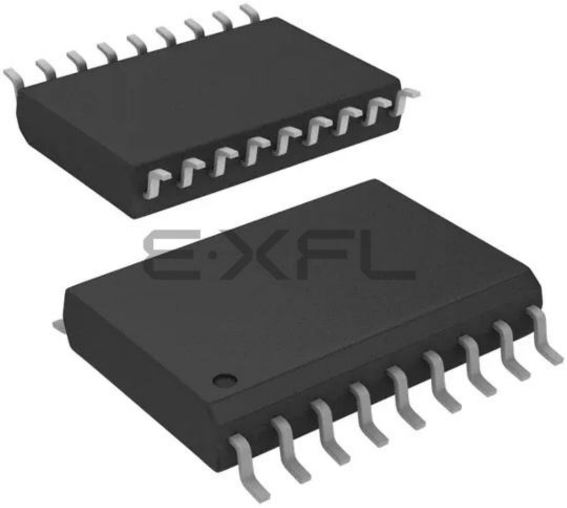
Infineon Technologies - CY7C63231A-SC Datasheet



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Details	
Product Status	Obsolete
Applications	USB Microcontroller
Core Processor	M8B
Program Memory Type	OTP (3kB)
Controller Series	CY7C632xx
RAM Size	96 x 8
Interface	USB
Number of I/O	10
Voltage - Supply	3.5V ~ 5.5V
Operating Temperature	0°C ~ 70°C
Mounting Type	Surface Mount
Package / Case	18-SOIC (0.295", 7.50mm Width)
Supplier Device Package	18-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/cy7c63231a-sc

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7.0 Instruction Set Summary

Refer to the *CYASM Assembler User's Guide* for detailed information on these instructions. Note that conditional jump instructions (i.e. JC, JNC, JZ, JNZ) take 5 cycles if jump is taken, 4 cycles if no jump.

MNEMONIC	Operand	Opcode	Cycles		MNEMONIC	Operand	Opcode	Cycles
HALT		00	7		NOP		20	4
ADD A,expr	data	01	4		INC A	acc	21	4
ADD A,[expr]	direct	02	6		INC X	x	22	4
ADD A,[X+expr]	index	03	7		INC [expr]	direct	23	7
ADC A,expr	data	04	4		INC [X+expr]	index	24	8
ADC A,[expr]	direct	05	6		DEC A	acc	25	4
ADC A,[X+expr]	index	06	7		DEC X	x	26	4
SUB A,expr	data	07	4		DEC [expr]	direct	27	7
SUB A,[expr]	direct	08	6		DEC [X+expr]	index	28	8
SUB A,[X+expr]	index	09	7		IORD expr	address	29	5
SBB A,expr	data	0A	4		IOWR expr	address	2A	5
SBB A,[expr]	direct	0B	6		POP A		2B	4
SBB A,[X+expr]	index	0C	7		POP X		2C	4
OR A,expr	data	0D	4		PUSH A		2D	5
OR A,[expr]	direct	0E	6		PUSH X		2E	5
OR A,[X+expr]	index	0F	7		SWAP A,X		2F	5
AND A,expr	data	10	4		SWAP A,DSP		30	5
AND A,[expr]	direct	11	6		MOV [expr],A	direct	31	5
AND A,[X+expr]	index	12	7		MOV [X+expr],A	index	32	6
XOR A,expr	data	13	4		OR [expr],A	direct	33	7
XOR A,[expr]	direct	14	6		OR [X+expr],A	index	34	8
XOR A,[X+expr]	index	15	7		AND [expr],A	direct	35	7
CMP A,expr	data	16	5		AND [X+expr],A	index	36	8
CMP A,[expr]	direct	17	7		XOR [expr],A	direct	37	7
CMP A,[X+expr]	index	18	8		XOR [X+expr],A	index	38	8
MOV A,expr	data	19	4		IOWX [X+expr]	index	39	6
MOV A,[expr]	direct	1A	5		CPL		3A	4
MOV A,[X+expr]	index	1B	6		ASL		3B	4
MOV X,expr	data	1C	4		ASR		3C	4
MOV X,[expr]	direct	1D	5		RLC		3D	4
reserved		1E			RRC		3E	4
XPAGE		1F	4		RET		3F	8
MOV A,X		40	4		DI		70	4
MOV X,A		41	4		EI		72	4
MOV PSP,A		60	4		RETI		73	8
CALL	addr	50 - 5F	10					
JMP	addr	80-8F	5		JC	addr	C0-CF	5 (or 4)
CALL	addr	90-9F	10		JNC	addr	D0-DF	5 (or 4)
JZ	addr	A0-AF	5 (or 4)		JACC	addr	E0-EF	7
JNZ	addr	B0-BF	5 (or 4)		INDEX	addr	F0-FF	14

8.3 I/O Register Summary

I/O registers are accessed via the I/O Read (IORD) and I/O Write (IOWR, IOWX) instructions. IORD reads the selected port into the accumulator. IOWR writes data from the accumulator to the selected port. Indexed I/O Write (IOWX) adds the contents of X to the address in the instruction to form the port address and writes data from the accumulator to the specified port. Note that specifying address 0 with IOWX (e.g., IOWX 0h) means the I/O port is selected solely by the contents of X.

