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"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	Active
Core Processor	ARM® Cortex®-M0+
Core Size	32-Bit Single-Core
Speed	48MHz
Connectivity	I²C, LINbus, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, PWM, WDT
Number of I/O	38
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	1.62V ~ 3.6V
Data Converters	A/D 14x12b; D/A 1x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	48-TQFP
Supplier Device Package	48-TQFP (7x7)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atsamd21g17a-au

        - Up to four compare channels with optional complementary output
        - Generation of synchronized pulse width modulation (PWM) pattern across port pins
        - Deterministic fault protection, fast decay and configurable dead-time between complementary output
        - Dithering that increase resolution with up to 5 bit and reduce quantization error
    - 32-bit Real Time Counter (RTC) with clock/calendar function
    - Watchdog Timer (WDT)
    - CRC-32 generator
    - One full-speed (12Mbps) Universal Serial Bus (USB) 2.0 interface
        - Embedded host and device function
        - Eight endpoints
    - Up to six Serial Communication Interfaces (SERCOM), each configurable to operate as either:
        - USART with full-duplex and single-wire half-duplex configuration
        - I2C up to 3.4MHz
        - SPI
        - LIN slave
    - One two-channel Inter-IC Sound (I^2S) interface
    - One 12-bit, 350ksps Analog-to-Digital Converter (ADC) with up to 20 channels
        - Differential and single-ended input
        - 1/2x to 16x programmable gain stage
        - Automatic offset and gain error compensation
        - Oversampling and decimation in hardware to support 13-, 14-, 15- or 16-bit resolution
    - 10-bit, 350ksps Digital-to-Analog Converter (DAC)
    - Two Analog Comparators (AC) with window compare function
    - Peripheral Touch Controller (PTC)
        - 256-Channel capacitive touch and proximity sensing
- I/O
    - Up to 52 programmable I/O pins
- Drop in compatible with SAM D20
- Packages
    - 64-pin TQFP, QFN, UFBGA
    - 48-pin TQFP, QFN, WLCSP
    - 32-pin TQFP, QFN, WLCSP
- Operating Voltage
    - 1.62V – 3.63V

1. Description

The SAM D21 is a series of low-power microcontrollers using the 32-bit ARM® Cortex®-M0+ processor, and ranging from 32- to 64-pins with up to 256KB Flash and 32KB of SRAM. The SAM D21 operate at a maximum frequency of 48MHz and reach 2.46 CoreMark/MHz. They are designed for simple and intuitive migration with identical peripheral modules, hex compatible code, identical linear address map and pin compatible migration paths between all devices in the product series. All devices include intelligent and flexible peripherals, Event System for inter-peripheral signaling, and support for capacitive touch button, slider and wheel user interfaces.

The SAM D21 provide the following features: In-system programmable Flash, twelve-channel direct memory access (DMA) controller, 12 channel Event System, programmable interrupt controller, up to 52 programmable I/O pins, 32-bit real-time clock and calendar, up to five 16-bit Timer/Counters (TC) and three 24-bit Timer/Counters for Control (TCC), where each TC can be configured to perform frequency and waveform generation, accurate program execution timing or input capture with time and frequency measurement of digital signals. The TCs can operate in 8- or 16-bit mode, selected TCs can be cascaded to form a 32-bit TC, and three timer/counters have extended functions optimized for motor, lighting and other control applications. The series provide one full-speed USB 2.0 embedded host and device interface; up to six Serial Communication Modules (SERCOM) that each can be configured to act as an USART, UART, SPI, I^2C up to 3.4MHz, SMBus, PMBus, and LIN slave; two-channel I^2S interface; up to twenty-channel 350ksps 12-bit ADC with programmable gain and optional oversampling and decimation supporting up to 16-bit resolution, one 10-bit 350ksps DAC, two analog comparators with window mode, Peripheral Touch Controller supporting up to 256 buttons, sliders, wheels and proximity sensing; programmable Watchdog Timer, brown-out detector and power-on reset and two-pin Serial Wire Debug (SWD) program and debug interface.

All devices have accurate and low-power external and internal oscillators. All oscillators can be used as a source for the system clock. Different clock domains can be independently configured to run at different frequencies, enabling power saving by running each peripheral at its optimal clock frequency, and thus maintaining a high CPU frequency while reducing power consumption.

The SAM D21 have two software-selectable sleep modes, idle and standby. In idle mode the CPU is stopped while all other functions can be kept running. In standby all clocks and functions are stopped expect those selected to continue running. The device supports SleepWalking. This feature allows the peripheral to wake up from sleep based on predefined conditions, and thus allows the CPU to wake up only when needed, e.g. when a threshold is crossed or a result is ready. The Event System supports synchronous and asynchronous events, allowing peripherals to receive, react to and send events even in standby mode.

