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Applications of "[Embedded - Microcontrollers](#)"

Details

Product Status	Obsolete
Core Processor	eZ8
Core Size	8-Bit
Speed	20MHz
Connectivity	IrDA, UART/USART
Peripherals	Brown-out Detect/Reset, LED, LVD, POR, PWM, WDT
Number of I/O	17
Program Memory Size	1KB (1K x 8)
Program Memory Type	FLASH
EEPROM Size	16 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/zilog/z8f011ahh020sc00tr

CPU and Peripheral Overview

eZ8 CPU Features

The eZ8 CPU, Zilog's latest 8-bit Central Processing Unit (CPU), meets the continuing demand for faster and more code-efficient microcontrollers. The eZ8 CPU executes a superset of the original Z8[®] instruction set. The features of eZ8 CPU include:

- Direct register-to-register architecture allows each register to function as an accumulator, improving execution time and decreasing the required program memory.
- Software stack allows much greater depth in subroutine calls and interrupts than hardware stacks.
- Compatible with existing Z8 code.
- Expanded internal Register File allows access of up to 4 KB.
- New instructions improve execution efficiency for code developed using higher-level programming languages, including C.
- Pipelined instruction fetch and execution.
- New instructions for improved performance including BIT, BSWAP, BTJ, CPC, LDC, LDCI, LEA, MULT, and SRL.
- New instructions support 12-bit linear addressing of the Register File.
- Up to 10 MIPS operation.
- C-Compiler friendly.
- 2 to 9 clock cycles per instruction.

For more information on eZ8 CPU, refer to *eZ8 CPU Core User Manual (UM0128)* available for download at www.zilog.com.

10-Bit Analog-to-Digital Converter

The optional analog-to-digital converter (ADC) converts an analog input signal to a 10-bit binary number. The ADC accepts inputs from eight different analog input pins in both single-ended and differential modes. The ADC also features a unity gain buffer when high input impedance is required.

mation Area data rather than the Program Memory data. Access to the Flash Information Area is read-only.

Table 6. Z8 Encore! XP F082A Series Flash Memory Information Area Map

Program Memory Address (Hex)	Function
FE00–FE3F	Zilog Option Bits/Calibration Data
FE40–FE53	Part Number 20-character ASCII alphanumeric code Left justified and filled with FFH
FE54–FE5F	Reserved
FE60–FE7F	Zilog Calibration Data
FE80–FFFF	Reserved

Table 31. LED Drive Level Low Register (LEDLVLL)

BITS	7	6	5	4	3	2	1	0
FIELD	LEDLVLL[7:0]							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F84H							

LEDLVLL[7:0]—LED Level Low Bit
 {LEDLVLH, LEDLVLL} select one of four programmable current drive levels for each Port C pin.
 00 = 3 mA
 01 = 7 mA
 10 = 13 mA
 11 = 20 mA

IRQ2 Enable High and Low Bit Registers

Table 42 describes the priority control for IRQ2. The IRQ2 Enable High and Low Bit registers (Table 43 and Table 44) form a priority encoded enabling for interrupts in the Interrupt Request 2 register.

Table 42. IRQ2 Enable and Priority Encoding

IRQ2ENH[x]	IRQ2ENL[x]	Priority	Description
0	0	Disabled	Disabled
0	1	Level 1	Low
1	0	Level 2	Medium
1	1	Level 3	High

where x indicates the register bits from 0–7.

Table 43. IRQ2 Enable High Bit Register (IRQ2ENH)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENH	C2ENH	C1ENH	C0ENH
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC7H							

Reserved—Must be 0.

C3ENH—Port C3 Interrupt Request Enable High Bit

C2ENH—Port C2 Interrupt Request Enable High Bit

C1ENH—Port C1 Interrupt Request Enable High Bit

C0ENH—Port C0 Interrupt Request Enable High Bit

Table 44. IRQ2 Enable Low Bit Register (IRQ2ENL)

BITS	7	6	5	4	3	2	1	0
FIELD	Reserved				C3ENL	C2ENL	C1ENL	C0ENL
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FC8H							

