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Details	
Product Status	Active
Core Processor	HCS12X
Core Size	16-Bit
Speed	50MHz
Connectivity	CANbus, EBI/EMI, I²C, IrDA, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	119
Program Memory Size	768KB (768K x 8)
Program Memory Type	FLASH
EEPROM Size	4K x 8
RAM Size	48K x 8
Voltage - Supply (Vcc/Vdd)	1.72V ~ 5.5V
Data Converters	A/D 24x12b
Oscillator Type	External
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	144-LQFP
Supplier Device Package	144-LQFP (20x20)
Purchase URL	https://www.e-xfl.com/pro/item?MUrl=&PartUrl=s912xep768j4mag

2.3.100 Port L Routing Register (PTLRR)

Address 0x0377 Access: User read/write(1)

	7	6	5	4	3	2	1	0
R	PTLRR7	PTLRR6	PTLRR5	PTLRR4	0	0	0	0
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 2-98. Port L Routing Register (PTLRR)

1. Read: Anytime.
   Write: Anytime.

This register configures the re-routing of SCI7, SCI6, SCI5, and SCI4 on alternative ports.

Table 2-95. Port L Routing Summary

Module	PTLRR				Related Pins	
	7	6	5	4		
					TXD	RXD
SCI7	0	x	x	x	PH3	PH2
	1	x	x	x	PL7	PL6
SCI6	x	0	x	x	PH1	PH0
	x	1	x	x	PL5	PL4
SCI5	x	x	0	x	PH7	PH6
	x	x	1	x	PL3	PL2
SCI4	x	x	x	0	PH5	PH4
	x	x	x	1	PL1	PL0

2.3.101 Port F Data Register (PTF)

Address 0x0378 Access: User read/write(1)

	7	6	5	4	3	2	1	0
R	PTF7	PTFT6	PTF5	PTF4	PTF3	PTF2	PTF1	PTF0
W								
Altern. Function	(TXD3)	(RXD3)	(SCL0)	(SDA0)	($\overline{CS3}$)	($\overline{CS2}$)	($\overline{CS1}$)	($\overline{CS0}$)
Reset	0	0	0	0	0	0	0	0

Figure 2-99. Port F Data Register (PTF)

1. Read: Anytime.
   Write: Anytime.

BMI Branch if Minus BMI

Operation

If N = 1, then PC + $0002 + (REL9 << 1) ⇒ PC

Tests the sign flag and branches if N = 1.

CCR Effects

N	Z	V	C
—	—	—	—

N: Not affected.
Z: Not affected.
V: Not affected.
C: Not affected.

Code and CPU Cycles

Source Form	Address Mode	Machine Code								Cycles
BMI REL9	REL9	0	0	1	0	1	0	1	REL9	PP/P

11.4.1.2 System Clocks Generator

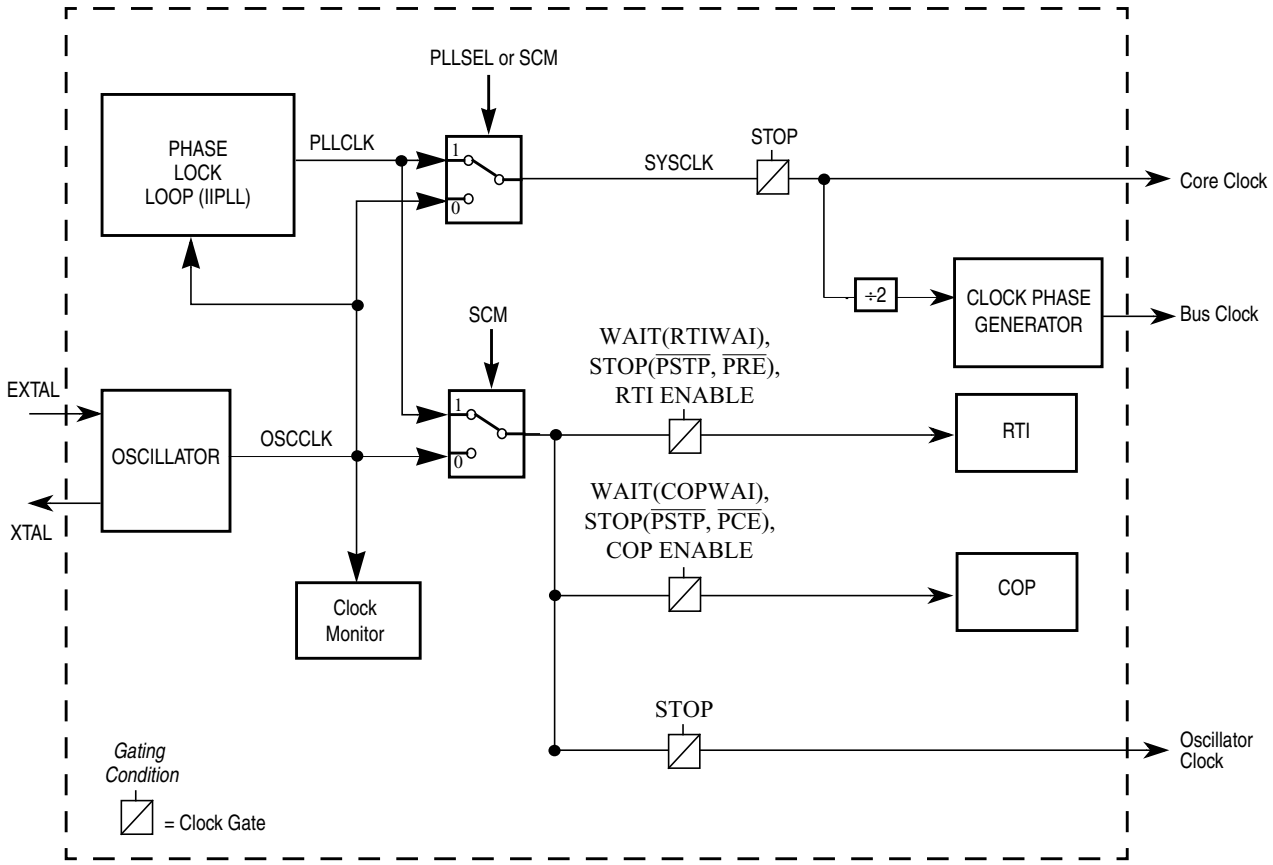

Figure 11-16. System Clocks Generator

The clock generator creates the clocks used in the MCU (see Figure 11-16). The gating condition placed on top of the individual clock gates indicates the dependencies of different modes (STOP, WAIT) and the setting of the respective configuration bits.

