmission by two CPUs.

Framing Error Detection is selected by going to the PCON register and changing SMOD0 = 1 (see Figure 17). If a stop bit is missing, the Framing Error bit (FE) will be set. Software may examine the FE bit after each reception to check for data errors. After the FE bit has been set, it can only be cleared by software. Valid stop bits do not clear FE. When FE is enabled, RI rises on the stop bit, instead of the last data bit (see Figure 18 and Figure 19).

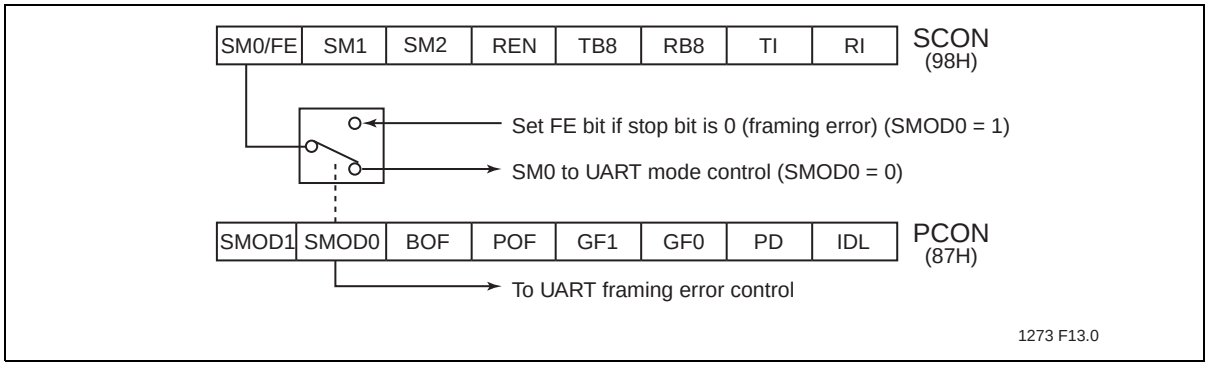

Figure 17: Framing Error Block Diagram

If the user added a third slave such as the example below:

Slave 3

SADDR	=	1111	1001
SADEN	=	1111	0101
GIVEN	=	1111	X0X1

Select Slave 3 Only		
Slave 2	**Given Address**	**Possible Addresses**
	1111 X0X1	1111 1011 1111 1001

The user could use the possible addresses above to select slave 3 only. Another combination could be to select slave 2 and 3 only as shown below.

Select Slaves 2 & 3 Only	
Slaves 2 & 3	**Possible Addresses**
	1111 0011

More than one slave may have the same SADDR address as well, and a given address could be used to modify the address so that it is unique.

Using the Broadcast Address to Select Slaves

Using the broadcast address, the master can communicate with all the slaves at once. It is formed by performing a logical OR of SADDR and SADEN with ‘0’s in the result treated as “don’t cares”.

Slave 1

1111 0001	=	SADDR
+1111 1010	=	SADEN
1111 1X11	=	Broadcast

“Don’t cares” allow for a wider range in defining the broadcast address, but in most cases, the broadcast address will be FFH.

On reset, SADDR and SADEN are “0”. This produces an given address of all “don’t cares” as well as a broadcast address of all “don’t cares.” This effectively disables Automatic Addressing mode and allows the microcontroller to function as a standard 8051, which does not make use of this feature.