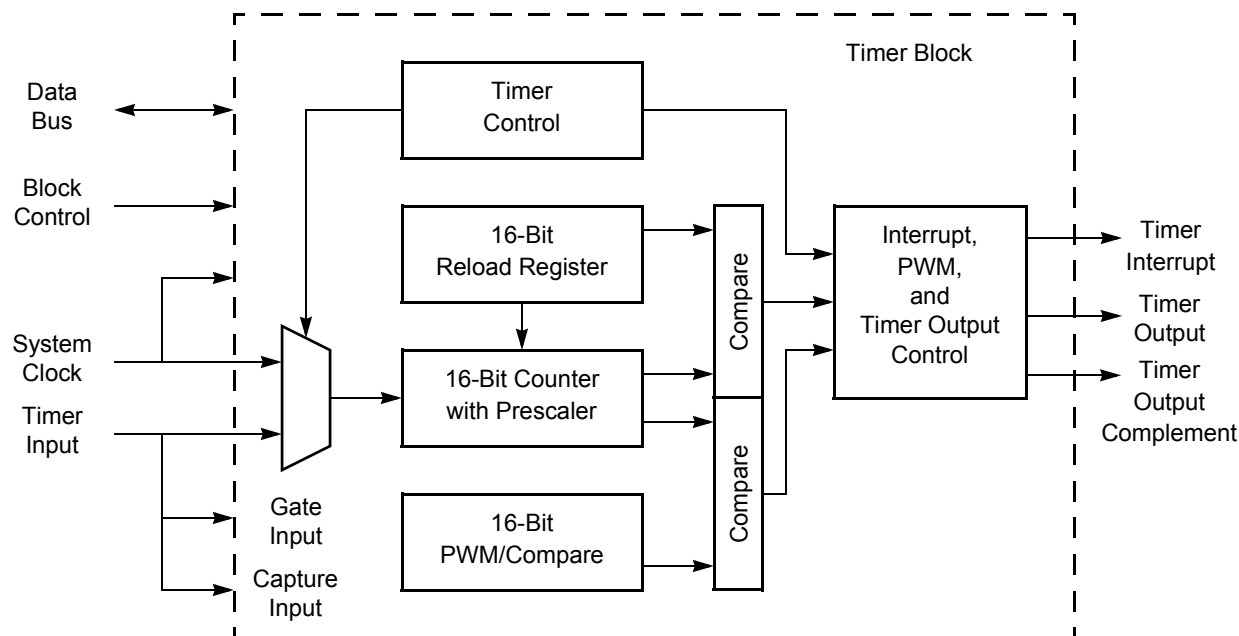


Figure 9. Timer Block Diagram

Operation

The timers are 16-bit up-counters. Minimum time-out delay is set by loading the value 0001H into the Timer Reload High and Low Byte registers and setting the prescale value to 1. Maximum time-out delay is set by loading the value 0000H into the Timer Reload High and Low Byte registers and setting the prescale value to 128. If the Timer reaches FFFFH, the timer rolls over to 0000H and continues counting.

Timer Operating Modes

The timers can be configured to operate in the following modes:

ONE-SHOT Mode

In ONE-SHOT mode, the timer counts up to the 16-bit Reload value stored in the Timer Reload High and Low byte registers. The timer input is the system clock. Upon reaching the Reload value, the timer generates an interrupt and the count value in the Timer High and Low Byte registers is reset to 0001H. The timer is automatically disabled and stops counting.

1000 = PWM DUAL OUTPUT mode
1001 = CAPTURE RESTART mode
1010 = COMPARATOR COUNTER mode

Timer 0–1 High and Low Byte Registers

The Timer 0–1 High and Low Byte (TxH and TxL) registers ([Table 50](#) and [Table 51](#)) contain the current 16-bit timer count value. When the timer is enabled, a read from TxH causes the value in TxL to be stored in a temporary holding register. A read from TxL always returns this temporary register when the timers are enabled. When the timer is disabled, reads from TxL read the register directly.

Writing to the Timer High and Low Byte registers while the timer is enabled is not recommended. There are no temporary holding registers available for write operations, so simultaneous 16-bit writes are not possible. If either the Timer High or Low Byte registers are written during counting, the 8-bit written value is placed in the counter (High or Low Byte) at the next clock edge. The counter continues counting from the new value.