The peripheral modules use the Bus Clock. Some peripheral modules also use the Oscillator Clock. If the MCU enters Self Clock Mode (see Section 11.4.2.2, “Self Clock Mode”) Oscillator clock source is switched to PLLCLK running at its minimum frequency f_{SCM}. The Bus Clock is used to generate the clock visible at the ECLK pin. The Core Clock signal is the clock for the CPU. The Core Clock is twice the Bus Clock. But note that a CPU cycle corresponds to one Bus Clock.

IPLL clock mode is selected with PLLSEL bit in the CLKSEL register. When selected, the IPLL output clock drives SYSCLK for the main system including the CPU and peripherals. The IPLL cannot be turned off by clearing the PLLON bit, if the IPLL clock is selected. When PLLSEL is changed, it takes a maximum of 4 OSCCLK plus 4 PLLCLK cycles to make the transition. During the transition, all clocks freeze and CPU activity ceases.

Table 14-12. TCTL3/TCTL4 Field Descriptions

Field	Description
EDG[7:0]B 7, 5, 3, 1 EDG[7:0]A 6, 4, 2, 0	**Input Capture Edge Control** — These eight pairs of control bits configure the input capture edge detector circuits for each input capture channel. The four pairs of control bits in TCTL4 also configure the input capture edge control for the four 8-bit pulse accumulators PAC0–PAC3.EDG0B and EDG0A in TCTL4 also determine the active edge for the 16-bit pulse accumulator PACB. See Table 14-13.

Table 14-13. Edge Detector Circuit Configuration

EDGxB	EDGxA	Configuration
0	0	Capture disabled
0	1	Capture on rising edges only
1	0	Capture on falling edges only
1	1	Capture on any edge (rising or falling)

14.3.2.10 Timer Interrupt Enable Register (TIE)

Module Base + 0x000C

	7	6	5	4	3	2	1	0
R W	C7I	C6I	C5I	C4I	C3I	C2I	C1I	C0I
Reset	0	0	0	0	0	0	0	0

Figure 14-15. Timer Interrupt Enable Register (TIE)

Read or write: Anytime

All bits reset to zero.

The bits C7I–C0I correspond bit-for-bit with the flags in the TFLG1 status register.

Table 14-14. TIE Field Descriptions

Field	Description
7:0 C[7:0]I	**Input Capture/Output Compare “x” Interrupt Enable** 0 The corresponding flag is disabled from causing a hardware interrupt. 1 The corresponding flag is enabled to cause an interrupt.