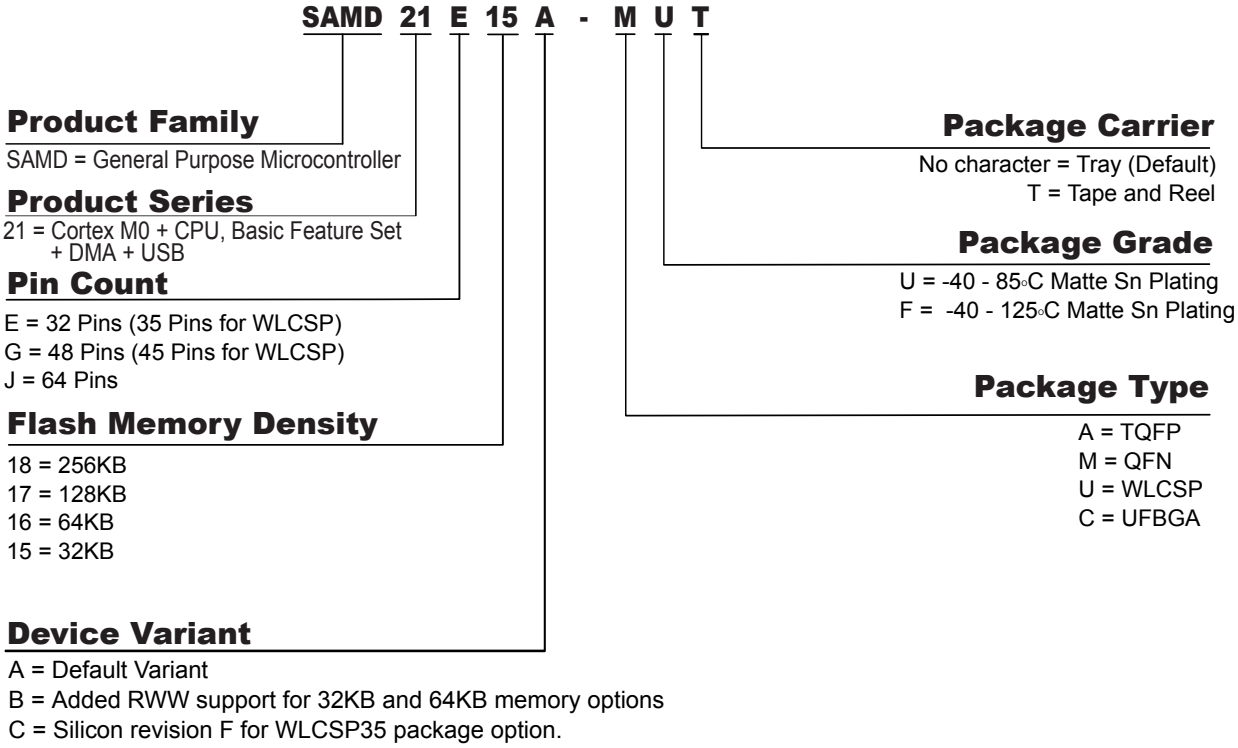
The Flash program memory can be reprogrammed in-system through the SWD interface. The same interface can be used for non-intrusive on-chip debug of application code. A boot loader running in the device can use any communication interface to download and upgrade the application program in the Flash memory.

The SAM D21 microcontrollers are supported with a full suite of program and system development tools, including C compilers, macro assemblers, program debugger/simulators, programmers and evaluation kits.

2. Configuration Summary

	SAM D21J	SAM D21G	SAM D21E
Pins	64	48 (45 for WLCSP)	32 (35 for WLCSP)
General Purpose I/O-pins (GPIOs)	52	38	26
Flash	256/128/64/32KB	256/128/64/32KB	256/128/64/32KB
SRAM	32/16/8/4KB	32/16/8/4KB	32/16/8/4KB
Timer Counter (TC) instances	5	3	3
Waveform output channels per TC instance	2	2	2
Timer Counter for Control (TCC) instances	3	3	3
Waveform output channels per TCC	8/4/2	8/4/2	6/4/2
DMA channels	12	12	12
USB interface	1	1	1
Serial Communication Interface (SERCOM) instances	6	6	4
Inter-IC Sound (I^2S) interface	1	1	1
Analog-to-Digital Converter (ADC) channels	20	14	10
Analog Comparators (AC)	2	2	2
Digital-to-Analog Converter (DAC) channels	1	1	1
Real-Time Counter (RTC)	Yes	Yes	Yes
RTC alarms	1	1	1
RTC compare values	One 32-bit value or two 16-bit values	One 32-bit value or two 16-bit values	One 32-bit value or two 16-bit values
External Interrupt lines	16	16	16
Peripheral Touch Controller (PTC) X and Y lines	16x16	12x10	10x6
Maximum CPU frequency	48MHz		

3. Ordering Information



3.1 SAM D21E

Table 3-1. Device Variant A

Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21E15A-AU	32K	4K	TQFP32	Tray
ATSAMD21E15A-AUT				Tape & Reel
ATSAMD21E15A-AF				Tray
ATSAMD21E15A-AFT				Tape & Reel
ATSAMD21E15A-MU			QFN32	Tray
ATSAMD21E15A-MUT				Tape & Reel
ATSAMD21E15A-MF				Tray
ATSAMD21E15A-MFT				Tape & Reel

Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21E16A-AU	64K	8K	TQFP32	Tray
ATSAMD21E16A-AUT				Tape & Reel
ATSAMD21E16A-AF				Tray
ATSAMD21E16A-AFT				Tape & Reel
ATSAMD21E16A-MU			QFN32	Tray
ATSAMD21E16A-MUT				Tape & Reel
ATSAMD21E16A-MF				Tray
ATSAMD21E16A-MFT				Tape & Reel
ATSAMD21E17A-AU	128K	16K	TQFP32	Tray
ATSAMD21E17A-AUT				Tape & Reel
ATSAMD21E17A-AF				Tray
ATSAMD21E17A-AFT				Tape & Reel
ATSAMD21E17A-MU			QFN32	Tray
ATSAMD21E17A-MUT				Tape & Reel
ATSAMD21E17A-MF				Tray
ATSAMD21E17A-MFT				Tape & Reel
ATSAMD21E18A-AU	256K	32K	TQFP32	Tray
ATSAMD21E18A-AUT				Tape & Reel
ATSAMD21E18A-AF				Tray
ATSAMD21E18A-AFT				Tape & Reel
ATSAMD21E18A-MU			QFN32	Tray
ATSAMD21E18A-MUT				Tape & Reel
ATSAMD21E18A-MF				Tray
ATSAMD21E18A-MFT				Tape & Reel