Table 50. Timer 0–1 High Byte Register (TxH)

BITS	7	6	5	4	3	2	1	0
FIELD	TH							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F00H, F08H							

Table 51. Timer 0–1 Low Byte Register (TxL)

BITS	7	6	5	4	3	2	1	0
FIELD	TL							
RESET	0	0	0	0	0	0	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	F01H, F09H							

TH and TL—Timer High and Low Bytes

These 2 bytes, {TH[7:0], TL[7:0]}, contain the current 16-bit timer count value.

Timer Reload High and Low Byte Registers

The Timer 0–1 Reload High and Low Byte (TxRH and TxRL) registers ([Table 52](#) and [Table 53](#)) store a 16-bit reload value, {TRH[7:0], TRL[7:0]}. Values written to the Timer Reload High Byte register are stored in a temporary holding register. When a write to the

Universal Asynchronous Receiver/Transmitter

The universal asynchronous receiver/transmitter (UART) is a full-duplex communication channel capable of handling asynchronous data transfers. The UART uses a single 8-bit data mode with selectable parity. Features of the UART include:

- 8-bit asynchronous data transfer.
- Selectable even- and odd-parity generation and checking.
- Option of one or two STOP bits.
- Separate transmit and receive interrupts.
- Framing, parity, overrun and break detection.
- Separate transmit and receive enables.
- 16-bit baud rate generator (BRG).
- Selectable MULTIPROCESSOR (9-bit) mode with three configurable interrupt schemes.
- Baud rate generator (BRG) can be configured and used as a basic 16-bit timer.
- Driver enable (DE) output for external bus transceivers.

Architecture

The UART consists of three primary functional blocks: transmitter, receiver, and baud rate generator. The UART's transmitter and receiver function independently, but employ the same baud rate and data format. [Figure 10](#) on page 98 displays the UART architecture.

Endec, and passed to the UART. Communication is half-duplex, which means simultaneous data transmission and reception is not allowed.

The baud rate is set by the UART's Baud Rate Generator and supports IrDA standard baud rates from 9600 baud to 115.2 kbaud. Higher baud rates are possible, but do not meet IrDA specifications. The UART must be enabled to use the Infrared Endec. The Infrared Endec data rate is calculated using the following equation:

$$\text{Infrared Data Rate (bits/s)} = \frac{\text{System Clock Frequency (Hz)}}{16 \times \text{UART Baud Rate Divisor Value}}$$

Transmitting IrDA Data

The data to be transmitted using the infrared transceiver is first sent to the UART. The UART's transmit signal (TXD) and baud rate clock are used by the IrDA to generate the modulation signal (IR_TXD) that drives the infrared transceiver. Each UART/Infrared data bit is 16 clocks wide. If the data to be transmitted is 1, the IR_TXD signal remains low for the full 16 clock period. If the data to be transmitted is 0, the transmitter first outputs a 7 clock low period, followed by a 3 clock high pulse. Finally, a 6 clock low pulse is output to complete the full 16 clock data period. [Figure 17](#) displays IrDA data transmission. When the Infrared Endec is enabled, the UART's TXD signal is internal to the Z8 Encore! XP[®] F082A Series products while the IR_TXD signal is output through the TXD pin.