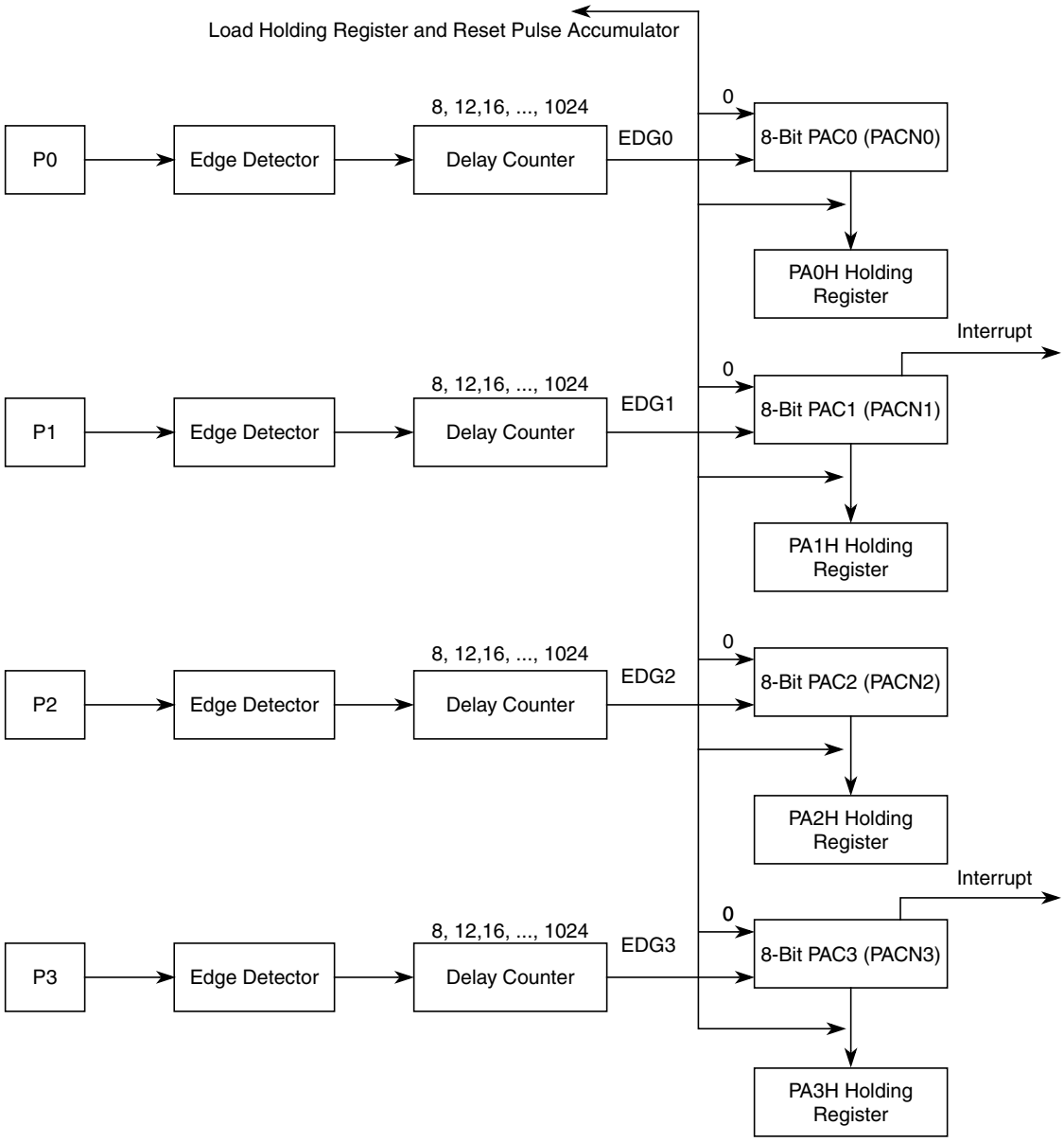

Figure 14-71. 8-Bit Pulse Accumulators Block Diagram

15.3 Memory Map and Register Definition

This section provides a detailed description of all memory and registers for the IIC module.

15.3.1 Register Descriptions

This section consists of register descriptions in address order. Each description includes a standard register diagram with an associated figure number. Details of register bit and field function follow the register diagrams, in bit order.

Register Name		Bit 7	6	5	4	3	2	1	Bit 0
0x0000 IBAD	R	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	0
	W								
0x0001 IBFD	R	IBC7	IBC6	IBC5	IBC4	IBC3	IBC2	IBC1	IBC0
	W								
0x0002 IBCR	R	IBEN	IBIE	MS/$\overline{SL}$	Tx/$\overline{Rx}$	TXAK	0	0	IBSWAI
	W						RSTA		
0x0003 IBSR	R	TCF	IAAS	IBB	IBAL	0	SRW	IBIF	RXAK
	W								
0x0004 IBDR	R	D7	D6	D5	D4	D3	D2	D1	D0
	W								
0x0005 IBCR2	R	GCEN	ADTYPE	0	0	0	ADR10	ADR9	ADR8
	W								

= Unimplemented or Reserved

Figure 15-2. IIC Register Summary

15.3.1.1 IIC Address Register (IBAD)

Module Base +0x0000

	7	6	5	4	3	2	1	0
R	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	0
W								
Reset	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 15-3. IIC Bus Address Register (IBAD)

Read and write anytime

16.3.3.3 Data Length Register (DLR)

This register keeps the data length field of the CAN frame.

Module Base + 0x00XC

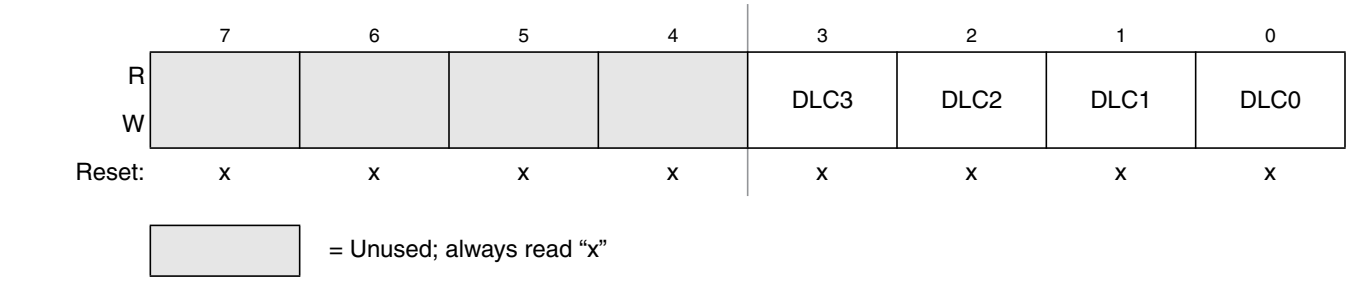

Figure 16-35. Data Length Register (DLR) — Extended Identifier Mapping

Table 16-34. DLR Register Field Descriptions

Field	Description
3-0 DLC[3:0]	**Data Length Code Bits** — The data length code contains the number of bytes (data byte count) of the respective message. During the transmission of a remote frame, the data length code is transmitted as programmed while the number of transmitted data bytes is always 0. The data byte count ranges from 0 to 8 for a data frame. Table 16-35 shows the effect of setting the DLC bits.

Table 16-35. Data Length Codes

Data Length Code				Data Byte Count
DLC3	DLC2	DLC1	DLC0	
0	0	0	0	0
0	0	0	1	1
0	0	1	0	2
0	0	1	1	3
0	1	0	0	4
0	1	0	1	5
0	1	1	0	6
0	1	1	1	7
1	0	0	0	8

16.3.3.4 Transmit Buffer Priority Register (TBPR)

This register defines the local priority of the associated message buffer. The local priority is used for the internal prioritization process of the MSCAN and is defined to be highest for the smallest binary number. The MSCAN implements the following internal prioritization mechanisms:

- All transmission buffers with a cleared TXEx flag participate in the prioritization immediately before the SOF (start of frame) is sent.

20.1.4 Block Diagram

Figure 20-1 is a high level block diagram of the SCI module, showing the interaction of various function blocks.

