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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	Obsolete
Core Processor	ST7
Core Size	8-Bit
Speed	8MHz
Connectivity	LINbusSCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	48
Program Memory Size	48KB (48K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	3.8V ~ 5.5V
Data Converters	A/D 16x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	64-LQFP
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/stmicroelectronics/st72f361ar7t3

6.4 SYSTEM INTEGRITY MANAGEMENT (SI)

The System Integrity Management block contains the Low Voltage Detector (LVD) and Auxiliary Voltage Detector (AVD) functions. It is managed by the SICSR register.

6.4.1 Low Voltage Detector (LVD)

The Low Voltage Detector function (LVD) generates a static reset when the V_{DD} supply voltage is below a $V_{IT-(LVD)}$ reference value. This means that it secures the power-up as well as the power-down keeping the ST7 in reset.

The $V_{IT-(LVD)}$ reference value for a voltage drop is lower than the $V_{IT+(LVD)}$ reference value for power-on in order to avoid a parasitic reset when the MCU starts running and sinks current on the supply (hysteresis).

The LVD Reset circuitry generates a reset when V_{DD} is below:

– $V_{IT+(LVD)}$ when V_{DD} is rising
– $V_{IT-(LVD)}$ when V_{DD} is falling

The LVD function is illustrated in Figure 15.

Provided the minimum V_{DD} value (guaranteed for the oscillator frequency) is above $V_{IT-(LVD)}$, the MCU can only be in two modes:

– under full software control
– in static safe reset

In these conditions, secure operation is always ensured for the application without the need for external reset hardware.

During a Low Voltage Detector Reset, the $\overline{\text{RESET}}$ pin is held low, thus permitting the MCU to reset other devices.

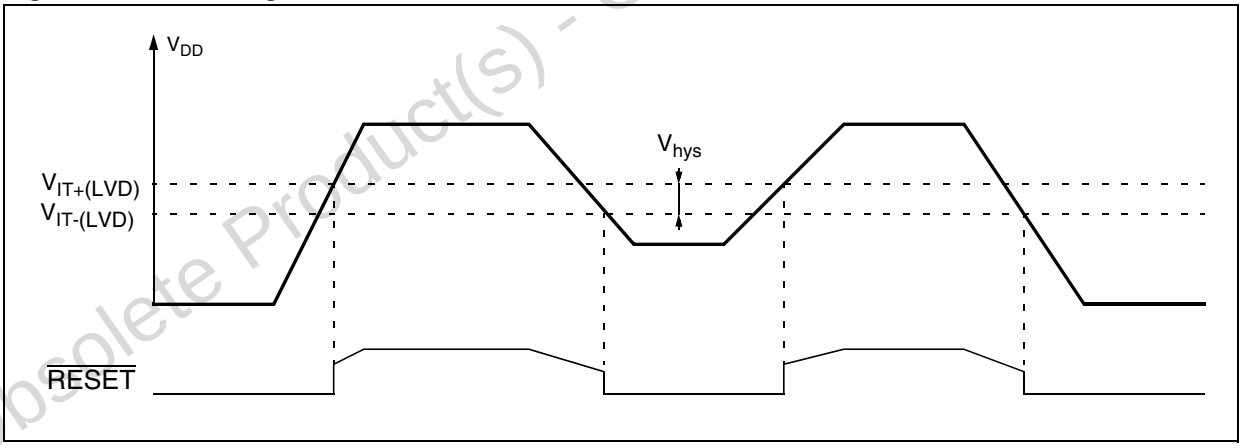
Notes:

The LVD allows the device to be used without any external RESET circuitry.

The LVD is an optional function which can be selected by option byte.

It is recommended to make sure that the V_{DD} supply voltage rises monotonously when the device is exiting from Reset, to ensure the application functions properly.

Figure 15. Low Voltage Detector vs Reset



INTERRUPTS (Cont'd)

7.3 INTERRUPTS AND LOW POWER MODES

All interrupts allow the processor to exit the WAIT low power mode. On the contrary, only external and other specified interrupts allow the processor to exit from the HALT modes (see column "Exit from HALT" in "Interrupt Mapping" table). When several pending interrupts are present while exiting HALT mode, the first one serviced can only be an interrupt with exit from HALT mode capability and it is selected through the same decision process shown in Figure 18.

Note: If an interrupt, that is not able to Exit from HALT mode, is pending with the highest priority when exiting HALT mode, this interrupt is serviced after the first one serviced.

7.4 CONCURRENT & NESTED MANAGEMENT

The following Figure 19 and Figure 20 show two different interrupt management modes. The first is called concurrent mode and does not allow an interrupt to be interrupted, unlike the nested mode in Figure 20. The interrupt hardware priority is given in this order from the lowest to the highest: MAIN, IT4, IT3, IT2, IT1, IT0, TLI. The software priority is given for each interrupt.

Warning: A stack overflow may occur without notifying the software of the failure.