Note: All bits of all registers are cleared to all zeros on reset, except the Processor Status and Control Register (*Figure 18-1*). *All registers not listed are reserved, and should never be written by firmware. All bits marked as reserved should always be written as 0 and be treated as undefined by reads.*

Table 8-1. I/O Register Summary

Register Name	I/O Address	Read/Write	Function	Fig.
Port 0 Data	0x00	R/W	GPIO Port 0	12-2
Port 1 Data	0x01	R/W	GPIO Port 1	12-3
Port 2 Data	0x02	R	Auxiliary input register for D+, D–, VREG, XTALIN, XTALOUT	12-8
Port 0 Interrupt Enable	0x04	W	Interrupt enable for pins in Port 0	19-4
Port 1 Interrupt Enable	0x05	W	Interrupt enable for pins in Port 1	19-5
Port 0 Interrupt Polarity	0x06	W	Interrupt polarity for pins in Port 0	19-6
Port 1 Interrupt Polarity	0x07	W	Interrupt polarity for pins in Port 1	19-7
Port 0 Mode0	0x0A	W	Controls output configuration for Port 0	12-4
Port 0 Mode1	0x0B	W		12-5
Port 1 Mode0	0x0C	W	Controls output configuration for Port 1	12-6
Port 1 Mode1	0x0D	W		12-7
USB Device Address	0x10	R/W	USB Device Address register	14-1
EP0 Counter Register	0x11	R/W	USB Endpoint 0 counter register	14-4
EP0 Mode Register	0x12	R/W	USB Endpoint 0 configuration register	14-2
EP1 Counter Register	0x13	R/W	USB Endpoint 1 counter register	14-4
EP1 Mode Register	0x14	R/W	USB Endpoint 1 configuration register	14-3
USB Status & Control	0x1F	R/W	USB status and control register	13-1
Global Interrupt Enable	0x20	R/W	Global interrupt enable register	19-1
Endpoint Interrupt Enable	0x21	R/W	USB endpoint interrupt enables	19-2
Timer (LSB)	0x24	R	Lower 8 bits of free-running timer (1 MHz)	17-1
Timer (MSB)	0x25	R	Upper 4 bits of free-running timer	17-2
WDR Clear	0x26	W	Watch Dog Reset clear	-
Clock Configuration	0xF8	R/W	Internal / External Clock configuration register	9-2
Processor Status & Control	0xFF	R/W	Processor status and control	18-1

9.0 Clocking

The chip can be clocked from either the internal on-chip clock, or from an oscillator based on an external resonator/crystal, as shown in *Figure 9-1*. No additional capacitance is included on chip at the XTALIN/OUT pins. Operation is controlled by the Clock Configuration Register, *Figure 9-2*.

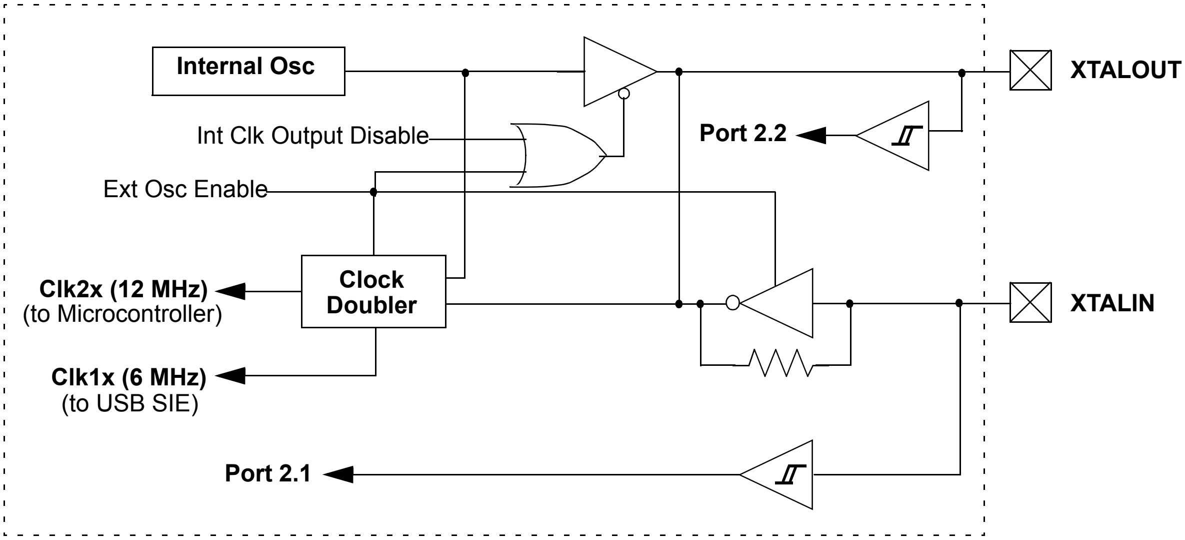


Figure 9-1. Clock Oscillator On-chip Circuit

Bit #	7	6	5	4	3	2	1	0
Bit Name	Ext. Clock Resume Delay	Wake-up Timer Adjust Bit [2:0]			Low-voltage Reset Disable	Precision USB Clocking Enable	Internal Clock Output Disable	External Oscillator Enable
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Figure 9-2. Clock Configuration Register (Address 0xF8)

Bit 7: Ext. Clock Resume Delay

External Clock Resume Delay bit selects the delay time when switching to the external oscillator from the internal oscillator mode, or when waking from suspend mode with the external oscillator enabled.

1 = 4 ms delay.

0 = 128 μs delay.

The delay gives the oscillator time to start up. The shorter time is adequate for operation with ceramic resonators, while the longer time is preferred for start-up with a crystal. (These times **do not include** an initial oscillator start-up time which depends on the resonating element. This time is typically 50–100 μs for ceramic resonators and 1–10 ms for crystals). Note that this bit only selects the delay time for the external clock mode. When waking from suspend mode with the internal oscillator (Bit 0 is LOW), the delay time is only 8 μs in addition to a delay of approximately 1 μs for the oscillator to start.

Bit [6:4]: Wake-up Timer Adjust Bit [2:0]

The Wake-up Timer Adjust Bits are used to adjust the Wake-up timer period.