Table 3-2. Device Variant B

Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21E15B-AU	32K	4K	TQFP32	Tray
ATSAMD21E15B-AUT				Tape & Reel
ATSAMD21E15B-AF				Tray
ATSAMD21E15B-AFT				Tape & Reel
ATSAMD21E15B-MU			QFN32	Tray
ATSAMD21E15B-MUT				Tape & Reel
ATSAMD21E15B-MF				Tray
ATSAMD21E15B-MFT				Tape & Reel
ATSAMD21E15B-UUT			WLCSP35 (GJR)	Tape & Reel
ATSAMD21E16B-AU	64K	8K	TQFP32	Tray
ATSAMD21E16B-AUT				Tape & Reel
ATSAMD21E16B-AF				Tray
ATSAMD21E16B-AFT				Tape & Reel
ATSAMD21E16B-MU			QFN32	Tray
ATSAMD21E16B-MUT				Tape & Reel
ATSAMD21E16B-MF				Tray
ATSAMD21E16B-MFT				Tape & Reel
ATSAMD21E16B-UUT	64K	8K	WLCSP35 (GJR)	Tape & Reel

Table 3-3. Device Variant C

Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21E15C-UUT	32K	4K	WLCSP35 (GJS)	Tape & Reel
ATSAMD21E16C-UUT	64K	8K	WLCSP35 (GJS)	Tape & Reel

Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21J18A-AU	256K	32K	TQFP64	Tray
ATSAMD21J18A-AUT				Tape & Reel
ATSAMD21J18A-AF				Tray
ATSAMD21J18A-AFT				Tape & Reel
ATSAMD21J18A-MU			QFN64	Tray
ATSAMD21J18A-MUT				Tape & Reel
ATSAMD21J18A-MF				Tray
ATSAMD21J18A-MFT				Tape & Reel
ATSAMD21J18A-CU			UFBGA64	Tray
ATSAMD21J18A-CUT				Tape & Reel

Table 3-7. Device Variant B

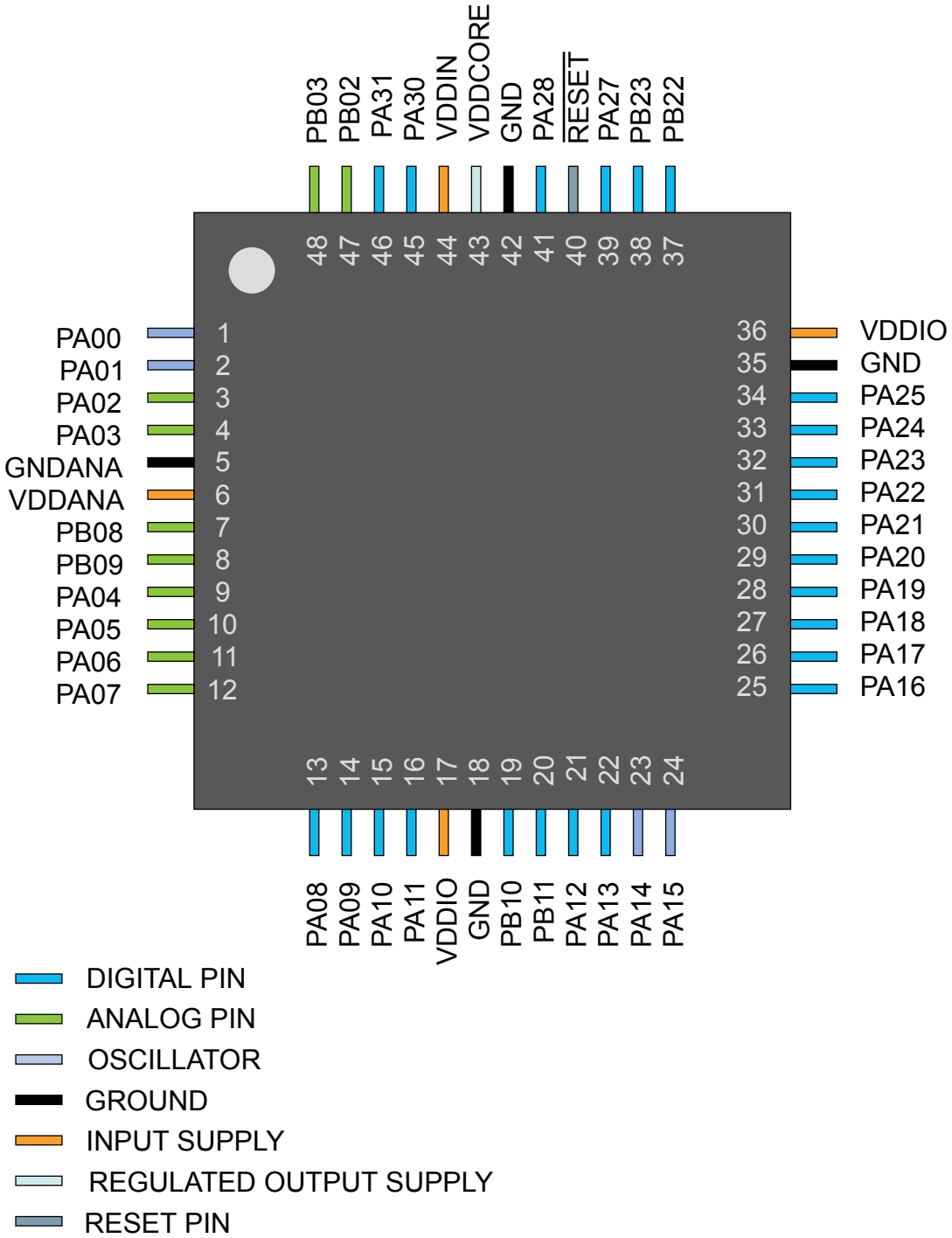
Ordering Code	FLASH (bytes)	SRAM (bytes)	Package	Carrier Type
ATSAMD21J15B-AU	32K	4K	TQFP64	Tray
ATSAMD21J15B-AUT				Tape & Reel
ATSAMD21J15B-AF				Tray
ATSAMD21J15B-AFT				Tape & Reel
ATSAMD21J15B-MU			QFN64	Tray
ATSAMD21J15B-MUT				Tape & Reel
ATSAMD21J15B-MF				Tray
ATSAMD21J15B-MFT				Tape & Reel
ATSAMD21J16B-AU	64K	8K	TQFP64	Tray
ATSAMD21J16B-AUT				Tape & Reel
ATSAMD21J16B-AF				Tray
ATSAMD21J16B-AFT				Tape & Reel
ATSAMD21J16B-MU			QFN64	Tray
ATSAMD21J16B-MUT				Tape & Reel
ATSAMD21J16B-MF				Tray
ATSAMD21J16B-MFT				Tape & Reel
ATSAMD21J16B-CU			UFBGA64	Tray
ATSAMD21J16B-CUT				Tape & Reel