Figure 19. Concurrent Interrupt Management

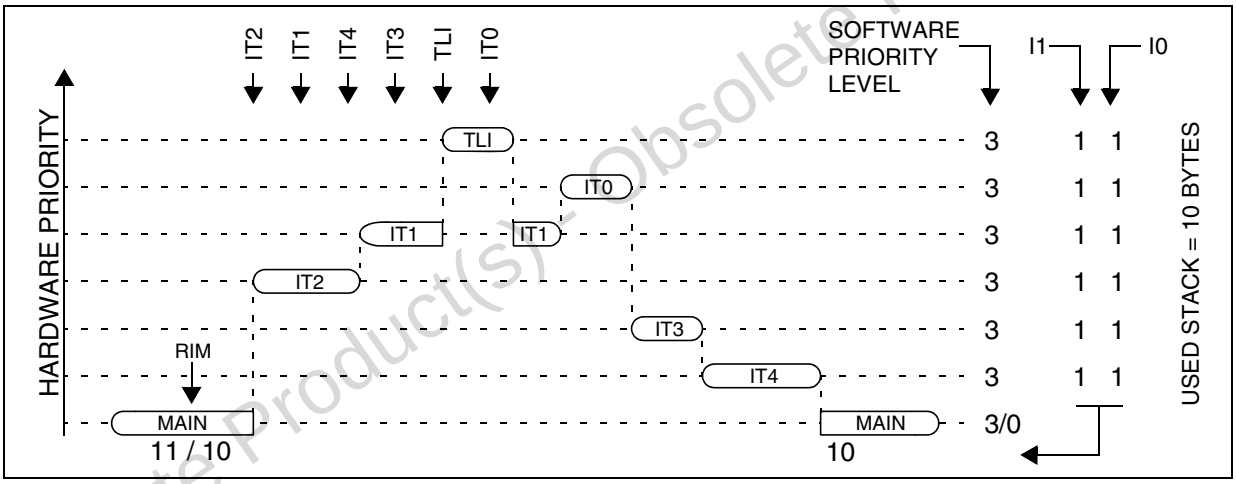
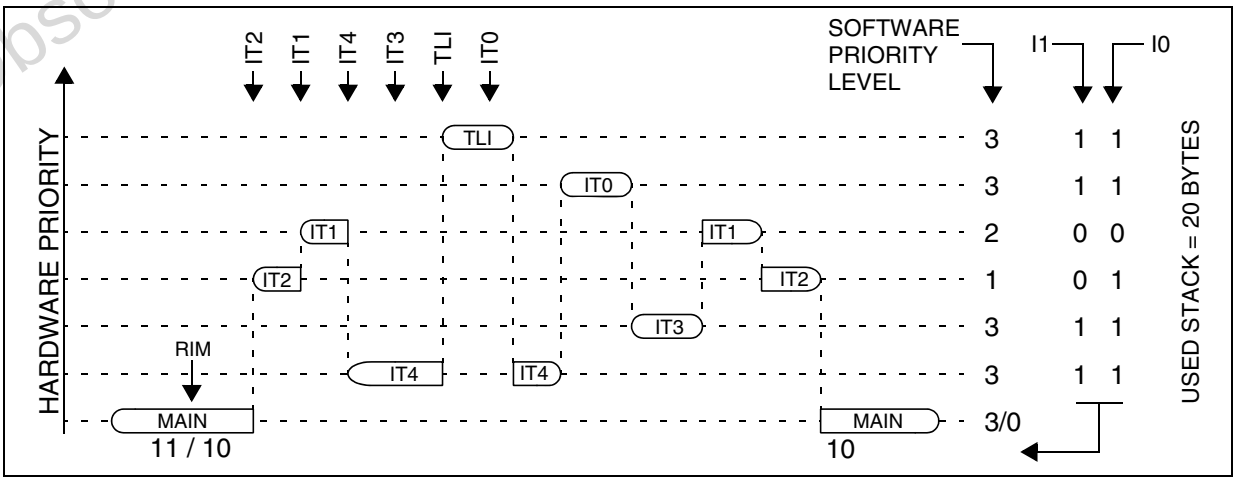


Figure 20. Nested Interrupt Management



I/O PORTS (Cont'd)

Table 14. Port Configuration

Port	Pin name	Input		Output	
		OR = 0	OR = 1	OR = 0	OR = 1
Port A	PA0	floating	pull-up interrupt (ei0)	open drain	push-pull
	PA1		floating interrupt (ei0)		
	PA2		pull-up interrupt (ei0)		
	PA3		floating interrupt (ei0)		
	PA4		pull-up interrupt (ei0)		
	PA5		floating interrupt (ei0)		
	PA6		pull-up interrupt (ei0)		
	PA7		floating interrupt (ei0)		
Port B	PB0	floating	pull-up interrupt (ei1)	open drain	push-pull
	PB1		floating interrupt (ei1)		
	PB2		pull-up interrupt (ei1)		
	PB3		floating interrupt (ei1)		
	PB4		pull-up interrupt (ei1)		
	PB5		floating interrupt (ei1)		
Port C	PC0	floating	pull-up	open drain	push-pull
	PC1		pull-up interrupt (ei2)		
	PC2		floating interrupt (ei2)		
	PC3		pull-up		
	PC4	pull-up		N/A	
	PC7:5	floating	pull-up	open drain	push-pull
Port D	PD0	floating	pull-up interrupt (ei3)	open drain	push-pull
	PD1		floating interrupt (ei3)		
	PD3:2		pull-up		
	PD4		floating interrupt (ei3)		
	PD5		pull-up		
	PD6		pull-up interrupt (ei3)		
	PD7		floating interrupt (ei3)		
Port E	PE7:0	floating (TTL)	pull-up (TTL)	open drain	push-pull
Port F	PF7:0	floating (TTL)	pull-up (TTL)	open drain	push-pull

16-BIT TIMER (Cont'd)

10.4.3.3 Input Capture

In this section, the index, *i*, may be 1 or 2 because there are two input capture functions in the 16-bit timer.

The two 16-bit input capture registers (IC1R and IC2R) are used to latch the value of the free running counter after a transition is detected on the ICAP*i* pin (see Figure 52).

	MS Byte	LS Byte
ICiR	IC*i*HR	IC*i*LR

IC*i*R register is a read-only register.

The active transition is software programmable through the IEDG*i* bit of Control Registers (CR*i*).

Timing resolution is one count of the free running counter: (f_{CPU}/CC[1:0]).

Procedure:

To use the input capture function select the following in the CR2 register:

– Select the timer clock (CC[1:0]) (see Table 17 Clock Control Bits).

– Select the edge of the active transition on the ICAP2 pin with the IEDG2 bit (the ICAP2 pin must be configured as floating input or input with pull-up without interrupt if this configuration is available).

And select the following in the CR1 register:

– Set the ICIE bit to generate an interrupt after an input capture coming from either the ICAP1 pin or the ICAP2 pin

– Select the edge of the active transition on the ICAP1 pin with the IEDG1 bit (the ICAP1pin must be configured as floating input or input with pull-up without interrupt if this configuration is available).

When an input capture occurs:

– ICF*i* bit is set.

– The IC*i*R register contains the value of the free running counter on the active transition on the ICAP*i* pin (see Figure 53).

– A timer interrupt is generated if the ICIE bit is set and the I bit is cleared in the CC register. Otherwise, the interrupt remains pending until both conditions become true.