If the Wake-up interrupt is enabled in the Global Interrupt Enable Register, the microcontroller will generate wake-up interrupts periodically. The frequency of these periodical wake-up interrupts is adjusted by setting the Wake-up Timer Adjust Bit [2:0], as described in Section 11.2. One common use of the wake-up interrupts is to generate periodical wake-up events during suspend mode to check for changes, such as looking for movement in a mouse, while maintaining a low average power.

Bit 3: Low-voltage Reset Disable

When V_{CC} drops below V_{LVR} (see Section 23.0 for the value of V_{LVR}) and the Low-voltage Reset circuit is enabled, the microcontroller enters a partial suspend state for a period of t_{START} (see Section 24.0 for the value of t_{START}). Program execution begins from address 0x0000 after this t_{START} delay period. This provides time for V_{CC} to stabilize before the part executes code. See Section 10.1 for more details.

1 = Disables the LVR circuit.

0 = Enables the LVR circuit.

Bit 2: Precision USB Clocking Enable

The Precision USB Clocking Enable only affects operation in internal oscillator mode. **In that mode, this bit must be set to 1 to cause the internal clock to automatically precisely tune to USB timing requirements (6 MHz ±1.5%)**. The frequency may have a looser initial tolerance at power-up, but all USB transmissions from the chip will meet the USB specification.

1 = Enabled. The internal clock accuracy is **6 MHz ±1.5%** after USB traffic is received**.**

0 = Disabled. The internal clock accuracy is 6 MHz ±5%.

Bit 1: Internal Clock Output Disable

The Internal Clock Output Disable is used to keep the internal clock from driving out to the XTALOUT pin. This bit has no effect in the external oscillator mode.

1 = Disable internal clock output. XTALOUT pin will drive HIGH.

0 = Enable the internal clock output. The internal clock is driven out to the XTALOUT pin.

Bit 0: External Oscillator Enable

At power-up, the chip operates from the internal clock by default. Setting the External Oscillator Enable bit HIGH disables the internal clock, and halts the part while the external resonator/crystal oscillator is started. Clearing this bit has no immediate effect, although the state of this bit is used when waking out of suspend mode to select between internal and external clock. In internal clock mode, XTALIN pin will be configured as an input with a weak pull-down and can be used as a GPIO input (P2.1).

1 = Enable the external oscillator. The clock is switched to external clock mode, as described in Section 9.1.

0 = Enable the internal oscillator.

9.1 Internal/External Oscillator Operation

The internal oscillator provides an operating clock, factory set to a nominal frequency of 6 MHz. This clock requires no external components. At power-up, the chip operates from the internal clock. In this mode, the internal clock is buffered and driven to the XTALOUT pin by default, and the state of the XTALIN pin can be read at Port 2.1. While the internal clock is enabled, its output can be disabled at the XTALOUT pin by setting the Internal Clock Output Disable bit of the Clock Configuration Register.

Setting the External Oscillator Enable bit of the Clock Configuration Register HIGH disables the internal clock, and halts the part while the external resonator/crystal oscillator is started. The steps involved in switching from Internal to External Clock mode are as follows:

1. At reset, chip begins operation using the internal clock.
2. Firmware sets Bit 0 of the Clock Configuration Register. For example,

```
mov A, 1h       ; Set Bit 0 HIGH (External Oscillator Enable bit). Bit 7 cleared gives faster start-up
iowr F8h        ; Write to Clock Configuration Register
```

3. Internal clocking is halted, the internal oscillator is disabled, and the external clock oscillator is enabled.
4. After the external clock becomes stable, chip clocks are re-enabled using the external clock signal. (Note that the time for the external clock to become stable depends on the external resonating device; see next section.)
5. After an additional delay the CPU is released to run. This delay depends on the state of the Ext. Clock Resume Delay bit of the Clock Configuration Register. The time is 128 µs if the bit is 0, or 4 ms if the bit is 1.
6. Once the chip has been set to external oscillator, it can only return to internal clock when waking from suspend mode. Clearing bit 0 of the Clock Configuration Register will not re-enable internal clock mode until suspend mode is entered. See Section 11.0 for more details on suspend mode operation.

If the Internal Clock is enabled, the XTALIN pin can serve as a general-purpose input, and its state can be read at Port 2, Bit 1 (P2.1). Refer to *Figure 12-8* for the Port 2 Data Register. In this mode, there is a weak pull-down at the XTALIN pin. This input cannot provide an interrupt source to the CPU.

9.2 External Oscillator

The user can connect a low-cost ceramic resonator or an external oscillator to the XTALIN/XTALOUT pins to provide a precise reference frequency for the chip clock, as shown in *Figure 9-1*. The external components required are a ceramic resonator or crystal and any associated capacitors. To run from the external resonator, the External Oscillator Enable bit of the Clock Configuration Register must be set to 1, as explained in the previous section.

Start-up times for the external oscillator depend on the resonating device. Ceramic-resonator-based oscillators typically start in less than 100 μs, while crystal-based oscillators take longer, typically 1 to 10 ms. Board capacitance should be minimized on the XTALIN and XTALOUT pins by keeping the traces as short as possible.

An external 6-MHz clock can be applied to the XTALIN pin if the XTALOUT pin is left open.

10.0 Reset

The USB Controller supports three types of resets. The effects of the reset are listed below. The reset types are:

1. Low-voltage Reset (LVR)
2. Brown-out Reset (BOR)
3. Watchdog Reset (WDR)

The occurrence of a reset is recorded in the Processor Status and Control Register (*Figure 18-1*). Bits 4 (Low-voltage or Brown-out Reset bit) and 6 (Watchdog Reset bit) are used to record the occurrence of LVR/BOR and WDR respectively. The firmware can interrogate these bits to determine the cause of a reset.