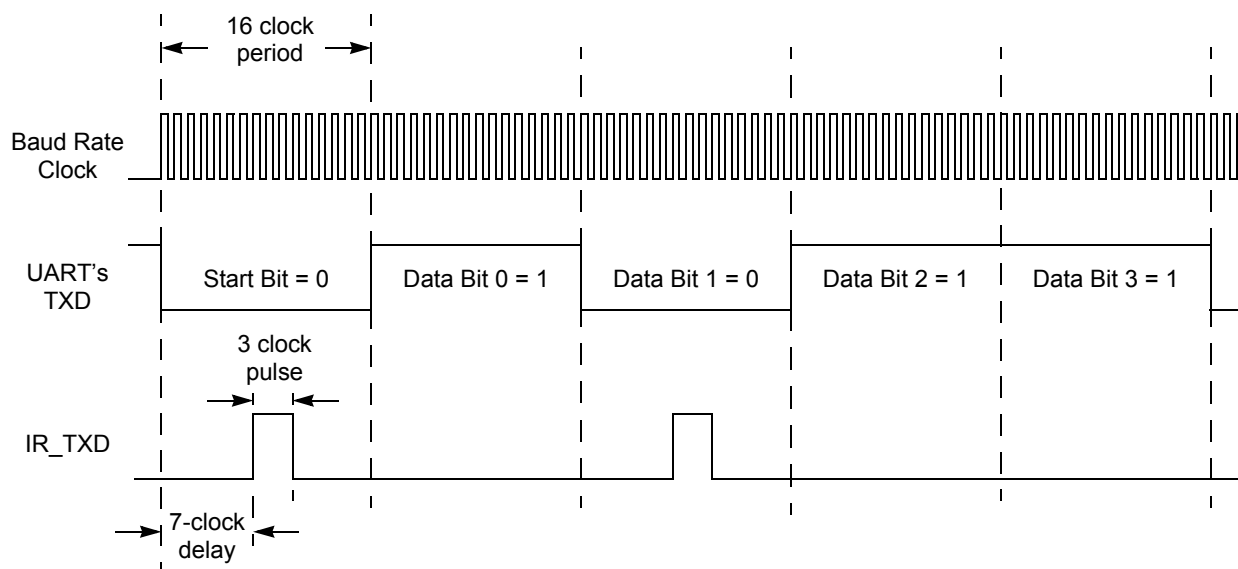


Figure 17. Infrared Data Transmission

baud rate clocks to plus eight baud rate clocks around the expected time of an incoming pulse. If an incoming pulse is detected inside this window this process is repeated. If the incoming data is a logical 1 (no pulse), the Endec returns to the initial state and waits for the next falling edge. As each falling edge is detected, the Endec clock counter is reset, resynchronizing the Endec to the incoming signal, allowing the Endec to tolerate jitter and baud rate errors in the incoming datastream. Resynchronizing the Endec does not alter the operation of the UART, which ultimately receives the data. The UART is only synchronized to the incoming data stream when a Start bit is received.

Infrared Encoder/Decoder Control Register Definitions

All Infrared Endec configuration and status information is set by the UART control registers as defined in [Universal Asynchronous Receiver/Transmitter](#) on page 97.



Caution: *To prevent spurious signals during IrDA data transmission, set the IREN bit in the UART Control 1 register to 1 to enable the Infrared Encoder/Decoder before enabling the GPIO Port alternate function for the corresponding pin.*



Caution: *Although the ADC can be used without the gain and offset compensation, it does exhibit non-unity gain. Designing the ADC with sub-unity gain reduces noise across the ADC range but requires the ADC results to be scaled by a factor of 8/7.*

ADC Compensation Details

High efficiency assembly code that performs this compensation is available for download on www.zilog.com. The following is a bit-specific description of the ADC compensation process used by this code.

The following data bit definitions are used:

0-9, a-f = bit indices in hexadecimal

s = sign bit

v = overflow bit

- = unused

Input Data

MSB	LSB	
s b a 9 8 7 6 5	4 3 2 1 0 - - v	(ADC) ADC Output Word; if v = 1, the data is invalid

s 6 5 4 3 2 1 0	Offset Correction Byte
-----------------	------------------------

s s s s s 7 6 5	4 3 2 1 0 0 0 0	(Offset)	Offset Byte shifted to align with ADC data
<div style="border: 1px solid black; width: 200px; height: 20px; margin: 0 auto;"></div>			

s e d c b a 9 8	7 6 5 4 3 2 1 0	(Gain)	Gain Correction Word
<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>			

Comparator

The Z8 Encore! XP[®] F082A Series devices feature a general purpose comparator that compares two analog input signals. These analog signals may be external stimulus from a pin (CINP and/or CINN) or internally generated signals. Both a programmable voltage reference and the temperature sensor output voltage are available internally. The output is available as an interrupt source or can be routed to an external pin.