Clearing the Input Capture interrupt request (that is, clearing the ICF*i* bit) is done in two steps:

1. Reading the SR register while the ICF*i* bit is set.
2. An access (read or write) to the IC*i*LR register.

Notes:

1. After reading the IC*i*HR register, transfer of input capture data is inhibited and ICF*i* will never be set until the IC*i*LR register is also read.
2. The IC*i*R register contains the free running counter value which corresponds to the most recent input capture.
3. The two input capture functions can be used together even if the timer also uses the two output compare functions.
4. In One Pulse mode and PWM mode only Input Capture 2 can be used.
5. The alternate inputs (ICAP1 and ICAP2) are always directly connected to the timer. So any transitions on these pins activates the input capture function.
   Moreover if one of the ICAP*i* pins is configured as an input and the second one as an output, an interrupt can be generated if the user toggles the output pin and if the ICIE bit is set.
   This can be avoided if the input capture function *i* is disabled by reading the IC*i*HR (see note 1).
6. The TOF bit can be used with interrupt generation in order to measure events that go beyond the timer range (FFFFh).

8-BIT TIMER (Cont'd)

Figure 63. Input Capture Block Diagram

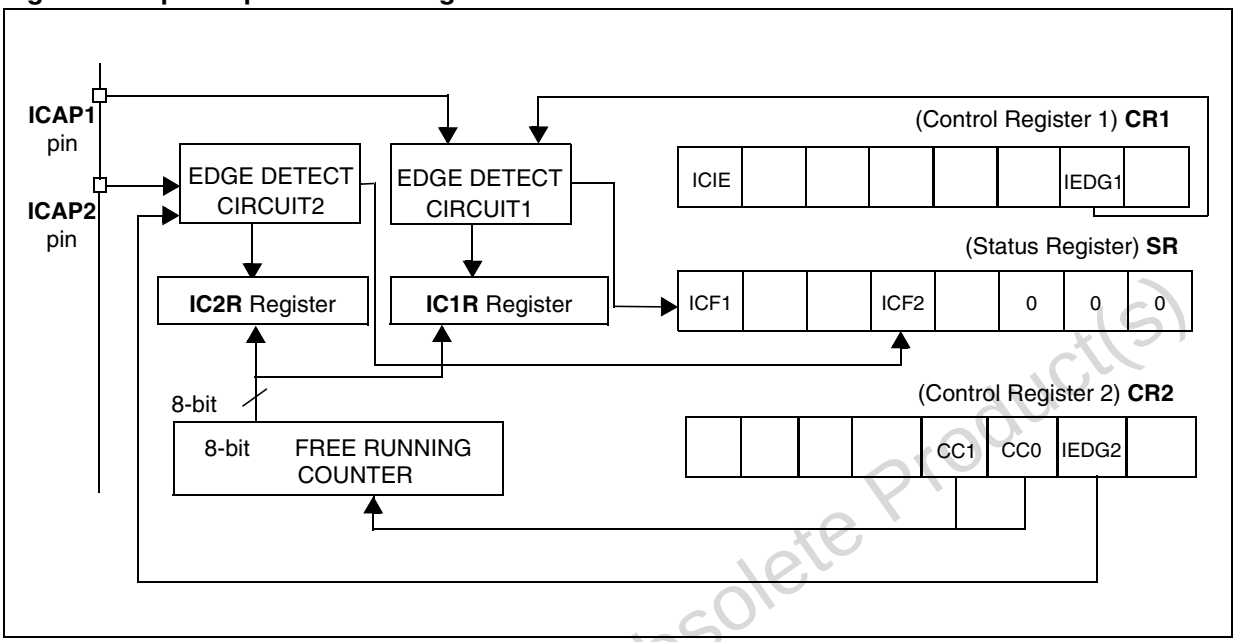
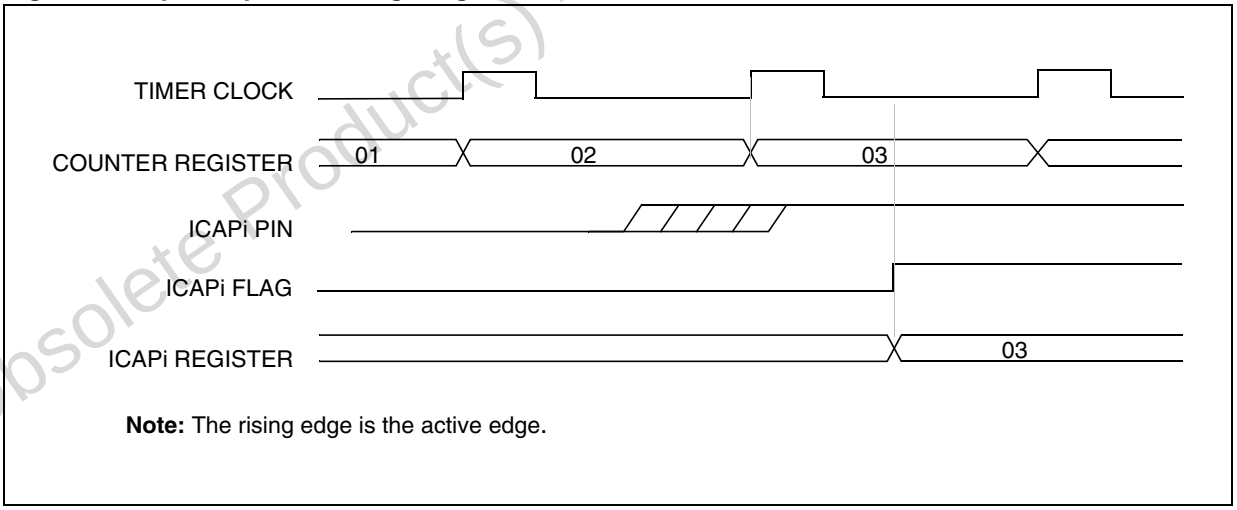


Figure 64. Input Capture Timing Diagram



Note: The rising edge is the active edge.