The microcontroller begins execution from ROM address 0x0000 after a LVR, BOR, or WDR reset. Although this looks like interrupt vector 0, there is an important difference. Reset processing does NOT push the program counter, carry flag, and zero flag onto program stack. Attempting to execute either a RET or RETI in the reset handler will cause unpredictable execution results.

The following events take place on reset. More details on the various resets are given in the following sections.

1. All registers are reset to their default states (all bits cleared, except in Processor Status and Control Register).
2. GPIO and USB pins are set to high-impedance state.
3. The VREG pin is set to high-impedance state.
4. Interrupts are disabled.
5. USB operation is disabled and must be enabled by firmware if desired, as explained in Section 14.1.
6. For a BOR or LVR, the external oscillator is disabled and Internal Clock mode is activated, followed by a time-out period t_{START} for V_{CC} to stabilize. A WDR does not change the clock mode, and there is no delay for V_{CC} stabilization on a WDR. Note that the External Oscillator Enable (Bit 0, *Figure 9-2*) will be cleared by a WDR, but it does not take effect until suspend mode is entered.
7. The Program Stack Pointer (PSP) and Data Stack Pointer (DSP) reset to address 0x00. Firmware should move the DSP for USB applications, as explained in Section 6.5.
8. Program execution begins at address 0x0000 after the appropriate time-out period.

10.1 Low-voltage Reset (LVR)

When V_{CC} is first applied to the chip, the internal oscillator is started and the Low-voltage Reset is initially enabled by default. At the point where V_{CC} has risen above V_{LVR} (see Section 23.0 for the value of V_{LVR}), an internal counter starts counting for a period of t_{START} (see Section 24.0 for the value of t_{START}). During this t_{START} time, the microcontroller enters a partial suspend state to wait for V_{CC} to stabilize before it begins executing code from address 0x0000.

As long as the LVR circuit is enabled, this reset sequence repeats whenever the V_{CC} pin voltage drops below V_{LVR}. The LVR can be disabled by firmware by setting the Low-voltage Reset Disable bit in the Clock Configuration Register (*Figure 9-2*). In addition, the LVR is automatically disabled in suspend mode to save power. If the LVR was enabled before entering suspend mode, it becomes active again once the suspend mode ends.

When LVR is disabled during normal operation (e.g., by writing ‘0’ to the Low-voltage Reset Disable bit in the Clock Configuration Register), the chip may enter an unknown state if V_{CC} drops below V_{LVR}. Therefore, LVR should be enabled at all times during normal operation. If LVR is disabled (e.g., by firmware or during suspend mode), a secondary low-voltage monitor, BOR, becomes active, as described in the next section. The LVR/BOR Reset bit of the Processor Status and Control Register (*Figure 18-1*), is set to ‘1’ if either a LVR or BOR has occurred.

10.2 Brown-out Reset (BOR)

The Brown-out Reset (BOR) circuit is always active and behaves like the POR. BOR is asserted whenever the V_{CC} voltage to the device is below an internally defined trip voltage of approximately 2.5V. The BOR re-enables LVR. That is, once V_{CC} drops and trips BOR, the part remains in reset until V_{CC} rises above V_{LVR}. At that point, the t_{START} delay occurs before normal operation resumes, and the microcontroller starts executing code from address 0x00 after the t_{START} delay.

In suspend mode, only the BOR detection is active, giving a reset if V_{CC} drops below approximately 2.5V. Since the device is suspended and code is not executing, this lower reset voltage is safe for retaining the state of all registers and memory. Note that in suspend mode, LVR is disabled as discussed in Section 10.1.

Bit #	7	6	5	4	3	2	1	0
Bit Name	Reserved						P1[1:0]	
Notes							Pins 1:0 in all parts	
Read/Write	-	-	-	-	-	-	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Figure 12-3. Port 1 Data (Address 0x01)

Bit [7:2]: Reserved

Bit [1:0]: P1[1:0]

1 = Port Pin is logic HIGH

0 = Port Pin is logic LOW

Bit #	7	6	5	4	3	2	1	0
Bit Name	P0[7:0] Mode0							
Read/Write	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

Figure 12-4. GPIO Port 0 Mode0 Register (Address 0x0A)

Bit [7:0]: P0[7:0] Mode 0

1 = Port Pin Mode 0 is logic HIGH

0 = Port Pin Mode 0 is logic LOW

Bit #	7	6	5	4	3	2	1	0
Bit Name	P0[7:0] Mode1							
Read/Write	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

Figure 12-5. GPIO Port 0 Mode1 Register (Address 0x0B)

Bit [7:0]: P0[7:0] Mode 1

1 = Port Pin Mode 1 is logic HIGH

0 = Port Pin Mode 1 is logic LOW

Bit #	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Bit Name	Reserved						P1[1:0] Mode0	
Read/Write	-	-	-	-	-	-	W	W
Reset	0	0	0	0	0	0	0	0

Figure 12-6. GPIO Port 1 Mode0 Register (Address 0x0C)

Bit [7:2]: Reserved

Bit [1:0]: P1[1:0] Mode 0

1 = Port Pin Mode 0 is logic HIGH

0 = Port Pin Mode 0 is logic LOW

Bit #	7	6	5	4	3	2	1	0
Bit Name	Reserved						P1[1:0] Mode1	
Read/Write	-	-	-	-	-	-	W	W
Reset	0	0	0	0	0	0	0	0

Figure 12-7. GPIO Port 1 Mode1 Register (Address 0x0D)

Bit [7:2]: Reserved

Bit [1:0]: P1[1:0] Mode 1

1 = Port Pin Mode 1 is logic HIGH

0 = Port Pin Mode 1 is logic LOW

Each pin can be independently configured as high-impedance inputs, inputs with internal pull-ups, open drain outputs, or traditional CMOS outputs with selectable drive strengths.