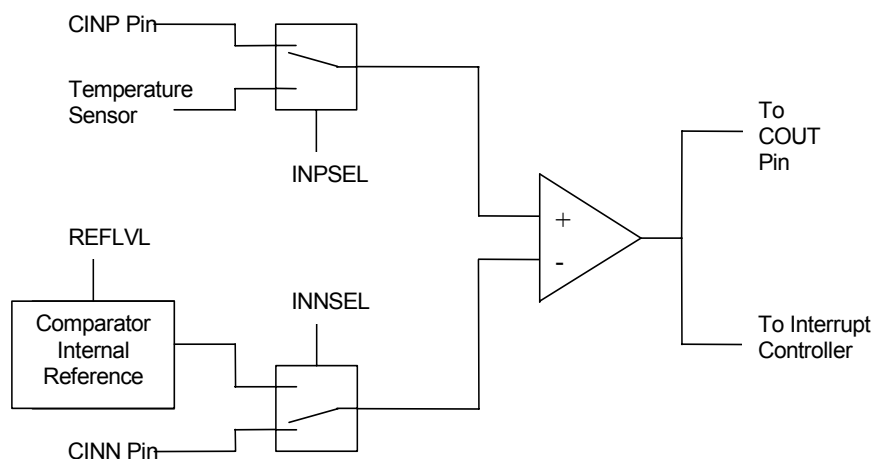


Figure 20. Comparator Block Diagram

Operation

When the positive comparator input exceeds the negative input by more than the specified hysteresis, the output is a logic HIGH. When the negative input exceeds the positive by more than the hysteresis, the output is a logic LOW. Otherwise, the comparator output retains its present value. See [Table 137](#) on page 233 for details.

The comparator may be powered down to reduce supply current. See [Power Control Register 0](#) on page 34 for details.



Caution: *Because of the propagation delay of the comparator, it is not recommended to enable or reconfigure the comparator without first disabling interrupts and waiting for the comparator output to settle. Doing so can result in spurious interrupts. The following example describes how to safely enable the comparator:*

```
di
ld cmp0, r0 ; load some new configuration
nop
```

SPROT7-SPROT0—Sector Protection

Each bit corresponds to a 512 byte Flash sector. For the Z8F08xx devices, the upper 3 bits must be zero. For the Z8F04xx devices all bits are used. For the Z8F02xx devices, the upper 4 bits are unused. For the Z8F01xx devices, the upper 6 bits are unused.

Flash Frequency High and Low Byte Registers

The Flash Frequency High (FFREQH) and Low Byte (FFREQL) registers combine to form a 16-bit value, FFREQ, to control timing for Flash program and erase operations. The 16-bit binary Flash Frequency value must contain the system clock frequency (in kHz) and is calculated using the following equation:

$$\text{FFREQ}[15:0] = \{\text{FFREQH}[7:0], \text{FFREQL}[7:0]\} = \frac{\text{System Clock Frequency}}{1000}$$



Caution: *The Flash Frequency High and Low Byte registers must be loaded with the correct value to ensure proper operation of the device. Also, Flash programming and erasure is not supported for system clock frequencies below 20 kHz or above 20 MHz.*

Table 82. Flash Frequency High Byte Register (FFREQH)

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQH							
RESET	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
ADDR	FFAH							

FFREQH—Flash Frequency High Byte
High byte of the 16-bit Flash Frequency value.

Table 83. Flash Frequency Low Byte Register (FFREQL)

BITS	7	6	5	4	3	2	1	0
FIELD	FFREQL							
RESET	0							
R/W	R/W							
ADDR	FFBH							

FFREQL—Flash Frequency Low Byte
Low byte of the 16-bit Flash Frequency value.

Option Bit Types

User Option Bits

The user option bits are contained in the first two bytes of program memory. User access to these bits has been provided because these locations contain application-specific device configurations. The information contained here is lost when page 0 of the program memory is erased.

Trim Option Bits

The trim option bits are contained in the information page of the Flash memory. These bits are factory programmed values required to optimize the operation of onboard analog circuitry and cannot be permanently altered. Program Memory may be erased without endangering these values. It is possible to alter working values of these bits by accessing the Trim Bit Address and Data Registers, but these working values are lost after a power loss or any other reset event.

There are 32 bytes of trim data. To modify one of these values the user code must first write a value between 00H and 1FH into the Trim Bit Address Register. The next write to the Trim Bit Data register changes the working value of the target trim data byte.

Reading the trim data requires the user code to write a value between 00H and 1FH into the Trim Bit Address Register. The next read from the Trim Bit Data register returns the working value of the target trim data byte.