8-BIT TIMER (Cont'd)

10.5.8 8-bit Timer Register Map

Address (Hex.)	Register Name	7	6	5	4	3	2	1	0
3C	**CR2**	OC1E	OC2E	OPM	PWM	CC1	CC0	IEDG2	0
3D	**CR1**	ICIE	OCIE	TOIE	FOLV2	FOLV1	OLVL2	IEDG1	OLVL1
3E	**CSR**	ICF1	OCF1	TOF	ICF2	OCF2	TIMD		
3F	**IC1R**	MSB							LSB
40	**OC1R**	MSB							LSB
41	**CTR**	MSB							LSB
42	**ACTR**	MSB							LSB
43	**IC2R**	MSB							LSB
44	**OC2R**	MSB							LSB

ON-CHIP PERIPHERALS (cont'd)

10.6 SERIAL PERIPHERAL INTERFACE (SPI)

10.6.1 Introduction

The Serial Peripheral Interface (SPI) allows full-duplex, synchronous, serial communication with external devices. An SPI system may consist of a master and one or more slaves or a system in which devices may be either masters or slaves.

10.6.2 Main Features

- Full duplex synchronous transfers (on three lines)
- Simplex synchronous transfers (on two lines)
- Master or slave operation
- 6 master mode frequencies (f_{CPU}/4 max.)
- f_{CPU}/2 max. slave mode frequency (see note)
- $\overline{SS}$ Management by software or hardware
- Programmable clock polarity and phase
- End of transfer interrupt flag
- Write collision, Master Mode Fault and Overrun flags

Note: In slave mode, continuous transmission is not possible at maximum frequency due to the software overhead for clearing status flags and to initiate the next transmission sequence.

10.6.3 General Description

Figure 70 on page 110 shows the serial peripheral interface (SPI) block diagram. There are three registers:

- SPI Control Register (SPICR)
- SPI Control/Status Register (SPICSR)
- SPI Data Register (SPIDR)

The SPI is connected to external devices through four pins:

- MISO: Master In / Slave Out data
- MOSI: Master Out / Slave In data
- SCK: Serial Clock out by SPI masters and input by SPI slaves
- $\overline{SS}$: Slave select:
  This input signal acts as a 'chip select' to let the SPI master communicate with slaves individually and to avoid contention on the data lines. Slave $\overline{SS}$ inputs can be driven by standard I/O ports on the master Device.

SERIAL PERIPHERAL INTERFACE (cont'd)

10.6.4 Clock Phase and Clock Polarity

Four possible timing relationships may be chosen by software, using the CPOL and CPHA bits (See Figure 74).

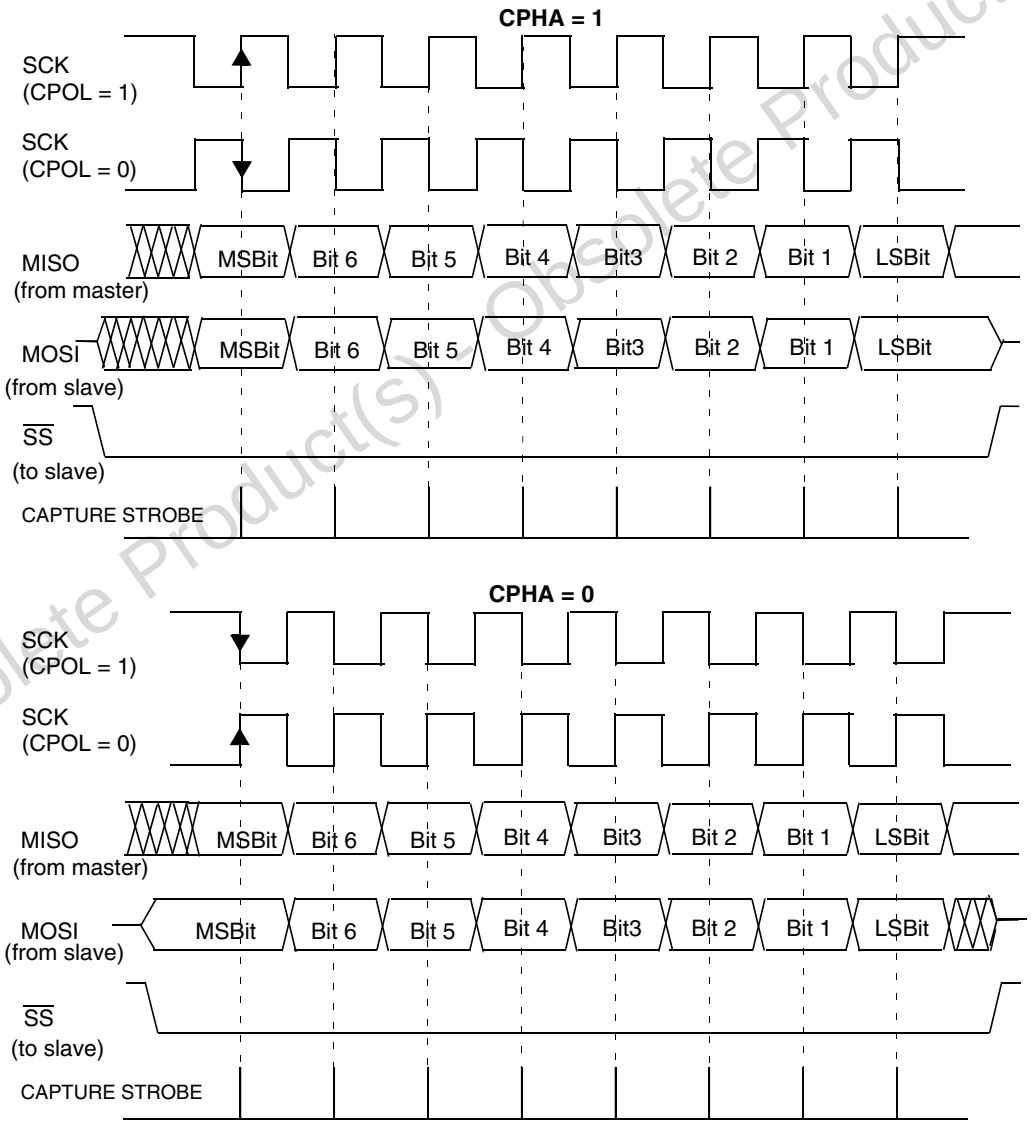
Note: The idle state of SCK must correspond to the polarity selected in the SPICSR register (by pulling up SCK if CPOL = 1 or pulling down SCK if CPOL = 0).