SPI Transfer Formats

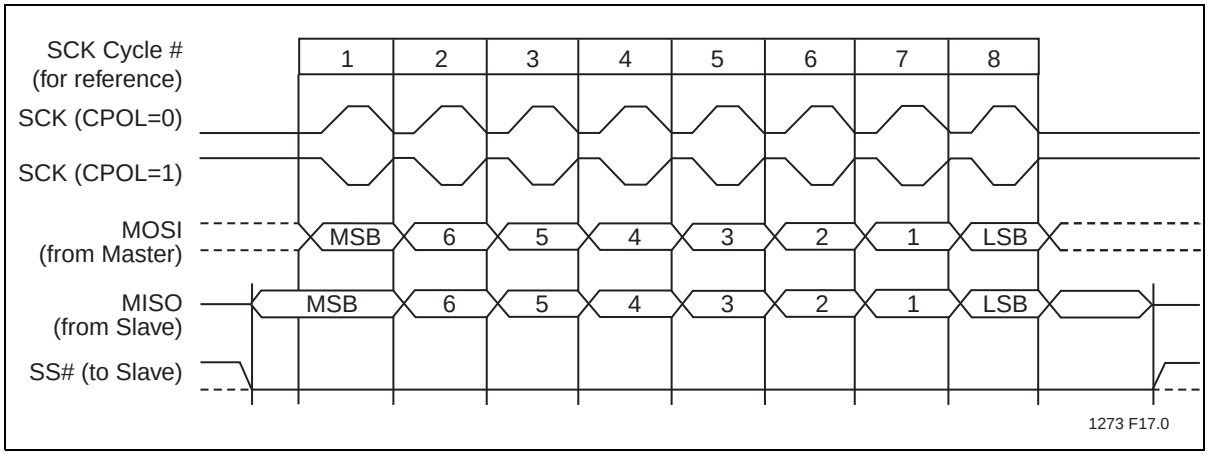

Figure 21: SPI Transfer Format with CPHA = 0

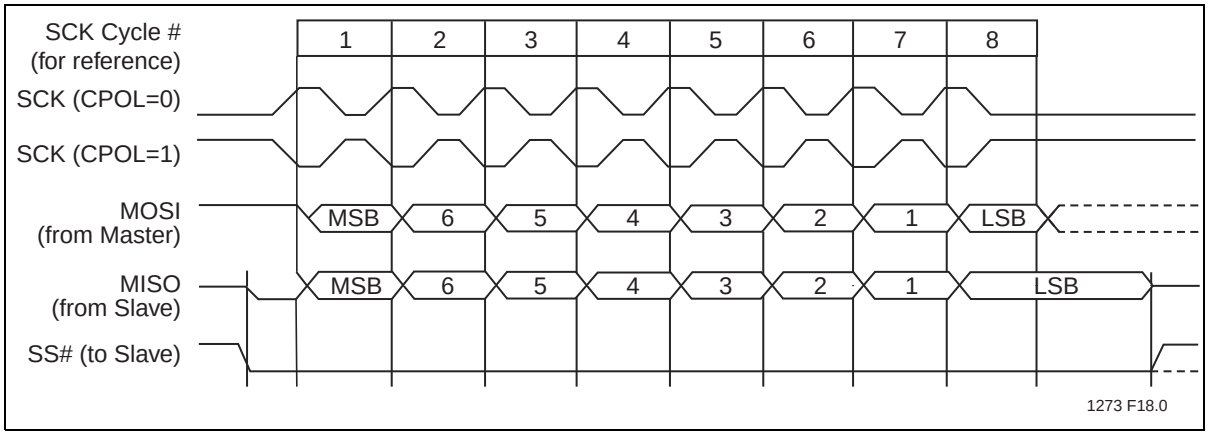

Figure 22: SPI Transfer Format with CPHA = 1

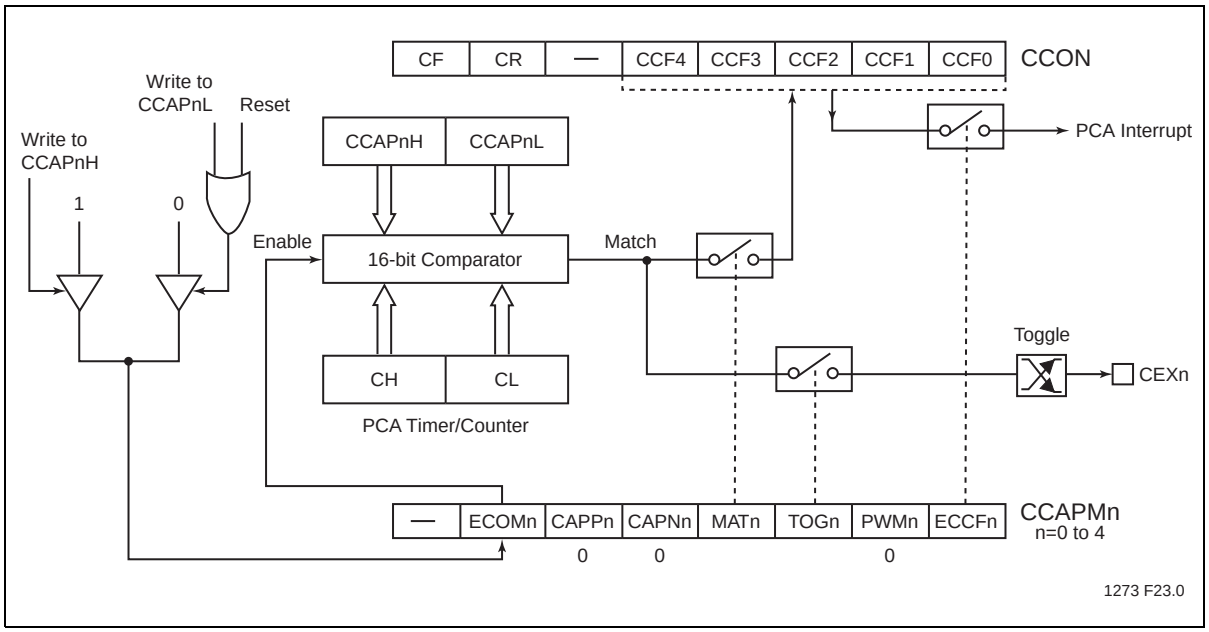

Figure 27: PCA High Speed Output Mode

Pulse Width Modulator

The Pulse Width Modulator (PWM) mode is used to generate 8-bit PWMs by comparing the low byte of the PCA timer (CL) with the low byte of the compare register (CCAPnL). When CL < CCAPnL the output is low. When CL ≥ CCAPnL the output is high. To activate this mode, the user must set the PWM and ECOM bits in the module's CCAPMn SFR. (See Figure 28 and Table 24)

In PWM mode, the frequency of the output depends on the source for the PCA timer. Since there is only one set of CH and CL registers, all modules share the PCA timer and frequency. Duty cycle of the output is controlled by the value loaded into the high byte (CCAPnH). Since writes to the CCAPnH register are asynchronous, a new value written to the high byte will not be shifted into CCAPnL for comparison until the next period of the output (when CL rolls over from 255 to 00).

To calculate values for CCAPnH for any duty cycle, use the following equation:

CCAPnH = 256(1 - Duty Cycle)

where CCAPnH is an 8-bit integer and Duty Cycle is a fraction.