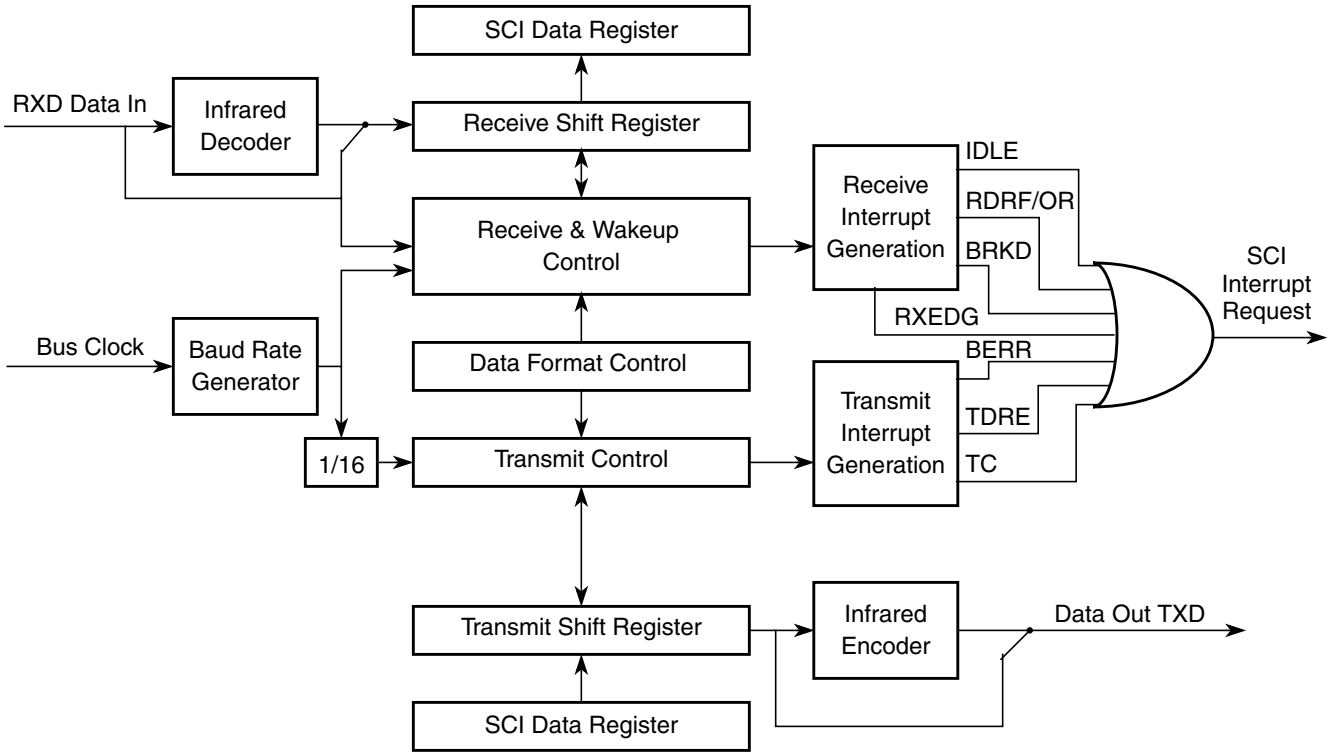

Figure 20-1. SCI Block Diagram

Table 20-11. SCISR1 Field Descriptions (continued)

Field	Description
3 OR	**Overrun Flag** — OR is set when software fails to read the SCI data register before the receive shift register receives the next frame. The OR bit is set immediately after the stop bit has been completely received for the second frame. The data in the shift register is lost, but the data already in the SCI data registers is not affected. Clear OR by reading SCI status register 1 (SCISR1) with OR set and then reading SCI data register low (SCIDRL). 0 No overrun 1 Overrun **Note:** OR flag may read back as set when RDRF flag is clear. This may happen if the following sequence of events occurs: 1. After the first frame is received, read status register SCISR1 (returns RDRF set and OR flag clear); 2. Receive second frame without reading the first frame in the data register (the second frame is not received and OR flag is set); 3. Read data register SCIDRL (returns first frame and clears RDRF flag in the status register); 4. Read status register SCISR1 (returns RDRF clear and OR set). Event 3 may be at exactly the same time as event 2 or any time after. When this happens, a dummy SCIDRL read following event 4 will be required to clear the OR flag if further frames are to be received.
2 NF	**Noise Flag** — NF is set when the SCI detects noise on the receiver input. NF bit is set during the same cycle as the RDRF flag but does not get set in the case of an overrun. Clear NF by reading SCI status register 1(SCISR1), and then reading SCI data register low (SCIDRL). 0 No noise 1 Noise
1 FE	**Framing Error Flag** — FE is set when a logic 0 is accepted as the stop bit. FE bit is set during the same cycle as the RDRF flag but does not get set in the case of an overrun. FE inhibits further data reception until it is cleared. Clear FE by reading SCI status register 1 (SCISR1) with FE set and then reading the SCI data register low (SCIDRL). 0 No framing error 1 Framing error
0 PF	**Parity Error Flag** — PF is set when the parity enable bit (PE) is set and the parity of the received data does not match the parity type bit (PT). PF bit is set during the same cycle as the RDRF flag but does not get set in the case of an overrun. Clear PF by reading SCI status register 1 (SCISR1), and then reading SCI data register low (SCIDRL). 0 No parity error 1 Parity error