Device Variant	DID.DEVSEL	Device ID (DID)
SAMD21E16B (WLCSP)	0x55	0x10011455
SAMD21E15B (WLCSP)	0x56	0x10011456
Reserved	0x57 - 0x61	
SAMD21E16C (WLCSP)	0x62	0x10011562
SAMD21E15C (WLCSP)	0x63	0x10011563
Reserved	0x64-0xFF	

Note: The device variant (last letter of the ordering number) is independent of the die revision (DSU.DID.REVISION): The device variant denotes functional differences, whereas the die revision marks evolution of the die. The device variant denotes functional differences, whereas the die revision marks evolution of the die.

5.2 SAM D21G

5.2.1 QFN48 / TQFP48



7. Processor And Architecture

7.1 Cortex M0+ Processor

The SAM D21 implements the ARM® Cortex®-M0+ processor, based on the ARMv6 Architecture and Thumb®-2 ISA. The Cortex M0+ is 100% instruction set compatible with its predecessor, the Cortex-M0 core, and upward compatible to Cortex-M3 and M4 cores. The ARM Cortex-M0+ implemented is revision r0p1. For more information refer to http://www.arm.com.

7.1.1 Cortex M0+ Configuration

Table 7-1. Cortex M0+ Configuration

Features	Configurable option	Device configuration
Interrupts	External interrupts 0-32	28
Data endianness	Little-endian or big-endian	Little-endian
SysTick timer	Present or absent	Present
Number of watchpoint comparators	0, 1, 2	2
Number of breakpoint comparators	0, 1, 2, 3, 4	4
Halting debug support	Present or absent	Present
Multiplier	Fast or small	Fast (single cycle)
Single-cycle I/O port	Present or absent	Present
Wake-up interrupt controller	Supported or not supported	Not supported
Vector Table Offset Register	Present or absent	Present
Unprivileged/Privileged support	Present or absent	Absent(1)
Memory Protection Unit	Not present or 8-region	Not present
Reset all registers	Present or absent	Absent
Instruction fetch width	16-bit only or mostly 32-bit	32-bit

Note:

1. All software run in privileged mode only.

The ARM Cortex-M0+ core has two bus interfaces:

- Single 32-bit AMBA-3 AHB-Lite system interface that provides connections to peripherals and all system memory, which includes flash and RAM.
- Single 32-bit I/O port bus interfacing to the PORT with 1-cycle loads and stores.

7.1.2 Cortex-M0+ Peripherals

- System Control Space (SCS)
  - The processor provides debug through registers in the SCS. Refer to the Cortex-M0+ Technical Reference Manual for details (www.arm.com).
- System Timer (SysTick)

  - The System Timer is a 24-bit timer that extends the functionality of both the processor and the NVIC. Refer to the Cortex-M0+ Technical Reference Manual for details (www.arm.com).
- Nested Vectored Interrupt Controller (NVIC)
  - External interrupt signals connect to the NVIC, and the NVIC prioritizes the interrupts. Software can set the priority of each interrupt. The NVIC and the Cortex-M0+ processor core are closely coupled, providing low latency interrupt processing and efficient processing of late arriving interrupts. Refer to Nested Vector Interrupt Controller and the Cortex-M0+ Technical Reference Manual for details (www.arm.com).
- System Control Block (SCB)
  - The System Control Block provides system implementation information, and system control. This includes configuration, control, and reporting of the system exceptions. Refer to the Cortex-M0+ Devices Generic User Guide for details (www.arm.com).
- Micro Trace Buffer (MTB)
  - The CoreSight MTB-M0+ (MTB) provides a simple execution trace capability to the Cortex-M0+ processor. Refer to section Micro Trace Buffer and the CoreSight MTB-M0+ Technical Reference Manual for details (www.arm.com).