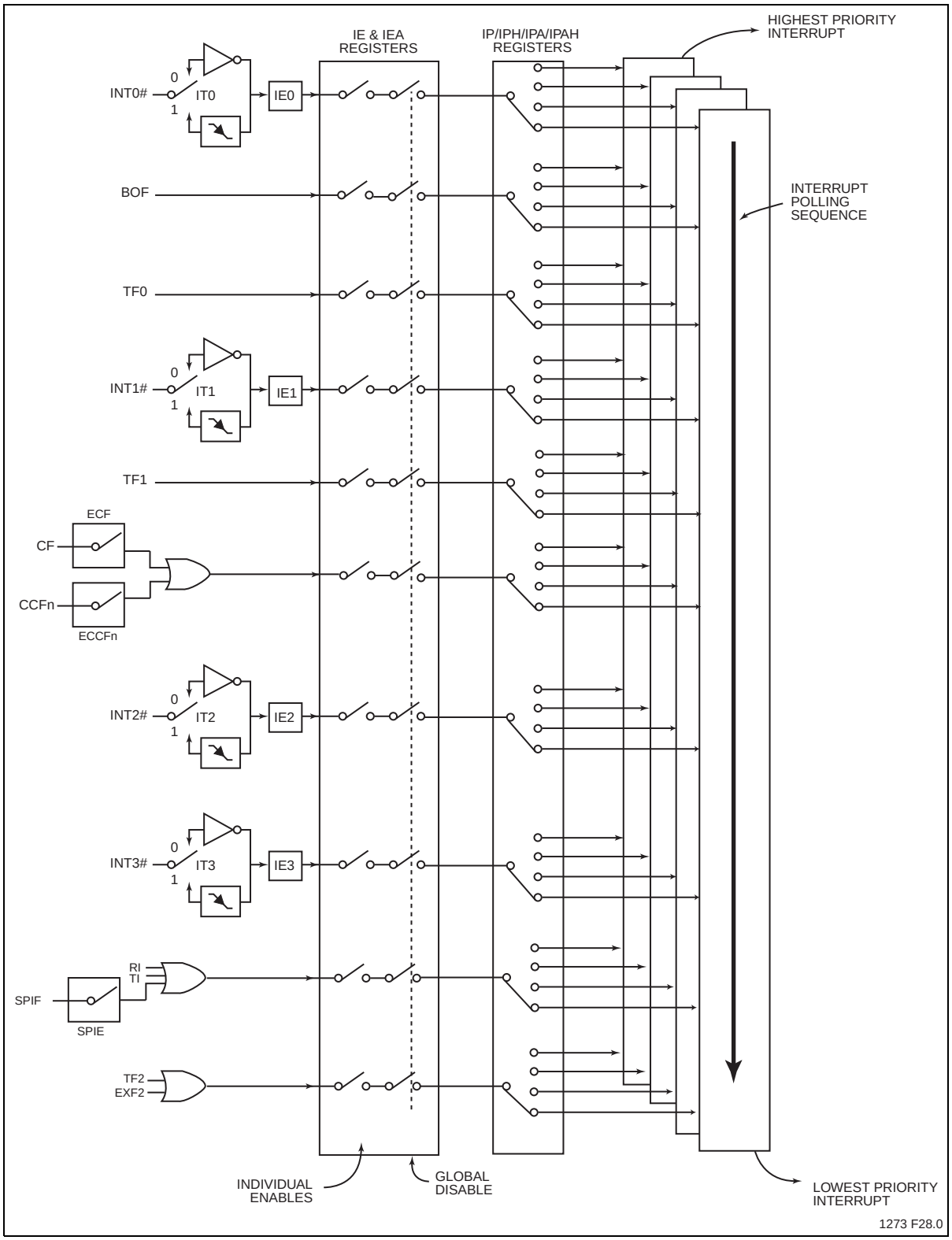

Figure 32: Interrupt Structure

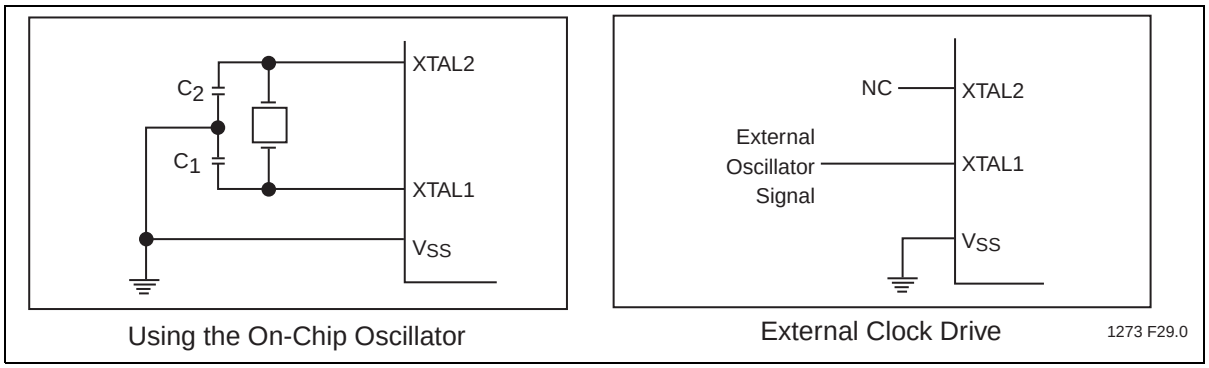

Figure 33: Oscillator Characteristics

Table 30: Clock Doubling Features

Device	Standard Mode (x1)		Clock Double Mode (x2)	
	Clocks per Machine Cycle	Max. External Clock Frequency (MHz)	Clocks per Machine Cycle	Max. External Clock Frequency (MHz)
SST89E516RDx	12	40	6	20
SST89V516RDx	12	33	6	16

T0-0.0 25093

1. Under steady state (non-transient) conditions, I_{OL} must be externally limited as follows:
   Maximum I_{OL} per port pin: 15mA
   Maximum I_{OL} per 8-bit port: 26mA
   Maximum I_{OL} total for all outputs: 71mA
   If I_{OL} exceeds the test condition, V_{OL} may exceed the related specification. Pins are not guaranteed to sink current greater than the listed test conditions.
2. Capacitive loading on Ports 0 and 2 may cause spurious noise to be superimposed on the V_{OL}s of ALE and Ports 1 & 3. The noise due to external bus capacitance discharging into the Port 0 & 2 pins when the pins make 1-to-0 transitions during bus operations. In the worst cases (capacitive loading > 100pF), the noise pulse on the ALE pin may exceed 0.8V. In such cases, it may be desirable to qualify ALE with a Schmitt Trigger, or use an address latch with a Schmitt Trigger STROBE input.
3. Load capacitance for Port 0, ALE & PSEN#= 100pF, load capacitance for all other outputs = 80pF.
4. Capacitive loading on Ports 0 & 2 may cause the V_{OH} on ALE and PSEN# to momentarily fall below the V_{DD} - 0.7 specification when the address bits are stabilizing.
5. Pins of Ports 1, 2, and 3 source a transition current when they are being externally driven from 1 to 0. The transition current reaches its maximum value when V_{IN} is approximately 2V.
6. Pin capacitance is characterized but not tested. EA# is 25pF (max).