20.4.5 Transmitter

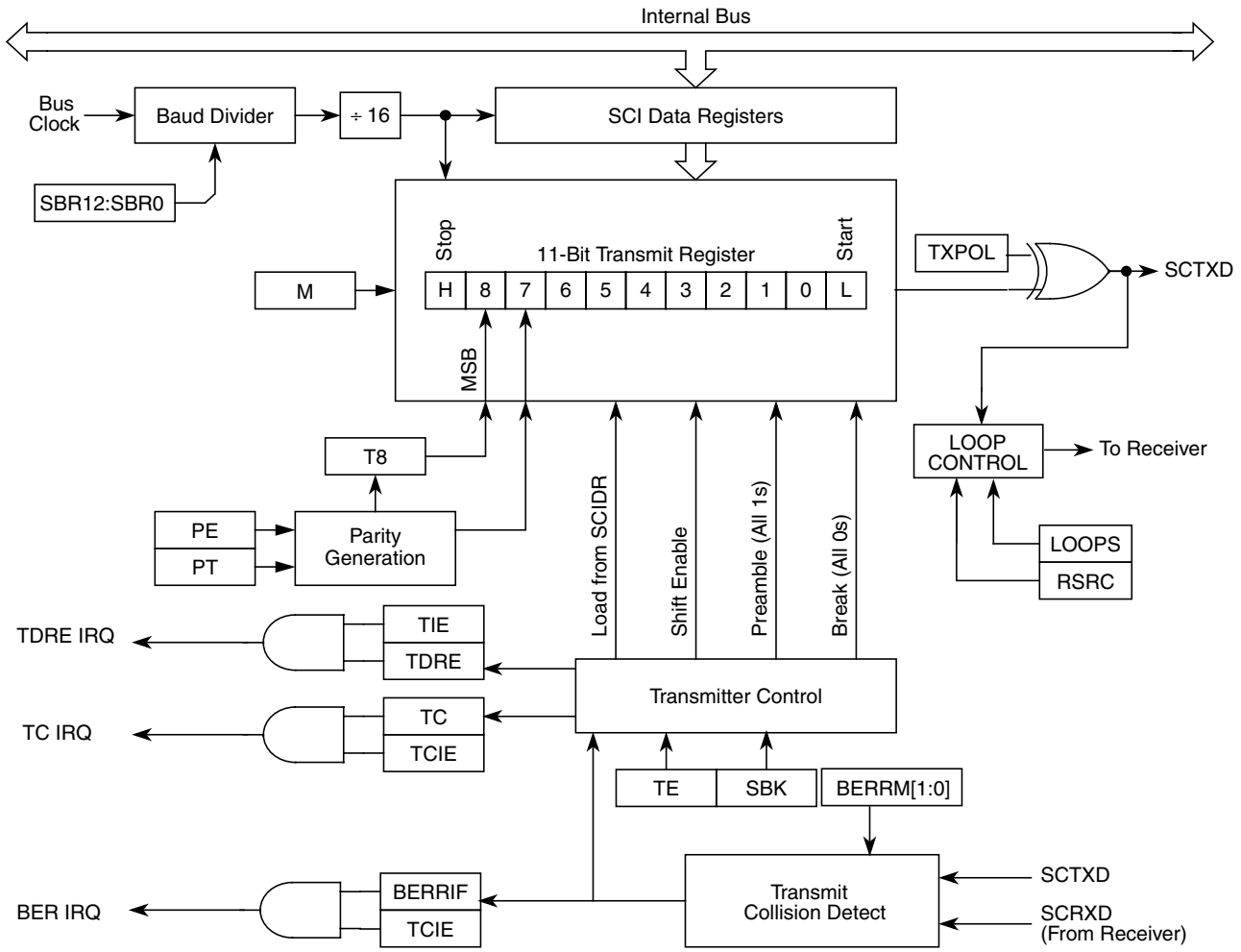

Figure 20-16. Transmitter Block Diagram

20.4.5.1 Transmitter Character Length

The SCI transmitter can accommodate either 8-bit or 9-bit data characters. The state of the M bit in SCI control register 1 (SCICR1) determines the length of data characters. When transmitting 9-bit data, bit T8 in SCI data register high (SCIDRH) is the ninth bit (bit 8).

20.4.5.2 Character Transmission

To transmit data, the MCU writes the data bits to the SCI data registers (SCIDRH/SCIDRL), which in turn are transferred to the transmitter shift register. The transmit shift register then shifts a frame out through the TXD pin, after it has prefaced them with a start bit and appended them with a stop bit. The SCI data registers (SCIDRH and SCIDRL) are the write-only buffers between the internal data bus and the transmit shift register.

NOTE

The newly selected prescale factor will not take effect until the next synchronized edge where all prescale counter stages equal zero.

22.3.2.12 Main Timer Interrupt Flag 1 (TFLG1)

Module Base + 0x000E

	7	6	5	4	3	2	1	0
R W	C7F	C6F	C5F	C4F	C3F	C2F	C1F	C0F
Reset	0	0	0	0	0	0	0	0

Figure 22-20. Main Timer Interrupt Flag 1 (TFLG1)

Read: Anytime

Write: Used in the clearing mechanism (set bits cause corresponding bits to be cleared). Writing a zero will not affect current status of the bit.

Table 22-16. TRLG1 Field Descriptions

Field	Description
7:0 C[7:0]F	**Input Capture/Output Compare Channel "x" Flag** — These flags are set when an input capture or output compare event occurs. Clearing requires writing a one to the corresponding flag bit while TEN or PAEN is set to one. When TFFCA bit in TSCR register is set, a read from an input capture or a write into an output compare channel (0x0010–0x001F) will cause the corresponding channel flag CxF to be cleared.

22.3.2.13 Main Timer Interrupt Flag 2 (TFLG2)

Module Base + 0x000F

	7	6	5	4	3	2	1	0
R	TOF	0	0	0	0	0	0	0
W								
Reset	0	0	0	0	0	0	0	0

Unimplemented or Reserved

Figure 22-21. Main Timer Interrupt Flag 2 (TFLG2)

TFLG2 indicates when interrupt conditions have occurred. To clear a bit in the flag register, write the bit to one while TEN bit of TSCR1 or PAEN bit of PACTL is set to one.