7.1.3 Cortex-M0+ Address Map

Table 7-2. Cortex-M0+ Address Map

Address	Peripheral
0xE000E000	System Control Space (SCS)
0xE000E010	System Timer (SysTick)
0xE000E100	Nested Vectored Interrupt Controller (NVIC)
0xE000ED00	System Control Block (SCB)
0x41006000 (see also Product Mapping)	Micro Trace Buffer (MTB)

7.1.4 I/O Interface

7.1.4.1 Overview

Because accesses to the AMBA® AHB-Lite™ and the single cycle I/O interface can be made concurrently, the Cortex-M0+ processor can fetch the next instructions while accessing the I/Os. This enables single cycle I/O accesses to be sustained for as long as needed. Refer to *CPU Local Bus* for more information.

7.1.4.2 Description

Direct access to PORT registers.

7.2 Nested Vector Interrupt Controller

7.2.1 Overview

The Nested Vectored Interrupt Controller (NVIC) in the SAM D21 supports 32 interrupt lines with four different priority levels. For more details, refer to the Cortex-M0+ Technical Reference Manual (www.arm.com).

7.2.2 Interrupt Line Mapping

Each of the 28 interrupt lines is connected to one peripheral instance, as shown in the table below. Each peripheral can have one or more interrupt flags, located in the peripheral's Interrupt Flag Status and Clear

The MTB has fixed QoS level 3 and the DSU has fixed QoS level 1.

The CPU QoS level can be written/read at address 0x41007110, bits [1:0]. Its reset value is 0x0.

Refer to different master QOSCTRL registers for configuring QoS for the other masters (USB, DMAC).

7.5 AHB-APB Bridge

The AHB-APB bridge is an AHB slave, providing an interface between the high-speed AHB domain and the low-power APB domain. It is used to provide access to the programmable control registers of peripherals.

AHB-APB bridge is based on AMBA APB Protocol Specification V2.0 (ref. as APB4) including:

- Wait state support
- Error reporting
- Transaction protection
- Sparse data transfer (byte, half-word and word)

Additional enhancements:

- Address and data cycles merged into a single cycle
- Sparse data transfer also apply to read access

to operate the AHB-APB bridge, the clock (CLK_HPBx_AHB) must be enabled. See *PM – Power Manager* for details.

Figure 7-1. APB Write Access.

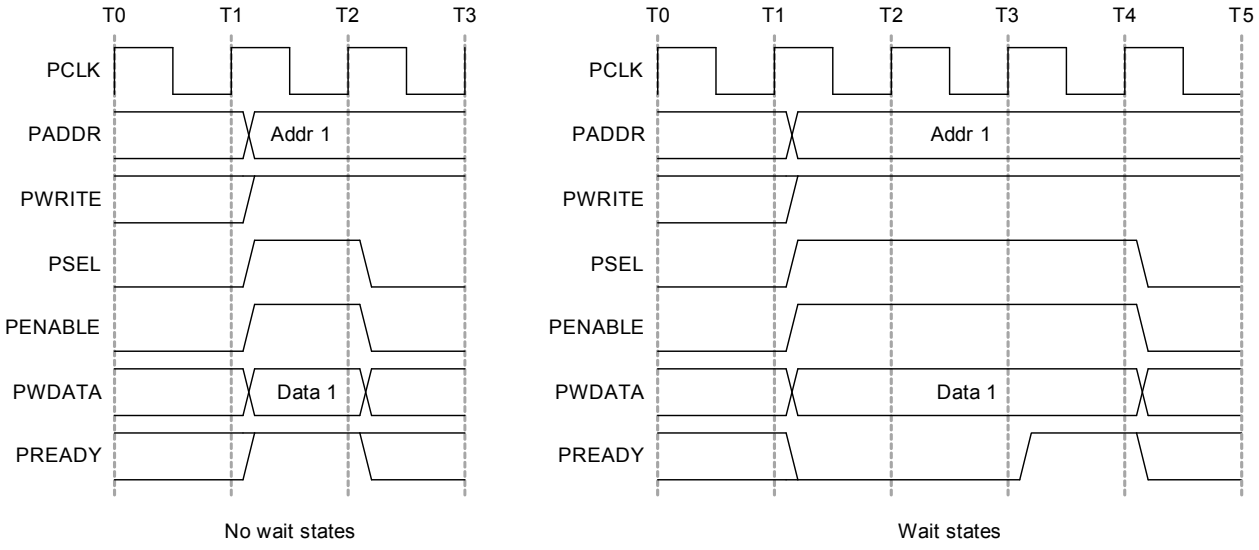
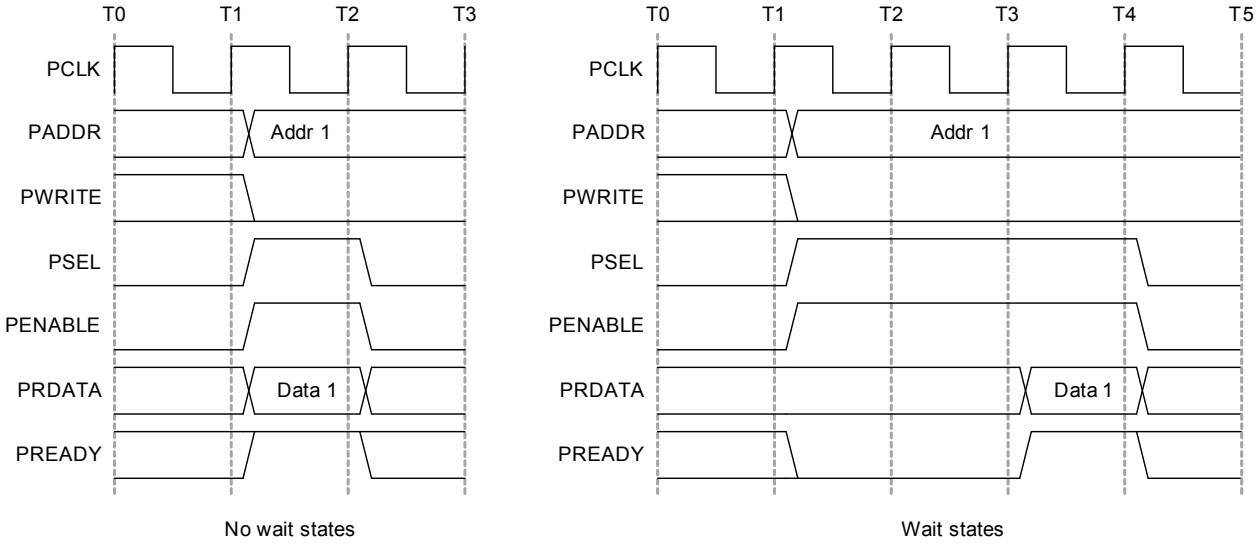