The driving state of each GPIO pin is determined by the value written to the pin’s Data Register and by its associated Mode0 and Mode1 bits. *Table 12-1* lists the configuration states based on these bits. The GPIO ports default on reset to all Data and Mode Registers cleared, so the pins are all in a high-impedance state. The available GPIO output drive strength are:

- **Hi-Z Mode** (Mode1 = 0 and Mode0 = 0)

  Q1, Q2, and Q3 (*Figure 12-1*) are OFF. The GPIO pin is not driven internally. Performing a read from the Port Data Register return the actual logic value on the port pins.
- **Low Sink Mode** (Mode1 = 1, Mode0 = 0, and the pin’s Data Register = 0)

  Q1 and Q3 are OFF. Q2 is ON. The GPIO pin is capable of sinking 2 mA of current.
- **Medium Sink Mode** (Mode1 = 0, Mode0 = 1, and the pin’s Data Register = 0)

  Q1 and Q3 are OFF. Q2 is ON. The GPIO pin is capable of sinking 8 mA of current.
- **High Sink Mode** (Mode1 = 1, Mode0 = 1, and the pin’s Data Register = 0)

  Q1 and Q3 are OFF. Q2 is ON. The GPIO pin is capable of sinking 50 mA of current.
- **High Drive Mode** (Mode1 = 0 or 1, Mode0 = 1, and the pin’s Data Register = 1)

  Q1 and Q2 are OFF. Q3 is ON. The GPIO pin is capable of sourcing 2 mA of current.
- **Resistive Mode** (Mode1 = 1, Mode0 = 0, and the pin’s Data Register = 1)

  Q2 and Q3 are OFF. Q1 is ON. The GPIO pin is pulled up with an internal 14-kΩ resistor.

Note that open drain mode can be achieved by fixing the Data and Mode1 Registers LOW, and switching the Mode0 register.

Input thresholds are CMOS, or TTL as shown in the table (See Section 23.0 for the input threshold voltage in TTL or CMOS modes). Both input modes include hysteresis to minimize noise sensitivity. In suspend mode, if a pin is used for a wake-up interrupt using an external R-C circuit, CMOS mode is preferred for lowest power.

Table 12-1. Ports 0 and 1 Output Control Truth Table

Data Register	Mode1	Mode0	Output Drive Strength	Input Threshold
0	0	0	Hi-Z	CMOS
1			Hi-Z	TTL
0	0	1	Medium (8 mA) Sink	CMOS
1			High Drive	CMOS
0	1	0	Low (2 mA) Sink	CMOS
1			Resistive	CMOS
0	1	1	High (50 mA) Sink	CMOS
1			High Drive	CMOS

12.1 Auxiliary Input Port

Port 2 serves as an auxiliary input port as shown in *Figure 12-8*. The Port 2 inputs all have TTL input thresholds.

Bit #	7	6	5	4	3	2	1	0
Bit Name	Reserved		D+ (SCLK) State	D– (SDATA) State	Reserved	P2.2 (Internal Clock Mode Only)	P2.1 (Internal Clock Mode Only)	P2.0 VREG Pin State
Read/Write	-	-	R	R	-	R	R	R
Reset	0	0	0	0	0	0	0	0

Figure 12-8. Port 2 Data Register (Address 0x02)

Bit [7:6]: Reserved

Bit [5:4]: D+ (SCLK) and D- (SDATA) States

The state of the D+ and D– pins can be read at Port 2 Data Register. Performing a read from the port pins returns their logic values.

1 = Port Pin is logic HIGH

0 = Port Pin is logic LOW

Bit 3: Reserved

Bit 2: P2.2 (Internal Clock Mode Only)

In the Internal Clock mode, the XTALOUT pin can serve as a general purpose input, and its state can be read at Port 2, Bit 2 (P2.2). See Section 9.1 for more details.

1 = Port Pin is logic HIGH

0 = Port Pin is logic LOW

Bit 1: P2.1 (Internal Clock Mode Only)

In the Internal Clock mode, the XTALIN pin can serve as a general purpose input, and its state can be read at Port 2, Bit 1 (P2.1). See Section 9.1 for more details.

1 = Port Pin is logic HIGH

0 = Port Pin is logic LOW

Bit 0: P2.0/ VREG Pin State

In PS/2 mode, the VREG pin can be used as an input and its state can be read at port P2.0. Section 15.0 for more details.

1 = Port Pin is logic HIGH

0 = Port Pin is logic LOW

13.0 USB Serial Interface Engine (SIE)

The SIE allows the microcontroller to communicate with the USB host. The SIE simplifies the interface between the microcontroller and USB by incorporating hardware that handles the following USB bus activity independently of the microcontroller:

- Translate the encoded received data and format the data to be transmitted on the bus.
- CRC checking and generation. Flag the microcontroller if errors exist during transmission.
- Address checking. Ignore the transactions not addressed to the device.
- Send appropriate ACK/NAK/STALL handshakes.
- Token type identification (SETUP, IN, or OUT). Set the appropriate token bit once a valid token is received.
- Place valid received data in the appropriate endpoint FIFOs.
- Send and update the data toggle bit (Data1/0).
- Bit stuffing/unstuffing.

Firmware is required to handle the rest of the USB interface with the following tasks:

- Coordinate enumeration by decoding USB device requests.
- Fill and empty the FIFOs.
- Suspend/Resume coordination.
- Verify and select Data toggle values.