Read: Anytime

Write: Used in clearing mechanism (set bits cause corresponding bits to be cleared).

Any access to TCNT will clear TFLG2 register if the TFFCA bit in TSCR register is set.

Chapter 24
128 KByte Flash Module (S12XFTM128K2V1)

Table 24-1. Revision History

Revision Number	Revision Date	Sections Affected	Description of Changes
V01.10	30 Nov 2007	24.1.3/24-834	- Correction toTable 24-6
V01.11	19 Dec 2007	24.4.2/24-867 24.4.2/24-867 24.4.2/24-867 24.4.2/24-867 24.3.1/24-836 24.1.3/24-834 24.3.1/24-836 24.1.2.2/24-833 24.3.1/24-836	- Removed Load Data Field command 0x05 - Updated Command Error Handling tables based on parent-child relationship with FTM256K2 - Corrected Error Handling table for Full Partition D-Flash, Partition D-Flash, and EEPROM Emulation Query commands - Corrected maximum allowed ERPART for Full Partition D-Flash and Partition D-Flash commands - Corrected P-Flash IFR Accessibility table - Corrected Buffer RAM size in Feature List - Corrected EEE Resource Memory Map - Changed D-Flash size from 16Kbytes to 32Kbytes - Corrected P-Flash Memory Map
V01.12	25 Sep 2009	24.1/24-832 24.3.2.1/24-843 24.4.2.4/24-870 24.4.2.6/24-871 24.4.2.11/24-875 24.4.2.11/24-875 24.4.2.11/24-875 24.4.2.19/24-884 24.3.2/24-841 24.3.2.1/24-843 24.4.1.2/24-862 24.6/24-890	- Change references for D-Flash from 16 Kbytes to 32 Kbytes - Clarify single bit fault correction for P-Flash phrase - Expand FDIV vs OSCCLK Frequency table - Add statement concerning code runaway when executing Read Once command from Flash block containing associated fields - Add statement concerning code runaway when executing Program Once command from Flash block containing associated fields - Add statement concerning code runaway when executing Verify Backdoor Access Key command from Flash block containing associated fields - Relate Key 0 to associated Backdoor Comparison Key address - Change “power down reset” to “reset” - Add ACCERR condition for Disable EEPROM Emulation command The following changes were made to clarify module behavior related to Flash register access during reset sequence and while Flash commands are active: - Add caution concerning register writes while command is active - Writes to FCLKDIV are allowed during reset sequence while CCIF is clear - Add caution concerning register writes while command is active - Writes to FCCOBIX, FCCOBHI, FCCOBLO registers are ignored during reset sequence

Table 24-20. P-Flash Protection Function

FPOPEN	FPHDIS	FPLDIS	Function[1]
1	1	1	No P-Flash Protection
1	1	0	Protected Low Range
1	0	1	Protected High Range
1	0	0	Protected High and Low Ranges
0	1	1	Full P-Flash Memory Protected
0	1	0	Unprotected Low Range
0	0	1	Unprotected High Range
0	0	0	Unprotected High and Low Ranges

1. For range sizes, refer to Table 24-21 and Table 24-22.

Table 24-21. P-Flash Protection Higher Address Range

FPHS[1:0]	Global Address Range	Protected Size
00	0x7F_F800–0x7F_FFFF	2 Kbytes
01	0x7F_F000–0x7F_FFFF	4 Kbytes
10	0x7F_E000–0x7F_FFFF	8 Kbytes
11	0x7F_C000–0x7F_FFFF	16 Kbytes

Table 24-22. P-Flash Protection Lower Address Range

FPLS[1:0]	Global Address Range	Protected Size
00	0x7F_8000–0x7F_83FF	1 Kbyte
01	0x7F_8000–0x7F_87FF	2 Kbytes
10	0x7F_8000–0x7F_8FFF	4 Kbytes
11	0x7F_8000–0x7F_9FFF	8 Kbytes

All possible P-Flash protection scenarios are shown in Figure 24-14. Although the protection scheme is loaded from the Flash memory at global address 0x7F_FF0C during the reset sequence, it can be changed by the user. The P-Flash protection scheme can be used by applications requiring reprogramming in single chip mode while providing as much protection as possible if reprogramming is not required.

Table 26-16. FERCNFG Field Descriptions (continued)

Field	Description
3 ERSVIE1	**EEE Error Type 1 Interrupt Enable** — The ERSVIE1 bit controls interrupt generation when a change state error is detected during an EEE operation. 0 ERSVIF1 interrupt disabled 1 An interrupt will be requested whenever the ERSVIF1 flag is set (see Section 26.3.2.8)
2 ERSVIE0	**EEE Error Type 0 Interrupt Enable** — The ERSVIE0 bit controls interrupt generation when a sector format error is detected during an EEE operation. 0 ERSVIF0 interrupt disabled 1 An interrupt will be requested whenever the ERSVIF0 flag is set (see Section 26.3.2.8)
1 DFDIE	**Double Bit Fault Detect Interrupt Enable** — The DFDIE bit controls interrupt generation when a double bit fault is detected during a Flash block read operation. 0 DFDIF interrupt disabled 1 An interrupt will be requested whenever the DFDIF flag is set (see Section 26.3.2.8)
0 SFDIE	**Single Bit Fault Detect Interrupt Enable** — The SFDIE bit controls interrupt generation when a single bit fault is detected during a Flash block read operation. 0 SFDIF interrupt disabled whenever the SFDIF flag is set (see Section 26.3.2.8) 1 An interrupt will be requested whenever the SFDIF flag is set (see Section 26.3.2.8)

26.3.2.7 Flash Status Register (FSTAT)

The FSTAT register reports the operational status of the Flash module.