Figure 7-2. APB Read Access.



Related Links

Product Mapping

7.6 PAC - Peripheral Access Controller

7.6.1 Overview

There is one PAC associated with each AHB-APB bridge. The PAC can provide write protection for registers of each peripheral connected on the same bridge.

The PAC peripheral bus clock (CLK_PACx_APB) can be enabled and disabled in the Power Manager. CLK_PAC0_APB and CLK_PAC1_APB are enabled are reset. CLK_PAC2_APB is disabled at reset. Refer to *PM – Power Manager* for details. The PAC will continue to operate in any sleep mode where the selected clock source is running. Write-protection does not apply for debugger access. When the debugger makes an access to a peripheral, write-protection is ignored so that the debugger can update the register.

Write-protect registers allow the user to disable a selected peripheral's write-protection without doing a read-modify-write operation. These registers are mapped into two I/O memory locations, one for clearing and one for setting the register bits. Writing a one to a bit in the Write Protect Clear register (WPCLR) will clear the corresponding bit in both registers (WPCLR and WPSET) and disable the write-protection for the corresponding peripheral, while writing a one to a bit in the Write Protect Set (WPSET) register will set the corresponding bit in both registers (WPCLR and WPSET) and enable the write-protection for the corresponding peripheral. Both registers (WPCLR and WPSET) will return the same value when read.

If a peripheral is write-protected, and if a write access is performed, data will not be written, and the peripheral will return an access error (CPU exception).

The PAC also offers a safety feature for correct program execution, with a CPU exception generated on double write-protection or double unprotection of a peripheral. If a peripheral n is write-protected and a write to one in WPSET[n] is detected, the PAC returns an error. This can be used to ensure that the application follows the intended program flow by always following a write-protect with an unprotect, and vice versa. However, in applications where a write-protected peripheral is used in several contexts, e.g., interrupts, care should be taken so that either the interrupt can not happen while the main application or other interrupt levels manipulate the write-protection status, or when the interrupt handler needs to unprotect the peripheral, based on the current protection status, by reading WPSET.

Bit 4 – WDT:
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bit 3 – GCLK
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bit 2 – SYSCTRL
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

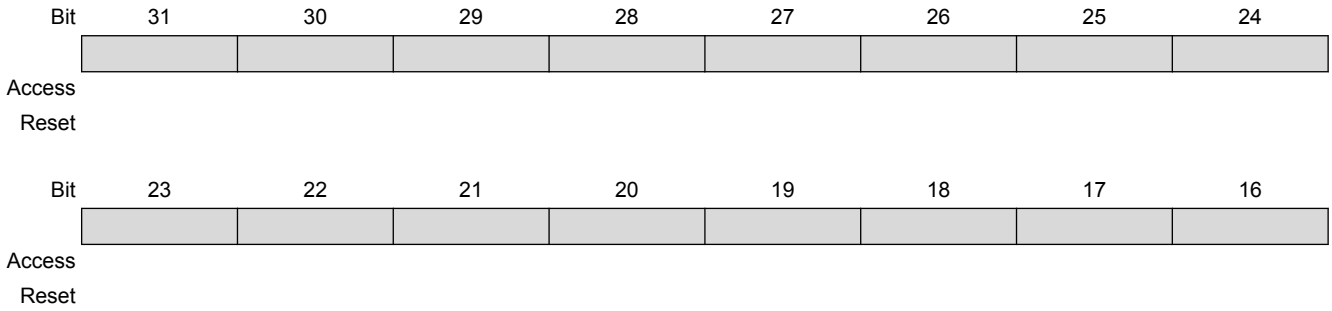
Bit 1 – PM
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Write Protect Set

Name: WPSET
Offset: 0x04
Reset: 0x000000
Property: –



Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bit 16 – ADC
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bits 11, 12, 13, 14, 15 – TC3, TC4, TC5, TC4, TC7
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bits 8, 9, 10 – TCCn
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bit 1 – EVSYS
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Bits 0:1, 2:3, 4:5, 6:7, 8:9, 10:11 – SERCOMn
Writing a zero to these bits has no effect.

Writing a one to these bits will clear the Write Protect bit for the corresponding peripherals.

Value	Description
0	Write-protection is disabled.
1	Write-protection is enabled.