► **Note:** *The trim address range is from information address 20-3F only. The remainder of the information page is not accessible through the trim bit address and data registers.*

Calibration Option Bits

The calibration option bits are also contained in the information page. These bits are factory programmed values intended for use in software correcting the device's analog performance. To read these values, the user code must employ the LDC instruction to access the information area of the address space as defined in [See Flash Information Area](#) on page 17.

Serialization Bits

As an optional feature, Zilog[®] is able to provide factory-programmed serialization. For serialized products, the individual devices are programmed with unique serial numbers. These serial numbers are binary values, four bytes in length. The numbers increase in size with each device, but gaps in the serial sequence may exist.

These serial numbers are stored in the Flash information page (see [Reading the Flash Information Page](#) on page 155 and [Serialization Data](#) on page 165 for more details) and are unaffected by mass erasure of the device's Flash memory.

Table 104. NVDS Read Time (Continued)

Operation	Minimum Latency	Maximum Latency
Read (128 byte array)	883	7609
Write (16 byte array)	4973	5009
Write (64 byte array)	4971	5013
Write (128 byte array)	4984	5023
Illegal Read	43	43
Illegal Write	31	31

If NVDS read performance is critical to your software architecture, there are some things you can do to optimize your code for speed, listed in order from most helpful to least helpful:

- Periodically refresh all addresses that are used. The optimal use of NVDS in terms of speed is to rotate the writes evenly among all addresses planned to use, bringing all reads closer to the minimum read time. Because the minimum read time is much less than the write time, however, actual speed benefits are not always realized.
- Use as few unique addresses as possible: this helps to optimize the impact of refreshing as well as minimize the requirement for it.

Breakpoints in Flash Memory

The BRK instruction is opcode 00H, which corresponds to the fully programmed state of a byte in Flash memory. To implement a Breakpoint, write 00H to the required break address, overwriting the current instruction. To remove a Breakpoint, the corresponding page of Flash memory must be erased and reprogrammed with the original data.

Runtime Counter

The On-Chip Debugger contains a 16-bit Runtime Counter. It counts system clock cycles between Breakpoints. The counter starts counting when the On-Chip Debugger leaves DEBUG mode and stops counting when it enters DEBUG mode again or when it reaches the maximum count of FFFFH.

On-Chip Debugger Commands

The host communicates to the on-chip debugger by sending OCD commands using the DBG interface. During normal operation, only a subset of the OCD commands are available. In DEBUG mode, all OCD commands become available unless the user code and control registers are protected by programming the Flash Read Protect Option bit (FRP). The Flash Read Protect Option bit prevents the code in memory from being read out of the Z8 Encore! XP F082A Series products. When this option is enabled, several of the OCD commands are disabled. Table 106 on page 184 is a summary of the On-chip debugger commands. Each OCD command is described in further detail in the bulleted list following this table. Table 106 on page 184 also indicates those commands that operate when the device is not in DEBUG mode (normal operation) and those commands that are disabled by programming the Flash Read Protect Option bit.

Debug Command	Command Byte	Enabled when NOT in DEBUG mode?	Disabled by Flash Read Protect Option Bit
Read OCD Revision	00H	Yes	—
Reserved	01H	—	—
Read OCD Status Register	02H	Yes	—
Read Runtime Counter	03H	—	—
Write OCD Control Register	04H	Yes	Cannot clear DBGMODE bit
Read OCD Control Register	05H	Yes	—
Write Program Counter	06H	—	Disabled
Read Program Counter	07H	—	Disabled