Offset Module Base + 0x0006

	7	6	5	4	3	2	1	0
R	CCIF	0	ACCERR	FPVIOL	MGBUSY	RSVD	MGSTAT[1:0]	
W								
Reset	1	0	0	0	0	0	0(1)	0[1]

= Unimplemented or Reserved

Figure 26-11. Flash Status Register (FSTAT)

1. Reset value can deviate from the value shown if a double bit fault is detected during the reset sequence (see Section 26.6).

CCIF, ACCERR, and FPVIOL bits are readable and writable, MGBUSY and MGSTAT bits are readable but not writable, while remaining bits read 0 and are not writable.

Table 26-64. Full Partition D-Flash Command Error Handling

Register	Error Bit	Error Condition
FSTAT	ACCERR	Set if CCOBIX[2:0] != 010 at command launch
		Set if a Load Data Field command sequence is currently active
		Set if command not available in current mode (see Table 26-30)
		Set if an invalid DFPART or ERPART selection is supplied
	FPVIOL	None
	MGSTAT1	Set if any errors have been encountered during the read
	MGSTAT0	Set if any non-correctable errors have been encountered during the read
FERSTAT	EPVIOLIF	None

26.4.2.16 Erase Verify D-Flash Section Command

The Erase Verify D-Flash Section command will verify that a section of code in the D-Flash user partition is erased. The Erase Verify D-Flash Section command defines the starting point of the data to be verified and the number of words.

Table 26-65. Erase Verify D-Flash Section Command FCCOB Requirements

CCOBIX[2:0]	FCCOB Parameters	
000	0x10	Global address [22:16] to identify the D-Flash block
001	Global address [15:0] of the first word to be verified	
010	Number of words to be verified	

Upon clearing CCIF to launch the Erase Verify D-Flash Section command, the Memory Controller will verify the selected section of D-Flash memory is erased. The CCIF flag will set after the Erase Verify D-Flash Section operation has completed.

The security state out of reset can be permanently changed by programming the security byte of the Flash configuration field. This assumes that you are starting from a mode where the necessary P-Flash erase and program commands are available and that the upper region of the P-Flash is unprotected. If the Flash security byte is successfully programmed, its new value will take affect after the next MCU reset.

The following subsections describe these security-related subjects:

- Unsecuring the MCU using Backdoor Key Access
- Unsecuring the MCU in Special Single Chip Mode using BDM
- Mode and Security Effects on Flash Command Availability

26.5.1 Unsecuring the MCU using Backdoor Key Access

The MCU may be unsecured by using the backdoor key access feature which requires knowledge of the contents of the backdoor keys (four 16-bit words programmed at addresses 0x7F_FF00–0x7F_FF07). If the KEYEN[1:0] bits are in the enabled state (see Section 26.3.2.2), the Verify Backdoor Access Key command (see Section 26.4.2.12) allows the user to present four prospective keys for comparison to the keys stored in the Flash memory via the Memory Controller. If the keys presented in the Verify Backdoor Access Key command match the backdoor keys stored in the Flash memory, the SEC bits in the FSEC register (see Table 26-12) will be changed to unsecure the MCU. Key values of 0x0000 and 0xFFFF are not permitted as backdoor keys. While the Verify Backdoor Access Key command is active, P-Flash block 0 will not be available for read access and will return invalid data.

The user code stored in the P-Flash memory must have a method of receiving the backdoor keys from an external stimulus. This external stimulus would typically be through one of the on-chip serial ports.

If the KEYEN[1:0] bits are in the enabled state (see Section 26.3.2.2), the MCU can be unsecured by the backdoor key access sequence described below:

1. Follow the command sequence for the Verify Backdoor Access Key command as explained in Section 26.4.2.12
2. If the Verify Backdoor Access Key command is successful, the MCU is unsecured and the SEC[1:0] bits in the FSEC register are forced to the unsecure state of 10

The Verify Backdoor Access Key command is monitored by the Memory Controller and an illegal key will prohibit future use of the Verify Backdoor Access Key command. A reset of the MCU is the only method to re-enable the Verify Backdoor Access Key command.

After the backdoor keys have been correctly matched, the MCU will be unsecured. After the MCU is unsecured, the sector containing the Flash security byte can be erased and the Flash security byte can be reprogrammed to the unsecure state, if desired.

In the unsecure state, the user has full control of the contents of the backdoor keys by programming addresses 0x7F_FF00–0x7F_FF07 in the Flash configuration field.

The security as defined in the Flash security byte (0x7F_FF0F) is not changed by using the Verify Backdoor Access Key command sequence. The backdoor keys stored in addresses 0x7F_FF00–0x7F_FF07 are unaffected by the Verify Backdoor Access Key command sequence. After the next reset of the MCU, the security state of the Flash module is determined by the Flash security byte

2. FDIV shown generates an FCLK frequency of 1.05 MHz

27.3.2.2 Flash Security Register (FSEC)

The FSEC register holds all bits associated with the security of the MCU and Flash module.

Offset Module Base + 0x0001

	7	6	5	4	3	2	1	0
R	KEYEN[1:0]		RNV[5:2]				SEC[1:0]	
W								
Reset	F	F	F	F	F	F	F	F

= Unimplemented or Reserved

Figure 27-6. Flash Security Register (FSEC)

All bits in the FSEC register are readable but not writable.

During the reset sequence, the FSEC register is loaded with the contents of the Flash security byte in the Flash configuration field at global address 0x7F_FF0F located in P-Flash memory (see Table 27-3) as indicated by reset condition F in Figure 27-6. If a double bit fault is detected while reading the P-Flash phrase containing the Flash security byte during the reset sequence, all bits in the FSEC register will be set to leave the Flash module in a secured state with backdoor key access disabled.