Write Protect Set

Name: WPSET
Offset: 0x04
Reset: 0x00800000

8. Packaging Information

8.1 Thermal Considerations

Related Links

Junction Temperature

8.1.1 Thermal Resistance Data

The following Table summarizes the thermal resistance data depending on the package.

Table 8-1. Thermal Resistance Data

Package Type	θ_{JA}	θ_{JC}
32-pin TQFP	64.7°C/W	23.1°C/W
48-pin TQFP	63.6°C/W	12.2°C/W
64-pin TQFP	60.9°C/W	12.2°C/W
32-pin QFN	40.9°C/W	15.2°C/W
48-pin QFN	32.0°C/W	10.9°C/W
64-pin QFN	32.5°C/W	10.7°C/W
35-ball WLCSP	41.8°C/W	2.26°C/W

8.1.2 Junction Temperature

The average chip-junction temperature, T_J, in °C can be obtained from the following:

1. $T_J = T_A + (P_D \times \theta_{JA})$
2. $T_J = T_A + (P_D \times (\theta_{HEATSINK} + \theta_{JC}))$

where:

- θ_{JA} = Package thermal resistance, Junction-to-ambient (°C/W), see Thermal Resistance Data
- θ_{JC} = Package thermal resistance, Junction-to-case thermal resistance (°C/W), see Thermal Resistance Data
- $\theta_{HEATSINK}$ = Thermal resistance (°C/W) specification of the external cooling device
- P_D = Device power consumption (W)
- T_A = Ambient temperature (°C)

From the first equation, the user can derive the estimated lifetime of the chip and decide if a cooling device is necessary or not. If a cooling device is to be fitted on the chip, the second equation should be used to compute the resulting average chip-junction temperature T_J in °C.

Related Links

Thermal Considerations

Table 8-11. Device and Package Maximum Weight

140	mg

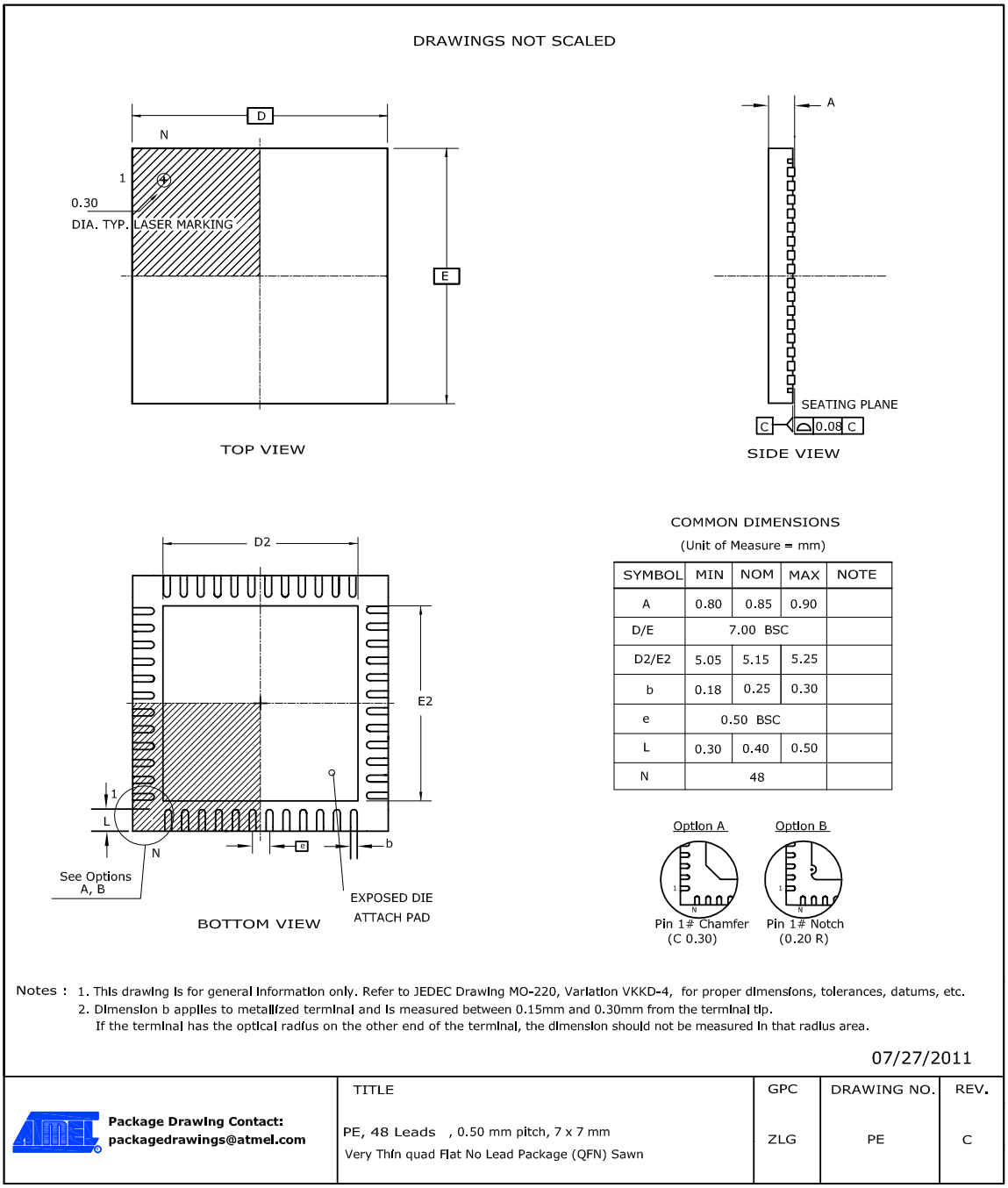
Table 8-12. Package Characteristics

Moisture Sensitivity Level	MSL3

Table 8-13. Package Reference

JEDEC Drawing Reference	MS-026
JESD97 Classification	E3

8.2.5 48 pin QFN



SYMBOL	MIN	NOM	MAX	NOTE
A	0.80	0.85	0.90	
D/E		7.00 BSC		
D2/E2	5.05	5.15	5.25	
b	0.18	0.25	0.30	
e		0.50 BSC		
L	0.30	0.40	0.50	
N		48		

Note: The exposed die attach pad is not connected electrically inside the device.