Table 108. Oscillator Configuration and Selection

Clock Source	Characteristics	Required Setup
Internal Precision RC Oscillator	<ul style="list-style-type: none"> • 32.8 kHz or 5.53 MHz • High accuracy • No external components required 	<ul style="list-style-type: none"> • Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator at either 5.53 MHz or 32.8 kHz
External Crystal/Resonator	<ul style="list-style-type: none"> • 32 kHz to 20 MHz • Very high accuracy (dependent on crystal or resonator used) • Requires external components 	<ul style="list-style-type: none"> • Configure Flash option bits for correct external oscillator mode • Unlock and write OSCCTL to enable crystal oscillator, wait for it to stabilize and select as system clock (if the XTLDIS option bit has been de-asserted, no waiting is required)
External RC Oscillator	<ul style="list-style-type: none"> • 32 kHz to 4 MHz • Accuracy dependent on external components 	<ul style="list-style-type: none"> • Configure Flash option bits for correct external oscillator mode • Unlock and write OSCCTL to enable crystal oscillator and select as system clock
External Clock Drive	<ul style="list-style-type: none"> • 0 to 20 MHz • Accuracy dependent on external clock source 	<ul style="list-style-type: none"> • Write GPIO registers to configure PB3 pin for external clock function • Unlock and write OSCCTL to select external system clock • Apply external clock signal to GPIO
Internal Watchdog Timer Oscillator	<ul style="list-style-type: none"> • 10 kHz nominal • Low accuracy; no external components required • Very low power consumption 	<ul style="list-style-type: none"> • Enable WDT if not enabled and wait until WDT Oscillator is operating. • Unlock and write Oscillator Control Register (OSCCTL) to enable and select oscillator

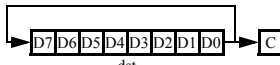
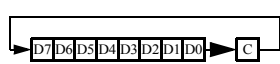
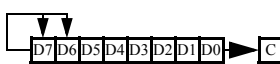



Caution: *Unintentional accesses to the oscillator control register can actually stop the chip by switching to a non-functioning oscillator. To prevent this condition, the oscillator control block employs a register unlocking/locking scheme.*

OSC Control Register Unlocking/Locking

To write the oscillator control register, unlock it by making two writes to the OSCCTL register with the values E7H followed by 18H. A third write to the OSCCTL register changes the value of the actual register and returns the register to a locked state. Any other sequence of oscillator control register writes has no effect. The values written to unlock the register must be ordered correctly, but are not necessarily consecutive. It is possible to write to or read from other registers within the unlocking/locking operation.

Table 124. eZ8 CPU Instruction Summary (Continued)

Assembly Mnemonic	Symbolic Operation	Address Mode		Opcode(s) (Hex)	Flags						Fetch Cycles	Instr. Cycles
		dst	src		C	Z	S	V	D	H		
RR dst		R		E0	*	*	*	*	–	–	2	2
		IR		E1							2	3
RRC dst		R		C0	*	*	*	*	–	–	2	2
		IR		C1							2	3
SBC dst, src	$dst \leftarrow dst - src - C$	r	r	32	*	*	*	*	1	*	2	3
		r	lr	33							2	4
		R	R	34							3	3
		R	IR	35							3	4
		R	IM	36							3	3
		IR	IM	37							3	4
SBCX dst, src	$dst \leftarrow dst - src - C$	ER	ER	38	*	*	*	*	1	*	4	3
		ER	IM	39							4	3
SCF	$C \leftarrow 1$			DF	1	–	–	–	–	–	1	2
SRA dst		R		D0	*	*	*	0	–	–	2	2
		IR		D1							2	3
SRL dst		R		1F C0	*	*	0	*	–	–	3	2
		IR		1F C1							3	3
SRP src	$RP \leftarrow src$		IM	01	–	–	–	–	–	–	2	2
STOP	STOP Mode			6F	–	–	–	–	–	–	1	2
SUB dst, src	$dst \leftarrow dst - src$	r	r	22	*	*	*	*	1	*	2	3
		r	lr	23							2	4
		R	R	24							3	3
		R	IR	25							3	4
		R	IM	26							3	3
		IR	IM	27							3	4
Flags Notation:		* = Value is a function of the result of the operation. – = Unaffected X = Undefined				0 = Reset to 0 1 = Set to 1						

On-Chip Peripheral AC and DC Electrical Characteristics

Table 131. Power-On Reset and Voltage Brownout Electrical Characteristics and Timing