Table 27-10. FSEC Field Descriptions

Field	Description
7–6 KEYEN[1:0]	**Backdoor Key Security Enable Bits** — The KEYEN[1:0] bits define the enabling of backdoor key access to the Flash module as shown in Table 27-11.
5–2 RNV[5:2}	**Reserved Nonvolatile Bits** — The RNV bits should remain in the erased state for future enhancements.
1–0 SEC[1:0]	**Flash Security Bits** — The SEC[1:0] bits define the security state of the MCU as shown in Table 27-12. If the Flash module is unsecured using backdoor key access, the SEC bits are forced to 10.

Table 27-11. Flash KEYEN States

KEYEN[1:0]	Status of Backdoor Key Access
00	DISABLED
01	DISABLED(1)
10	ENABLED
11	DISABLED

1. Preferred KEYEN state to disable backdoor key access.

27.4.2.20 Disable EEPROM Emulation Command

The Disable EEPROM Emulation command causes the Memory Controller to suspend current EEE activity.

Table 27-73. Disable EEPROM Emulation Command FCCOB Requirements

CCOBIX[2:0]	FCCOB Parameters	
000	0x14	Not required

Upon clearing CCIF to launch the Disable EEPROM Emulation command, the Memory Controller will halt EEE operations at the next convenient point without clearing the EEE tag RAM or tag counter before setting the CCIF flag.

Table 27-74. Disable EEPROM Emulation Command Error Handling

Register	Error Bit	Error Condition
FSTAT	ACCERR	Set if CCOBIX[2:0] != 000 at command launch
		Set if a Load Data Field command sequence is currently active
		Set if Full Partition D-Flash or Partition D-Flash command not previously run
	FPVIOL	None
	MGSTAT1	None
	MGSTAT0	None
FERSTAT	EPVIOLIF	None

27.4.2.21 EEPROM Emulation Query Command

The EEPROM Emulation Query command returns EEE partition and status variables.

Table 27-75. EEPROM Emulation Query Command FCCOB Requirements

CCOBIX[2:0]	FCCOB Parameters	
000	0x15	Not required
001	Return DFPART	
010	Return ERPART	
011	Return ECOUNT(1)	
100	Return Dead Sector Count	Return Ready Sector Count

1. Indicates sector erase count

Upon clearing CCIF to launch the EEPROM Emulation Query command, the CCIF flag will set after the EEE partition and status variables are stored in the FCCOBIX register.If the Emulation Query command is executed prior to partitioning (Partition D-Flash Command Section 27.4.2.15), the following reset values are returned: DFPART = 0x_FFFF, ERPART = 0x_FFFF, ECOUNT = 0x_FFFF, Dead Sector Count = 0x_00, Ready Sector Count = 0x_00.

29.4 Functional Description

29.4.1 Flash Command Operations

Flash command operations are used to modify Flash memory contents or configure module resources for EEE operation.

The next sections describe:

- How to write the FCLKDIV register that is used to generate a time base (FCLK) derived from OSCCLK for Flash program and erase command operations
- The command write sequence used to set Flash command parameters and launch execution
- Valid Flash commands available for execution

29.4.1.1 Writing the FCLKDIV Register

Prior to issuing any Flash program or erase command after a reset, the user is required to write the FCLKDIV register to divide OSCCLK down to a target FCLK of 1 MHz. Table 29-9 shows recommended values for the FDIV field based on OSCCLK frequency.

NOTE

Programming or erasing the Flash memory cannot be performed if the bus clock runs at less than 1 MHz. Setting FDIV too high can destroy the Flash memory due to overstress. Setting FDIV too low can result in incomplete programming or erasure of the Flash memory cells.

When the FCLKDIV register is written, the FDIVLD bit is set automatically. If the FDIVLD bit is 0, the FCLKDIV register has not been written since the last reset. If the FCLKDIV register has not been written, any Flash program or erase command loaded during a command write sequence will not execute and the ACCERR bit in the FSTAT register will set.

29.4.1.2 Command Write Sequence

The Memory Controller will launch all valid Flash commands entered using a command write sequence.

Before launching a command, the ACCERR and FPVIOL bits in the FSTAT register must be clear (see Section 29.3.2.7) and the CCIF flag should be tested to determine the status of the current command write sequence. If CCIF is 0, the previous command write sequence is still active, a new command write sequence cannot be started, and all writes to the FCCOB register are ignored.

CAUTION

Writes to any Flash register must be avoided while a Flash command is active (CCIF=0) to prevent corruption of Flash register contents and Memory Controller behavior.

Appendix A
Electrical Characteristics

A.1 General

NOTE

The electrical characteristics given in this section should be used as a guide only. Values cannot be guaranteed by Freescale and are subject to change without notice.

This supplement contains the most accurate electrical information for the MC9S12XE-Family microcontroller available at the time of publication.

This introduction is intended to give an overview on several common topics like power supply, current injection etc.

A.1.1 Parameter Classification

The electrical parameters shown in this supplement are guaranteed by various methods. To give the customer a better understanding the following classification is used and the parameters are tagged accordingly in the tables where appropriate.

NOTE

This classification is shown in the column labeled “C” in the parameter tables where appropriate.

P: Those parameters are guaranteed during production testing on each individual device.

C: Those parameters are achieved by the design characterization by measuring a statistically relevant sample size across process variations.

T: Those parameters are achieved by design characterization on a small sample size from typical devices under typical conditions unless otherwise noted. All values shown in the typical column are within this category.

D: Those parameters are derived mainly from simulations.

A.1.2 Power Supply

The MC9S12XE-Family utilizes several pins to supply power to the I/O ports, A/D converter, oscillator, and PLL as well as the digital core.

The VDDA, VSSA pin pairs supply the A/D converter and parts of the internal voltage regulator.

The VDDX, VSSX pin pairs [7:1] supply the I/O pins.

VDDR supplies the internal voltage regulator.