Table 8-14. Device and Package Maximum Weight

140	mg

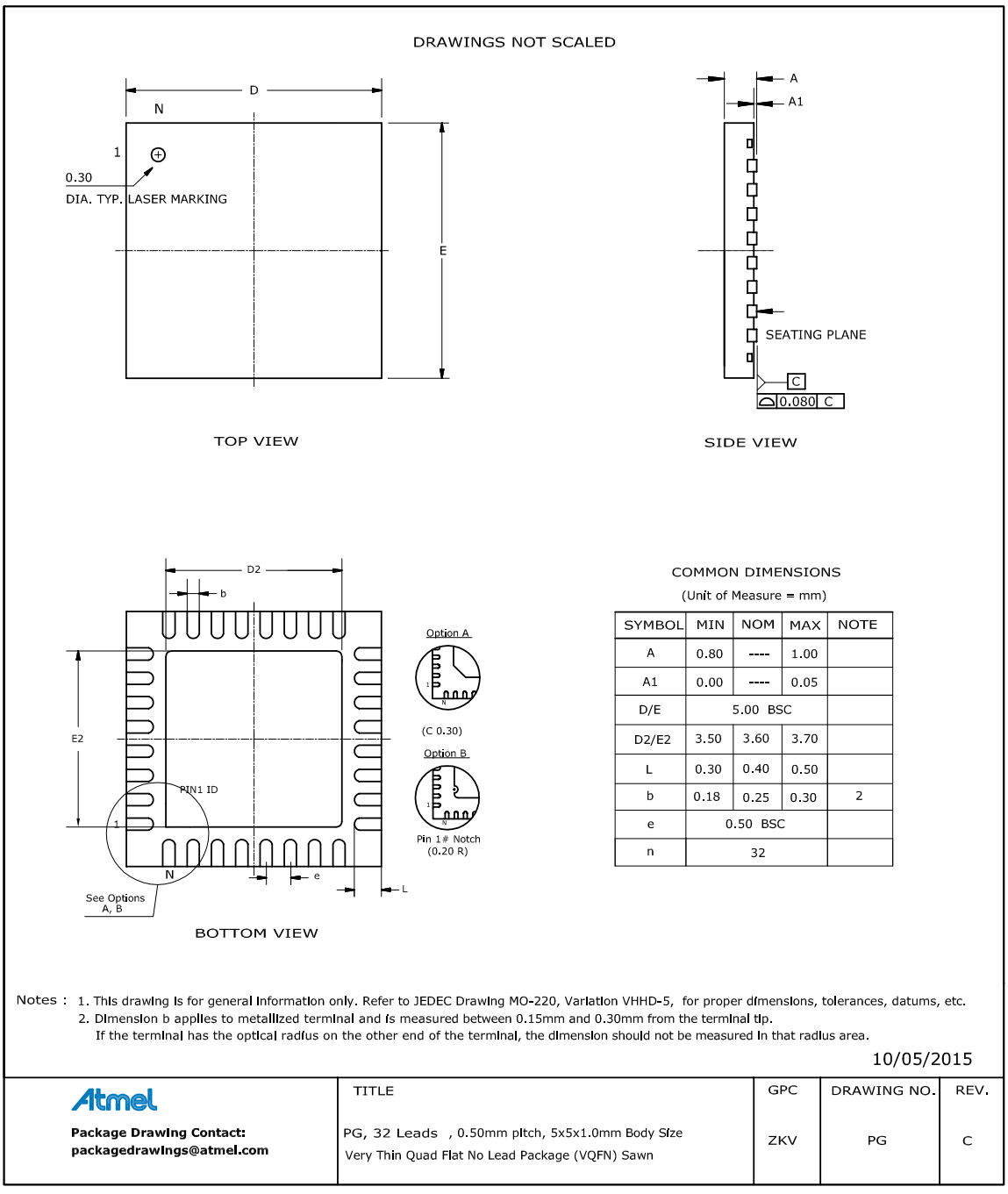
Table 8-15. Package Characteristics

Moisture Sensitivity Level	MSL3

Table 8-22. Package Reference

JEDEC Drawing Reference	MS-026
JESD97 Classification	E3

8.2.8 32 pin QFN



Note: The exposed die attach pad is connected inside the device to GND and GNDANA.

Table 8-23. Device and Package Maximum Weight

90	mg

Trademarks

ISBN: 978-1-5224-1347-9

Quality Management System Certified by DNV

ISO/TS 16949

Microchip received ISO/TS-16949:2009 certification for its worldwide headquarters, design and wafer fabrication facilities in Chandler and Tempe, Arizona; Gresham, Oregon and design centers in California and India. The Company's quality system processes and procedures are for its PIC® MCUs and dsPIC® DSCs, KEELOQ® code hopping devices, Serial EEPROMs, microperipherals, nonvolatile memory and analog products. In addition, Microchip's quality system for the design and manufacture of development systems is ISO 9001:2000 certified.