Symbol	Parameter	T _A = -40 °C to +105 °C			Units	Conditions
		Minimum	Typical ¹	Maximum		
V _{POR}	Power-On Reset Voltage Threshold	2.20	2.45	2.70	V	V _{DD} = V _{POR}
V _{VBO}	Voltage Brownout Reset Voltage Threshold	2.15	2.40	2.65	V	V _{DD} = V _{VBO}
	V _{POR} to V _{VBO} hysteresis		50	75	mV	
	Starting V _{DD} voltage to ensure valid Power-On Reset.	–	V _{SS}	–	V	
T _{ANA}	Power-On Reset Analog Delay	–	70	–	μs	V _{DD} > V _{POR} ; T _{POR} Digital Reset delay follows T _{ANA}
T _{POR}	Power-On Reset Digital Delay		16		μs	66 Internal Precision Oscillator cycles + IPO startup time (T _{IPOST})
T _{POR}	Power-On Reset Digital Delay		1		ms	5000 Internal Precision Oscillator cycles
T _{SMR}	Stop Mode Recovery with crystal oscillator disabled		16		μs	66 Internal Precision Oscillator cycles
T _{SMR}	Stop Mode Recovery with crystal oscillator enabled		1		ms	5000 Internal Precision Oscillator cycles
T _{VBO}	Voltage Brownout Pulse Rejection Period	–	10	–	μs	Period of time in which V _{DD} < V _{VBO} without generating a Reset.
T _{RAMP}	Time for V _{DD} to transition from V _{SS} to V _{POR} to ensure valid Reset	0.10	–	100	ms	
T _{SMP}	Stop Mode Recovery pin pulse rejection period		20		ns	For any SMR pin or for the Reset pin when it is asserted in STOP mode.

¹Data in the typical column is from characterization at 3.3 V and 30 °C. These values are provided for design guidance only and are not tested in production.

UART Timing

Figure 37 and Table 142 provide timing information for UART pins for the case where CTS is used for flow control. The CTS to DE assertion delay (T₁) assumes the transmit data register has been loaded with data prior to CTS assertion.

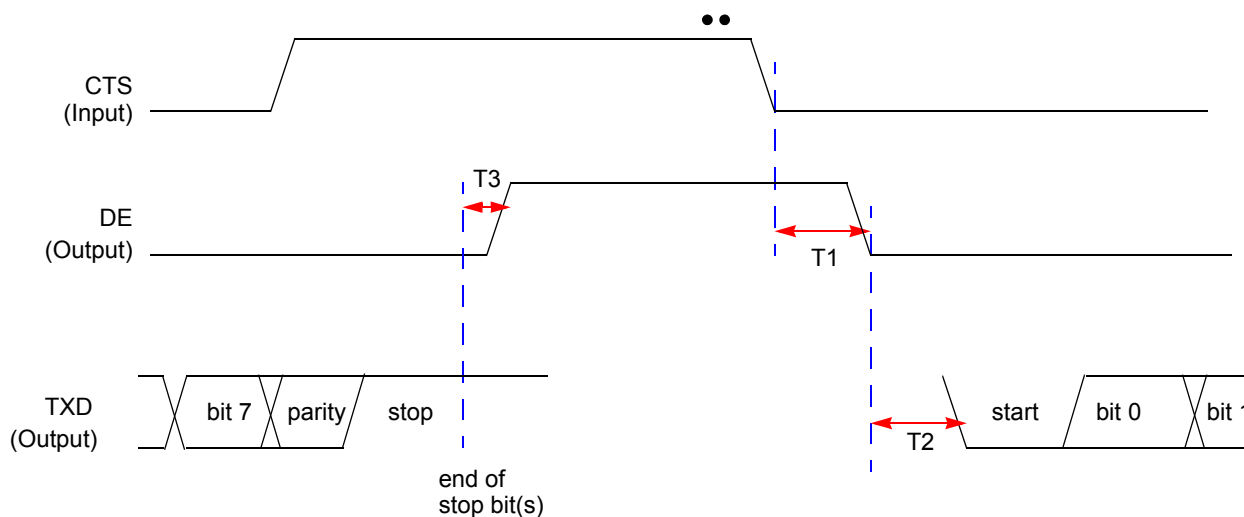


Figure 37. UART Timing With CTS

Table 142. UART Timing With CTS

Parameter	Abbreviation	Delay (ns)	
		Minimum	Maximum
UART			
T ₁	CTS Fall to DE output delay	2 * XIN period	2 * XIN period + 1 bit time
T ₂	DE assertion to TXD falling edge (start bit) delay ± 5		
T ₃	End of Stop Bit(s) to DE deassertion delay	± 5	

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