The combination of the CPOL clock polarity and CPHA (clock phase) bits selects the data capture clock edge.

Figure 74 shows an SPI transfer with the four combinations of the CPHA and CPOL bits. The diagram may be interpreted as a master or slave timing diagram where the SCK pin, the MISO pin and the MOSI pin are directly connected between the master and the slave device.

Note: If CPOL is changed at the communication byte boundaries, the SPI must be disabled by resetting the SPE bit.

Figure 74. Data Clock Timing Diagram



Note: This figure should not be used as a replacement for parametric information. Refer to the Electrical Characteristics chapter.

LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Mode)

10.7.9 LIN Mode - Functional Description.

The block diagram of the Serial Control Interface, in LIN slave mode is shown in Figure 5.

It uses six registers:

– 3 control registers: SCICR1, SCICR2 and SCICR3

– 2 status registers: the SCISR register and the LHLR register mapped at the SCIERPR address

– A baud rate register: LPR mapped at the SCIBRR address and an associated fraction register LPFR mapped at the SCIETPR address

The bits dedicated to LIN are located in the SCICR3. Refer to the register descriptions in Section 0.1.10 for the definitions of each bit.

10.7.9.1 Entering LIN Mode

To use the LINSCI in LIN mode the following configuration must be set in SCICR3 register:

– Clear the M bit to configure 8-bit word length.

– Set the LINE bit.

Master

To enter master mode the LSLV bit must be reset In this case, setting the SBK bit will send 13 low bits.

Then the baud rate can programmed using the SCIBRR, SCIERPR and SCIETPR registers.

In LIN master mode, the Conventional and / or Extended Prescaler define the baud rate (as in standard SCI mode)

Slave

Set the LSLV bit in the SCICR3 register to enter LIN slave mode. In this case, setting the SBK bit will have no effect.

In LIN Slave mode the LIN baud rate generator is selected instead of the Conventional or Extended Prescaler. The LIN baud rate generator is common to the transmitter and the receiver.

Then the baud rate can be programmed using LPR and LPRF registers.

Note: It is mandatory to set the LIN configuration first before programming LPR and LPRF, because the LIN configuration uses a different baud rate generator from the standard one.

10.7.9.2 LIN Transmission

In LIN mode the same procedure as in SCI mode has to be applied for a LIN transmission.

To transmit the LIN Header the proceed as follows:

– First set the SBK bit in the SCICR2 register to start transmitting a 13-bit LIN Synch Break

– reset the SBK bit

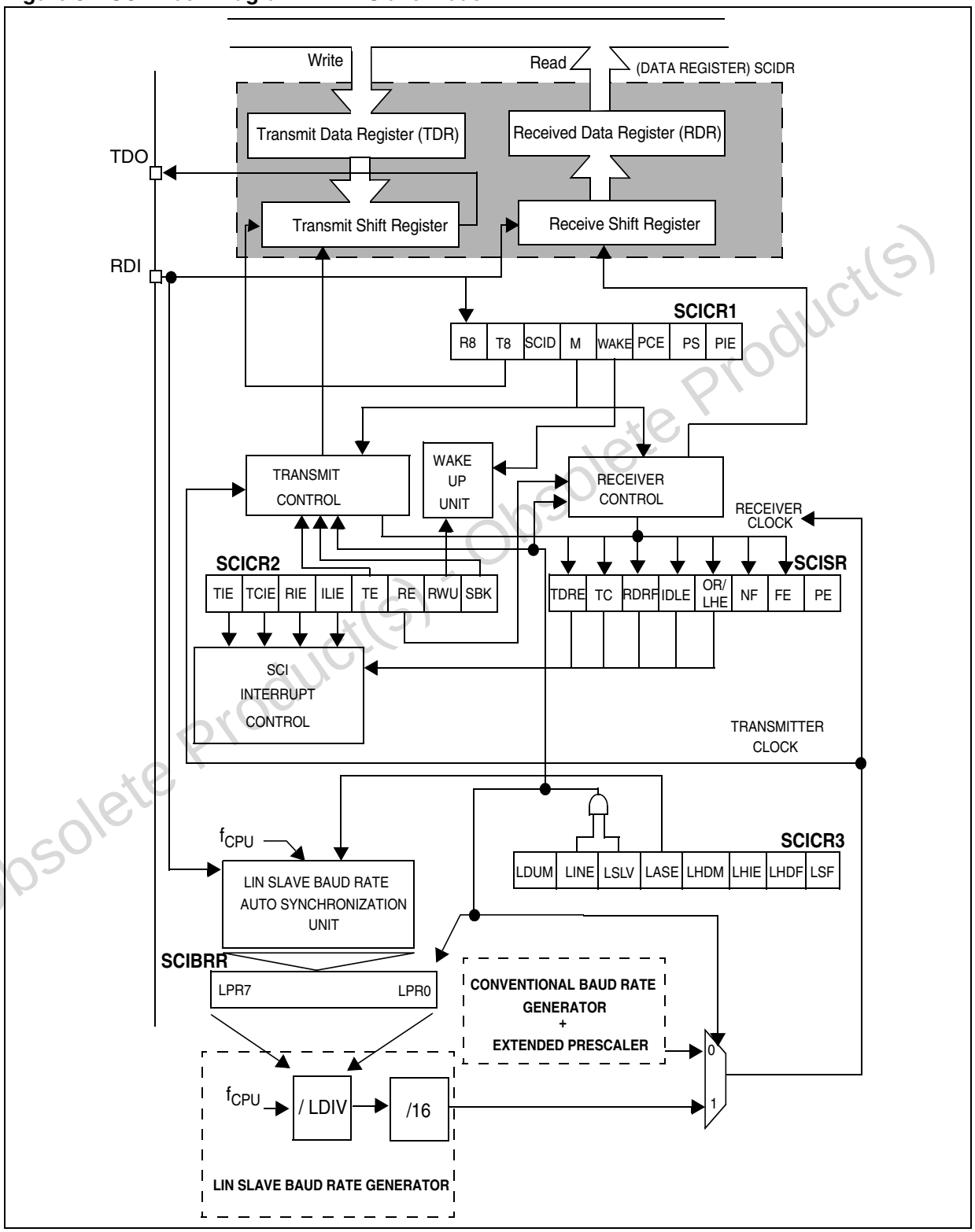
– Load the LIN Synch Field (0x55) in the SCIDR register to request Synch Field transmission

– Wait until the SCIDR is empty (TDRE bit set in the SCISR register)

– Load the LIN message Identifier in the SCIDR register to request Identifier transmission.

LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Mode) (cont'd)

Figure 81. SCI Block Diagram in LIN Slave Mode



LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Mode) (cont'd)

10.7.9.9 Error due to LIN Synch measurement

The LIN Synch Field is measured over eight bit times.

This measurement is performed using a counter clocked by the CPU clock. The edge detections are performed using the CPU clock cycle.

This leads to a precision of 2 CPU clock cycles for the measurement which lasts 16*8*LDIV clock cycles.

Consequently, this error (D_{MEAS}) is equal to:

$2 / (128*LDIV_{MIN})$.

$LDIV_{MIN}$ corresponds to the minimum LIN prescaler content, leading to the maximum baud rate, taking into account the maximum deviation of +/-15%.

10.7.9.10 Error due to Baud Rate Quantization

The baud rate can be adjusted in steps of 1 / (16 * LDIV). The worst case occurs when the "real" baud rate is in the middle of the step.

This leads to a quantization error (D_{QUANT}) equal to $1 / (2*16*LDIV_{MIN})$.

10.7.9.11 Impact of Clock Deviation on Maximum Baud Rate

The choice of the nominal baud rate ($LDIV_{NOM}$) will influence both the quantization error (D_{QUANT}) and the measurement error (D_{MEAS}). The worst case occurs for $LDIV_{MIN}$.

Consequently, at a given CPU frequency, the maximum possible nominal baud rate (LPR_{MIN}) should be chosen with respect to the maximum tolerated deviation given by the equation:

$D_{TRA} + 2 / (128*LDIV_{MIN}) + 1 / (2*16*LDIV_{MIN}) + D_{REC} + D_{TCL} < 3.75\%$

Example:

A nominal baud rate of 20Kbits/s at T_{CPU} = 125ns (8 MHz) leads to $LDIV_{NOM}$ = 25d.

$LDIV_{MIN} = 25 - 0.15*25 = 21.25$

$D_{MEAS} = 2 / (128*LDIV_{MIN}) * 100 = 0.00073\%$

$D_{QUANT} = 1 / (2*16*LDIV_{MIN}) * 100 = 0.0015\%$

LIN Slave systems

For LIN Slave systems (the LINE and LSLV bits are set), receivers wake up by LIN Synch Break or LIN Identifier detection (depending on the LHDM bit).

Hot Plugging Feature for LIN Slave Nodes

In LIN Slave Mute Mode (the LINE, LSLV and RWU bits are set) it is possible to hot plug to a network during an ongoing communication flow. In this case the SCI monitors the bus on the RDI line until 11 consecutive dominant bits have been detected and discards all the other bits received.

LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Mode) (cont'd)

SCICR2 register is set, the LHDM bit selects the Wake-Up method (replacing the WAKE bit).
0: LIN Synch Break Detection Method
1: LIN Identifier Field Detection Method

Bit 2 = **LHIE** *LIN Header Interrupt Enable*
This bit is set and cleared by software. It is only usable in LIN Slave mode.
0: LIN Header Interrupt is inhibited.
1: An SCI interrupt is generated whenever LHDF = 1.

Bit 1 = **LHDF** *LIN Header Detection Flag*
This bit is set by hardware when a LIN Header is detected and cleared by a software sequence (an access to the SCISR register followed by a read of the SCICR3 register). It is only usable in LIN Slave mode.
0: No LIN Header detected.
1: LIN Header detected.

Notes: The header detection method depends on the LHDM bit:

– If LHDM = 0, a header is detected as a LIN Synch Break.

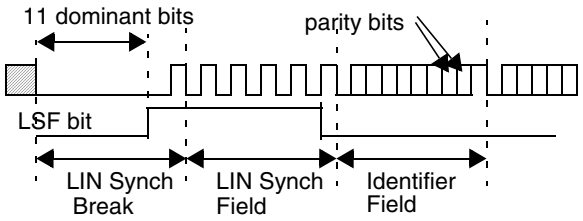
– If LHDM = 1, a header is detected as a LIN Identifier, meaning that a LIN Synch Break Field + a LIN Synch Field + a LIN Identifier Field have been consecutively received.

Bit 0 = **LSF** *LIN Synch Field State*

This bit indicates that the LIN Synch Field is being analyzed. It is only used in LIN Slave mode. In Auto Synchronization Mode (LASE bit = 1), when the SCI is in the LIN Synch Field State it waits or counts the falling edges on the RDI line.

It is set by hardware as soon as a LIN Synch Break is detected and cleared by hardware when the LIN Synch Field analysis is finished (see Figure 11). This bit can also be cleared by software to exit LIN Synch State and return to idle mode.
0: The current character is not the LIN Synch Field
1: LIN Synch Field State (LIN Synch Field undergoing analysis)

Figure 87. LSF Bit Set and Clear



LIN DIVIDER REGISTERS

LDIV is coded using the two registers LPR and LPFR. In LIN Slave mode, the LPR register is accessible at the address of the SCIBRR register and the LPFR register is accessible at the address of the SCIETPR register.

LIN PRESCALER REGISTER (LPR)

Read/Write
Reset Value: 0000 0000 (00h)

7							0
LPR7	LPR6	LPR5	LPR4	LPR3	LPR2	LPR1	LPR0

LPR[7:0] *LIN Prescaler (mantissa of LDIV)*

These 8 bits define the value of the mantissa of the LIN Divider (LDIV):

LPR[7:0]	Rounded Mantissa (LDIV)
00h	SCI clock disabled
01h	1
...	...
FEh	254
FFh	255

Caution: LPR and LPFR registers have different meanings when reading or writing to them. Consequently bit manipulation instructions (BRES or BSET) should never be used to modify the LPR[7:0] bits, or the LPFR[3:0] bits.

LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Master Only) (Cont'd)

CONTROL REGISTER 2 (SCICR2)

Read/Write

Reset Value: 0000 0000 (00h)

7							0
TIE	TCIE	RIE	ILIE	TE	RE	RWU	SBK

Bit 7 = **TIE** *Transmitter interrupt enable*.
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An SCI interrupt is generated whenever TDRE = 1 in the SCISR register

Bit 6 = **TCIE** *Transmission complete interrupt enable*
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An SCI interrupt is generated whenever TC = 1 in the SCISR register

Bit 5 = **RIE** *Receiver interrupt enable*.
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An SCI interrupt is generated whenever OR = 1 or RDRF = 1 in the SCISR register

Bit 4 = **ILIE** *Idle line interrupt enable.*
This bit is set and cleared by software.
0: Interrupt is inhibited
1: An SCI interrupt is generated whenever IDLE = 1 in the SCISR register.

Bit 3 = **TE** *Transmitter enable.*
This bit enables the transmitter. It is set and cleared by software.
0: Transmitter is disabled
1: Transmitter is enabled

Notes:

– During transmission, a "0" pulse on the TE bit ("0" followed by "1") sends a preamble (idle line) after the current word.

– When TE is set there is a 1 bit-time delay before the transmission starts.

Bit 2 = **RE** *Receiver enable.*
This bit enables the receiver. It is set and cleared by software.
0: Receiver is disabled
1: Receiver is enabled and begins searching for a start bit

Bit 1 = **RWU** *Receiver wake-up.*
This bit determines if the SCI is in mute mode or not. It is set and cleared by software and can be cleared by hardware when a wake-up sequence is recognized.
0: Receiver in active mode
1: Receiver in mute mode

Notes:

– Before selecting Mute mode (by setting the RWU bit) the SCI must first receive a data byte, otherwise it cannot function in Mute mode with wake-up by Idle line detection.

– In Address Mark Detection Wake-Up configuration (WAKE bit = 1) the RWU bit cannot be modified by software while the RDRF bit is set.

Bit 0 = **SBK** *Send break.*
This bit set is used to send break characters. It is set and cleared by software.
0: No break character is transmitted
1: Break characters are transmitted

Note: If the SBK bit is set to "1" and then to "0", the transmitter sends a BREAK word at the end of the current word.

LINSCI™ SERIAL COMMUNICATION INTERFACE (LIN Master Only) (Cont'd)

CONTROL REGISTER 3 (SCICR3)

Read/Write

Reset Value: 0000 0000 (00h)

7							0
-	LINE	-	-	CLKEN	CPOL	CPHA	LBCL

Bit 7 = Reserved, must be kept cleared.

Bit 6 = **LINE** *LIN Mode Enable.*
This bit is set and cleared by software.
0: LIN Mode disabled
1: LIN Master mode enabled

The LIN Master mode enables the capability to send LIN Synch Breaks (13 low bits) using the SBK bit in the SCICR2 register

.In transmission, the LIN Synch Break low phase duration is shown as below:

LINE	M	Number of low bits sent during a LIN Synch Break
0	0	10
	1	11
1	0	13
	1	14

Bits 5:4 = Reserved, forced by hardware to 0.
These bits are not used.

Bit 3 = **CLKEN** *Clock Enable.*
This bit allows the user to enable the SCLK pin.
0: SLK pin disabled
1: SLK pin enabled

Bit 2 = **CPOL** *Clock Polarity.*
This bit allows the user to select the polarity of the clock output on the SCLK pin. It works in conjunction with the CPHA bit to produce the desired clock/data relationship (see Figure 92 and Figure 93).
0: Steady low value on SCLK pin outside transmission window.
1: Steady high value on SCLK pin outside transmission window.

Bit 1 = **CPHA** *Clock Phase*.
This bit allows the user to select the phase of the clock output on the SCLK pin. It works in conjunction with the CPOL bit to produce the desired clock/data relationship (see Figure 92 and Figure 93)
0: SCLK clock line activated in middle of data bit.
1: SCLK clock line activated at beginning of data bit.

Bit 0 = **LBCL** *Last bit clock pulse.*
This bit allows the user to select whether the clock pulse associated with the last data bit transmitted (MSB) has to be output on the SCLK pin.
0: The clock pulse of the last data bit is not output to the SCLK pin.
1: The clock pulse of the last data bit is output to the SCLK pin.

Note: The last bit is the 8th or 9th data bit transmitted depending on the 8 or 9 bit format selected by the M bit in the SCICR1 register.

Table 26. SCI clock on SCLK pin

Data format	M bit	LBCL bit	Number of clock pulses on SCLK
8 bit	0	0	7
		1	8
9 bit	1	0	8
		1	9

Note: These 3 bits (**CPOL**, **CPHA**, **LBCL**) should not be written while the transmitter is enabled.

12.10 CONTROL PIN CHARACTERISTICS

12.10.1 Asynchronous $\overline{\text{RESET}}$ Pin

Subject to general operating conditions for V_{DD}, f_{OSC}, and T_A unless otherwise specified.

Symbol	Parameter	Conditions		Min	Typ	Max	Unit
V_{IL}	Input low level voltage[1)]					0.3 x V_{DD}	V
V_{IH}	Input high level voltage[1)]			0.7 x V_{DD}			
V_{hys}	Schmitt trigger voltage hysteresis[2)]	V_{DD} = 5V			1.5		
V_{OL}	Output low level voltage[3)]	V_{DD} = 5V	I_{IO} = +5mA		0.68	0.95	
			I_{IO} = +2mA		0.28	0.45	
R_{ON}	Weak pull-up equivalent resistor[4)]	$V_{IN} = V_{SS}$		20	40	80	kΩ
$t_{w(RSTL)out}$	Generated reset pulse duration	Internal reset source			30		µs
$t_{h(RSTL)in}$	External reset pulse hold time[5)]			2.5			
$t_{g(RSTL)in}$	Filtered glitch duration[6)]				200		ns

Notes:

1. Data based on characterization results, not tested in production.
2. Hysteresis voltage between Schmitt trigger switching levels.
3. The I_{IO} current sunk must always respect the absolute maximum rating specified in Section 12.2.2 and the sum of I_{IO} (I/O ports and control pins) must not exceed I_{VSS}.
4. To guarantee the reset of the device, a minimum pulse has to be applied to the $\overline{\text{RESET}}$ pin. All short pulses applied on the RESET pin with a duration below $t_{h(RSTL)in}$ can be ignored.
5. The reset network (the resistor and two capacitors) protects the device against parasitic resets, especially in noisy environments.
6. Data guaranteed by design, not tested in production.