Bit 3: USB Bus Activity

The Bus Activity bit is a “sticky” bit that detects any non-idle USB event has occurred on the USB bus. Once set to HIGH by the SIE to indicate the bus activity, this bit retains its logical HIGH value until firmware clears it. Writing a ‘0’ to this bit clears it; writing a ‘1’ preserves its value. The user firmware should check and clear this bit periodically to detect any loss of bus activity. Firmware can clear the Bus Activity bit, but only the SIE can set it. The 1.024-ms timer interrupt service routine is normally used to check and clear the Bus Activity bit.

1 = There has been bus activity since the last time this bit was cleared. This bit is set by the SIE.

0 = No bus activity since last time this bit was cleared (by firmware).

Bit [2:0]: D+/D– Forcing Bit [2:0]

Forcing bits allow firmware to directly drive the D+ and D– pins, as shown in *Table 13-1*. Outputs are driven with controlled edge rates in these modes for low EMI. For forcing the D+ and D– pins in USB mode, D+/D– Forcing Bit 2 should be 0. Setting D+/D– Forcing Bit 2 to ‘1’ puts both pins in an open-drain mode, preferred for applications such as PS/2 or LED driving.

Table 13-1. Control Modes to Force D+/D– Outputs

D+/D– Forcing Bit [2:0]	Control Action	Application
000	Not forcing (SIE controls driver)	Any Mode
001	Force K (D+ HIGH, D– LOW)	USB Mode
010	Force J (D+ LOW, D– HIGH)	
011	Force SE0 (D– LOW, D+ LOW)	
100	Force D– LOW, D+ LOW	PS/2 Mode[2]
101	Force D– LOW, D+ HiZ	
110	Force D– HiZ, D+ LOW	
111	Force D– HiZ, D+ HiZ	

Note:

[2] For PS/2 operation, the D+/D- Forcing Bit [2:0] = 111b mode must be set initially (one time only) before using the other PS/2 force modes.

14.0 USB Device

The supports one USB Device Address with two endpoints: EP0 and EP1.

14.1 USB Address Register

The USB Device Address Register contains a 7-bit USB address and one bit to enable USB communication. This register is cleared during a reset, setting the USB device address to zero and marking this address as disabled. *Figure 14-1* shows the format of the USB Address Register.

Bit #	7	6	5	4	3	2	1	0
Bit Name	Device Address Enable	Device Address Bit						
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Figure 14-1. USB Device Address Register (Address 0x10)

In either USB or PS/2 mode, this register is cleared by both hardware resets and the USB bus reset. See Section 19.3 for more information on the USB Bus Reset - PS/2 interrupt.

Bit 7: Device Address Enable

This bit must be enabled by firmware before the serial interface engine (SIE) will respond to USB traffic at the address specified in Bit [6:0].

1 = Enable USB device address.

0 = Disable USB device address.

Bit [6:0]: Device Address Bit[6:0]

These bits must be set by firmware during the USB enumeration process (i.e., SetAddress) to the non-zero address assigned by the USB host.

14.2 USB Control Endpoint

All USB devices are required to have an endpoint number 0 (EP0) that is used to initialize and control the USB device. EP0 provides access to the device configuration information and allows generic USB status and control accesses. EP0 is bidirectional, as the device can both receive and transmit data. EP0 uses an 8-byte FIFO at SRAM locations 0xF8-0xFF, as shown in Section 8.2.

The EP0 endpoint mode register uses the format shown in *Figure 14-2*.

Bit #	7	6	5	4	3	2	1	0
Bit Name	SETUP Received	IN Received	OUT Received	ACKed Transaction	Mode Bit			
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Figure 14-2. Endpoint 0 Mode Register (Address 0x12)

The SIE provides a locking feature to prevent firmware from overwriting bits in the USB Endpoint 0 Mode Register. Writes to the register have no effect from the point that Bit[6:0] of the register are updated (by the SIE) until the firmware reads this register. The CPU can unlock this register by reading it.

Because of these hardware-locking features, firmware should perform an read after a write to the USB Endpoint 0 Mode Register and USB Endpoint 0 Count Register (*Figure 14-4*) to verify that the contents have changed as desired, and that the SIE has not updated these values.

Bit [7:4] of this register are cleared by any non-locked write to this register, regardless of the value written.

Bit 7: SETUP Received

1 = A valid SETUP packet has been received. This bit is forced HIGH from the start of the data packet phase of the SETUP transaction until the start of the ACK packet returned by the SIE. The CPU is prevented from clearing this bit during this interval.

Bit [3:0]: Mode Bit [3:0]

The EP1 Mode Bits operate in the same manner as the EP0 Mode Bits (see Section 14.2).

14.4 USB Endpoint Counter Registers

There are two Endpoint Counter registers, with identical formats for both control and non-control endpoints. These registers contain byte count information for USB transactions, as well as bits for data packet status. The format of these registers is shown in *Figure 14-4*.

Bit #	7	6	5	4	3	2	1	0
Bit Name	Data Toggle	Data Valid	Reserved		Byte Count			
Read/Write	R/W	R/W	-	-	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Figure 14-4. Endpoint 0 and 1 Counter Registers (Addresses 0x11 and 0x13)

Bit 7: Data Toggle

This bit selects the DATA packet's toggle state. For IN transactions, firmware must set this bit to the select the transmitted Data Toggle. For OUT or SETUP transactions, the hardware sets this bit to the state of the received Data Toggle bit.

1 = DATA1

0 = DATA0

Bit 6: Data Valid

This bit is used for OUT and SETUP tokens only. This bit is cleared to '0' if CRC, bitstuff, or PID errors have occurred. This bit does not update for some endpoint mode settings. Refer to *Table 20-3* for more details.

1 = Data is valid.

0 = Data is invalid. If enabled, the endpoint interrupt will occur even if invalid data is received.