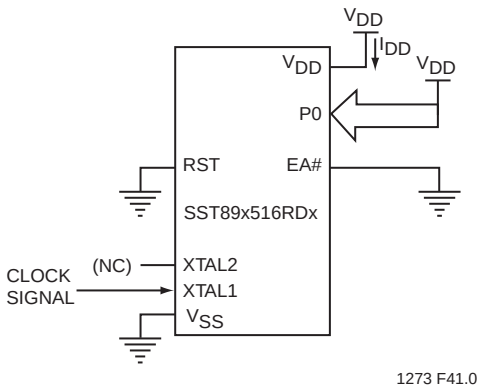

Figure 45: I_{DD} Test Condition, Idle Mode

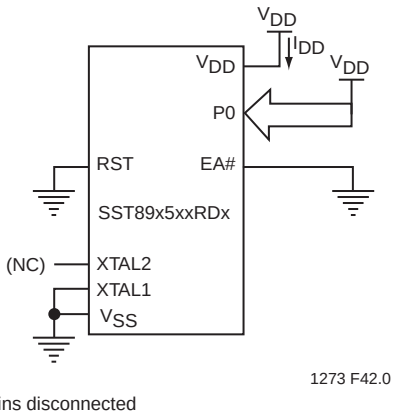

Figure 46: I_{DD} Test Condition, Power-down Mode

Table 41: Flash Memory Programming/Verification Parameters[1]

Parameter[2]	Max	Units
Chip-Erase Time	150	ms
Block-Erase Time	100	ms
Sector-Erase Time	30	ms
Byte-Program Time[3]	50	µs
Select-Block Program Time	500	ns
Re-map or Security bit Program Time	80	µs

T0-0.1 25093

1. For IAP operations, the program execution overhead must be added to the above timing parameters.
2. Program and Erase times will scale inversely proportional to programming clock frequency.
3. Each byte must be erased before programming.

Packaging Diagrams

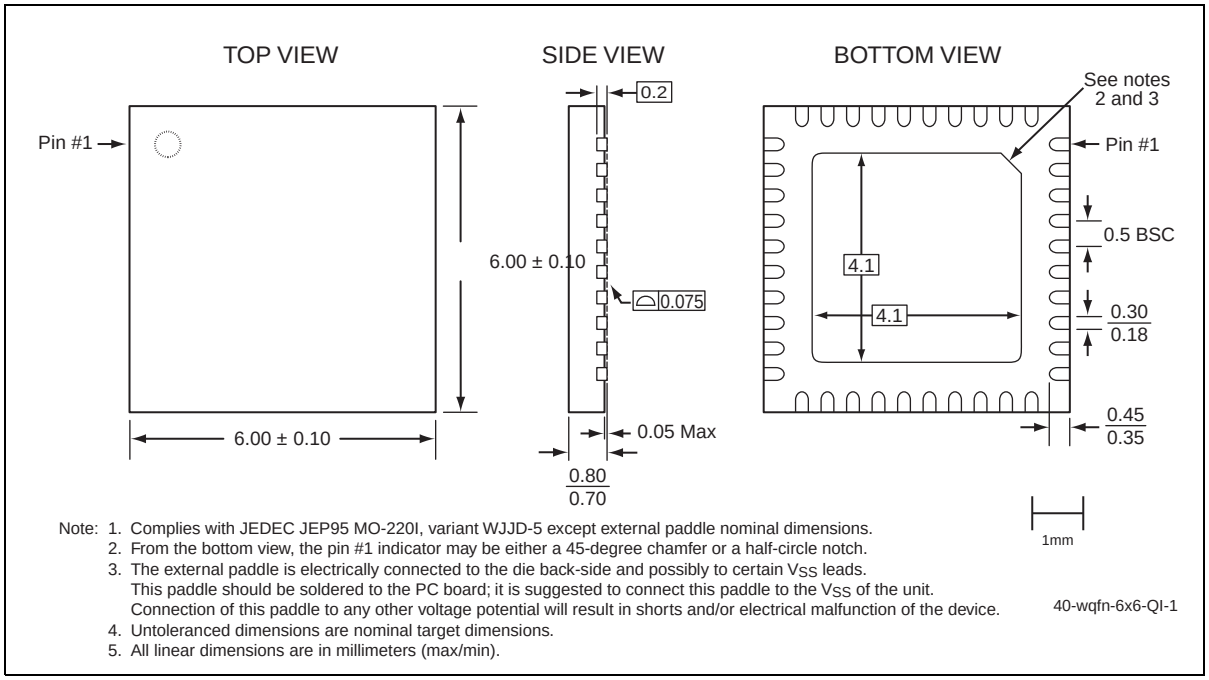

Figure 47: 40-contact Very-very-thin Quad Flat No-lead (WQFN)
SST Package Code: QI