12.11 TIMER PERIPHERAL CHARACTERISTICS

Subject to general operating conditions for V_{DD}, f_{OSC}, and T_A unless otherwise specified.

Refer to I/O port characteristics for more details on the input/output alternate function characteristics (output compare, input capture, external clock, PWM output...).

12.11.1 8-Bit PWM-ART Autoreload Timer

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$t_{res(PWM)}$	PWM resolution time		1			t_{CPU}
		f_{CPU} = 8 MHz	125			ns
f_{EXT}	ART external clock frequency		0		$f_{CPU}/2$	MHz
f_{PWM}	PWM repetition rate					
Res_{PWM}	PWM resolution				8	bit
V_{OS}	PWM/DAC output step voltage	V_{DD} = 5V, Res = 8-bits		20		mV
$t_{COUNTER}$	Timer clock period when internal clock is selected	f_{CPU} = 8 MHz	1		128	t_{CPU}
			0.125		16	µs

12.11.2 8-Bit Timer

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$t_{w(ICAP)in}$	Input capture pulse time		1			t_{CPU}
$t_{res(PWM)}$	PWM resolution time		2			
		f_{CPU} = 8 MHz	250			ns
f_{PWM}	PWM repetition rate		0		$f_{CPU}/4$	MHz
Res_{PWM}	PWM resolution				8	bit
$t_{COUNTER}$	Timer clock period	f_{CPU} = 8 MHz	2		8000	t_{CPU}
			0.250		1000	µs

12.11.3 16-Bit Timer

Symbol	Parameter	Conditions	Min	Typ	Max	Unit
$t_{w(ICAP)in}$	Input capture pulse time		1			t_{CPU}
$t_{res(PWM)}$	PWM resolution time		2			
		f_{CPU} = 8 MHz	250			ns
f_{EXT}	Timer external clock frequency		0		$f_{CPU}/4$	MHz
f_{PWM}	PWM repetition rate					
Res_{PWM}	PWM resolution				16	bit
$t_{COUNTER}$	Timer clock period when internal clock is selected	f_{CPU} = 8 MHz	2		8	t_{CPU}
			0.250		1	µs

COMMUNICATIONS INTERFACE CHARACTERISTICS (Cont'd)

12.13 10-BIT ADC CHARACTERISTICS

Subject to general operating conditions for V_{DD}, f_{CPU}, and T_A unless otherwise specified.

Symbol	Parameter	Conditions	Min[1]	Typ	Max[1]	Unit
f_{ADC}	ADC clock frequency		0.4		4	MHz
V_{AIN}	Conversion voltage range[2]		V_{SSA}		V_{DDA}	V
R_{AIN}	External input impedance				see Figure 119 and Figure 120	kΩ
C_{AIN}	External capacitor on analog input					pF
f_{AIN}	Variation frequency of analog input signal					Hz
I_{lkg}	Negative input leakage current on robust analog pins (refer to Table 2 on page 8)	$V_{IN} < V_{SS}$, $\|I_{IN}\| < 400\mu A$ on adjacent robust analog pin		5	6	µA
C_{ADC}	Internal sample and hold capacitor			6		pF
t_{CONV}	Conversion time	f_{ADC} = 4 MHz		3.5		µs
				14		$1/f_{ADC}$
I_{ADC}	Analog part	Sunk on V_{DDA}[2]			3.6	mA
	Digital part	Sunk on V_{DD}			0.2	

Notes:
1. Data based on characterization results, not tested in production.
2. When V_{DDA} and V_{SSA} pins are not available on the pinout, the ADC refers to V_{DD} and V_{SS}.

duration is always correct assuming the application is not doing anything between the idle and the break. This can be ensured by temporarily disabling interrupts.

The exact sequence is:

- Disable interrupts
- Reset and Set TE (IDLE request)
- Set and Reset SBK (Break Request)
- Re-enable interrupts

LIN mode

If the LINE bit in the SCICR3 is set and the M bit in the SCICR1 register is reset, the LINSCI is in LIN master mode. A single break character is sent by setting and resetting the SBK bit in the SCICR2 register. In some cases, the break character may have a longer duration than expected:

- 24 bits instead of 13 bits

IMPORTANT NOTES (Cont'd)

Occurrence

The occurrence of the problem is random and proportional to the baud rate. With a transmit frequency of 19200 baud (f_{CPU} = 8 MHz and SCIBRR = 0xC9), the wrong break duration occurrence is around 1%.

Analysis

The LIN protocol specifies a minimum of 13 bits for the break duration, but there is no maximum value. Nevertheless, the maximum length of the header is specified as (14+10+10+1) x 1.4 = 49 bits. This is composed of:

- the synch break field (14 bits)
- the synch field (10 bits)
- the identifier field (10 bits)

Every LIN frame starts with a break character. Adding an idle character increases the length of each header by 10 bits. When the problem occurs, the header length is increased by 11 bits and becomes ((14+11)+10+10+1) = 45 bits.

To conclude, the problem is not always critical for LIN communication if the software keeps the time between the sync field and the ID smaller than 4 bits, that is, 208µs at 19200 baud.

The workaround is the same as for SCI mode but considering the low probability of occurrence (1%), it may be better to keep the break generation sequence as it is.

16.2.2 16-bit and 8-bit Timer PWM Mode

In PWM mode, the first PWM pulse is missed after writing the value FFFCh in the OC1R or OC2R register.

16.3 ROM DEVICES ONLY

16.3.1 16-bit Timer PWM Mode Buffering Feature Change

In all devices, the frequency and period of the PWM signal are controlled by comparing the counter with a 16-bit buffer updated by the OCiHR and OCiLR registers. In ROM devices, contrary to the description in Section 10.5.3.5 on page 101, the output compare function is not inhibited after a write instruction to the OCiHR register. Instead the buffer update at the end of the PWM period is inhibited until OCiLR is written. This improved buffer handling is fully compatible with applications written for Flash devices.

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