Bit [5:4]: Reserved

Bit [3:0]: Byte Count Bit [3:0]

Byte Count Bits indicate the number of data bytes in a transaction: For IN transactions, firmware loads the count with the number of bytes to be transmitted to the host from the endpoint FIFO. Valid values are 0 to 8 inclusive. For OUT or SETUP transactions, the count is updated by hardware to the number of data bytes received, plus 2 for the CRC bytes. Valid values are 2 to 10 inclusive.

For Endpoint 0 Count Register, whenever the count updates from a SETUP or OUT transaction, the count register locks and cannot be written by the CPU. Reading the register unlocks it. This prevents firmware from overwriting a status update on incoming SETUP or OUT transactions before firmware has a chance to read the data.

15.0 USB Regulator Output

The VREG pin provides a regulated output for connecting the pull-up resistor required for USB operation. For USB, a 1.5-kΩ resistor is connected between the D– pin and the VREG voltage, to indicate low-speed USB operation. Since the VREG output has an internal series resistance of approximately 200Ω, the external pull-up resistor required is R_{PU} (see Section 23.0).

The regulator output is placed in a high-impedance state at reset, and must be enabled by firmware by setting the VREG Enable bit in the USB Status and Control Register (*Figure 13-1*). This simplifies the design of a combination PS/2-USB device, since the USB pull-up resistor can be left in place during PS/2 operation without loading the PS/2 line. In this mode, the VREG pin can be used as an input and its state can be read at port P2.0. Refer to *Figure 12-8* for the Port 2 data register. This input has a TTL threshold.

In suspend mode, the regulator is automatically disabled. If VREG Enable bit is set (*Figure 13-1*), the VREG pin is pulled up to V_{CC} with an internal 6.2-kΩ resistor. This holds the proper V_{OH} state in suspend mode.

Note that enabling the device for USB (by setting the Device Address Enable bit, *Figure 14-1*) activates the internal regulator, even if the VREG Enable bit is cleared to 0. This insures proper USB signaling in the case where the VREG pin is used as an input, and an external regulator is provided for the USB pull-up resistor. This also limits the swing on the D– and D+ pins to about 1V above the internal regulator voltage, so the Device Address Enable bit normally should only be set for USB operating modes.

The regulator output is only designed to provide current for the USB pull-up resistor. In addition, the output voltage at the VREG pin is effectively disconnected when the device transmits USB from the internal SIE. This means that the VREG pin does not provide a stable voltage during transmits, although this does not affect USB signaling.

During a Watch Dog Reset, the Processor Status and Control Register is set to 01XX0001, which indicates a Watch Dog Reset (bit 4 set) has occurred and no interrupts are pending (bit 7 clear).

19.0 Interrupts

Interrupts can be generated by the GPIO lines, the internal free-running timer, on various USB events, PS/2 activity, or by the wake-up timer. All interrupts are maskable by the Global Interrupt Enable Register and the USB End Point Interrupt Enable Register. Writing a ‘1’ to a bit position enables the interrupt associated with that bit position. During a reset, the contents of the interrupt enable registers are cleared, along with the Global Interrupt Enable bit of the CPU, effectively disabling all interrupts.

The interrupt controller contains a separate flip-flop for each interrupt. See *Figure 19-3* for the logic block diagram of the interrupt controller. When an interrupt is generated it is first registered as a pending interrupt. It will stay pending until it is serviced or a reset occurs. A pending interrupt will only generate an interrupt request if it is enabled by the corresponding bit in the interrupt enable registers. The highest priority interrupt request will be serviced following the completion of the currently executing instruction.

When servicing an interrupt, the hardware will first disable all interrupts by clearing the Global Interrupt Enable bit in the CPU (the state of this bit can be read at Bit 2 of the Processor Status and Control Register). Next, the flip-flop of the current interrupt is cleared. This is followed by an automatic CALL instruction to the ROM address associated with the interrupt being serviced (i.e., the Interrupt Vector, see Section 19.1). The instruction in the interrupt table is typically a JMP instruction to the address of the Interrupt Service Routine (ISR). The user can re-enable interrupts in the interrupt service routine by executing an EI instruction. Interrupts can be nested to a level limited only by the available stack space.

The Program Counter value and the Carry and Zero flags (CF, ZF) are stored onto the Program Stack by the automatic CALL instruction generated as part of the interrupt acknowledge process. The user firmware is responsible for ensuring that the processor state is preserved and restored during an interrupt. The PUSH A instruction should typically be used as the first command in the ISR to save the accumulator value and the POP A instruction should be used just before the RETI instruction to restore the accumulator value. The program counter, CF and ZF are restored and interrupts are enabled when the RETI instruction is executed.

The DI and EI instructions can be used to disable and enable interrupts, respectively. These instructions affect only the Global Interrupt Enable bit of the CPU. If desired, EI can be used to re-enable interrupts while inside an ISR, instead of waiting for the RETI that exits the ISR. While the global interrupt enable bit is cleared, the presence of a pending interrupt can be detected by examining the IRQ Sense bit (Bit 7 in the Processor Status and Control Register).

19.1 Interrupt Vectors

The Interrupt Vectors supported by the device are listed in *Table 19-1*. The highest priority interrupt is #1 (USB Bus Reset / PS/2 activity), and the lowest priority interrupt is #11 (Wake-up Timer). Although Reset is not an interrupt, the first instruction executed after a reset is at ROM address 0x0000, which corresponds to the first entry in the Interrupt Vector Table. Interrupt vectors occupy 2 bytes to allow for a 2-byte JMP instruction to the appropriate Interrupt Service Routine (ISR).

Table 19-1. Interrupt Vector Assignments

Interrupt Vector Number	ROM Address	Function
not applicable	0x0000	Execution after Reset begins here.
1	0x0002	USB Bus Reset or PS/2 Activity interrupt
2	0x0004	128-μs timer interrupt
3	0x0006	1.024-ms timer interrupt
4	0x0008	USB Endpoint 0 interrupt
5	0x000A	USB Endpoint 1 interrupt
6	0x000C	Reserved
7	0x000E	Reserved
8	0x0010	Reserved
9	0x0012	Reserved
10	0x0014	GPIO interrupt
11	0x0016	Wake-up Timer interrupt

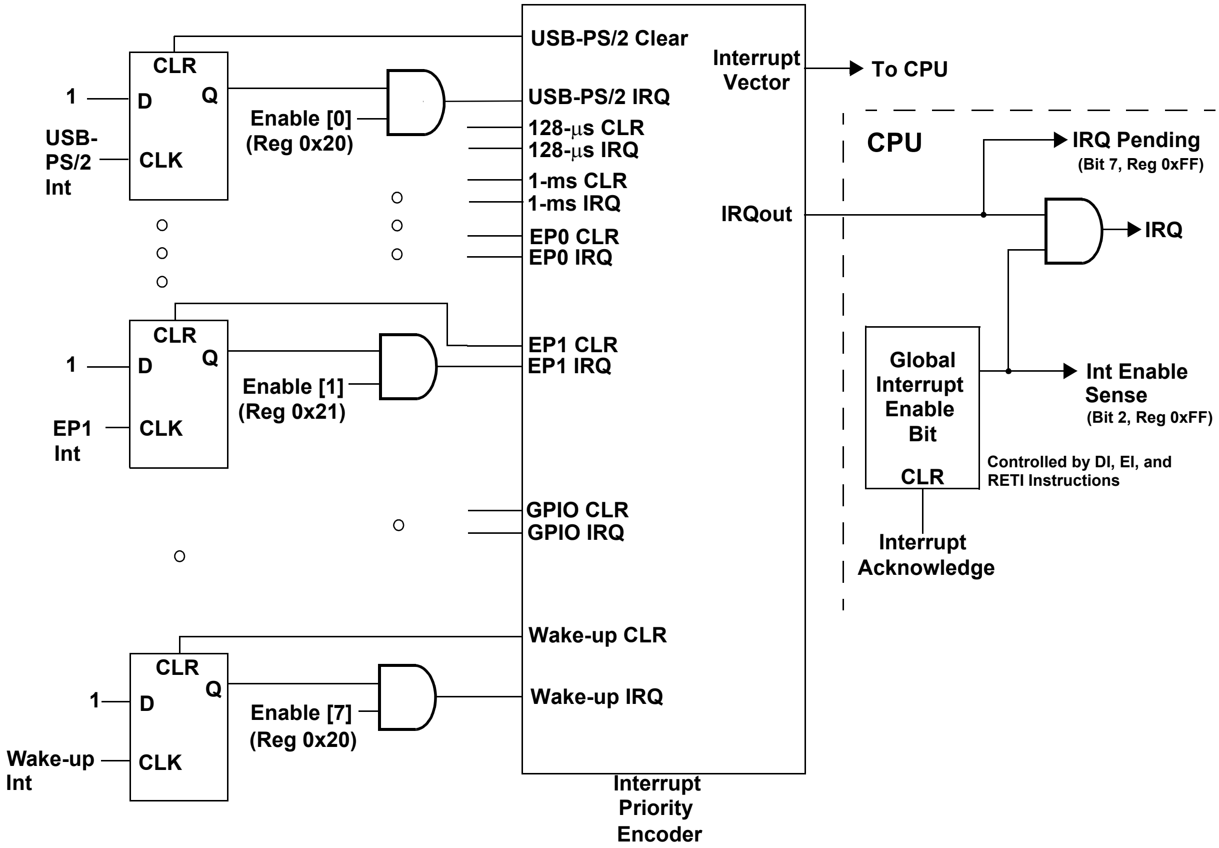


Figure 19-3. Interrupt Controller Logic Block Diagram

Bit #	7	6	5	4	3	2	1	0
Bit Name	P0 Interrupt Enable							
Read/Write	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

Figure 19-4. Port 0 Interrupt Enable Register (Address 0x04)

Bit [7:0]: P0 [7:0] Interrupt Enable

1 = Enables GPIO interrupts from the corresponding input pin.

0 = Disables GPIO interrupts from the corresponding input pin.

Bit #	7	6	5	4	3	2	1	0
Bit Name	Reserved						P1[1:0] Interrupt Enable	
Read/Write	-	-	-	-	-	-	W	W
Reset	0	0	0	0	0	0	0	0

Figure 19-5. Port 1 Interrupt Enable Register (Address 0x05)

Bit [7:0]: P1 [7:0] Interrupt Enable

1 = Enables GPIO interrupts from the corresponding input pin.

0 = Disables GPIO interrupts from the corresponding input pin.

The polarity that triggers an interrupt is controlled independently for each GPIO pin by the GPIO Interrupt Polarity Registers. *Figure 19-6* and *Figure 19-7* control the interrupt polarity of each GPIO pin.

Bit #	7	6	5	4	3	2	1	0
Bit Name	P0 Interrupt Polarity							
Read/Write	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

Figure 19-6. Port 0 Interrupt Polarity Register (Address 0x06)

Bit [7:0]: P0[7:0] Interrupt Polarity

1 = Rising GPIO edge

0 = Falling GPIO edge

Bit #	7	6	5	4	3	2	1	0
Bit Name	Reserved						P1[1:0] Interrupt Polarity	
Read/Write	-	-	-	-	-	-	W	W
Reset	0	0	0	0	0	0	0	0

Figure 19-7. Port 1 Interrupt Polarity Register (Address 0x07)

Bit [7:0]: P1[7:0] Interrupt Polarity

1 = Rising GPIO edge

0 = Falling GPIO edge

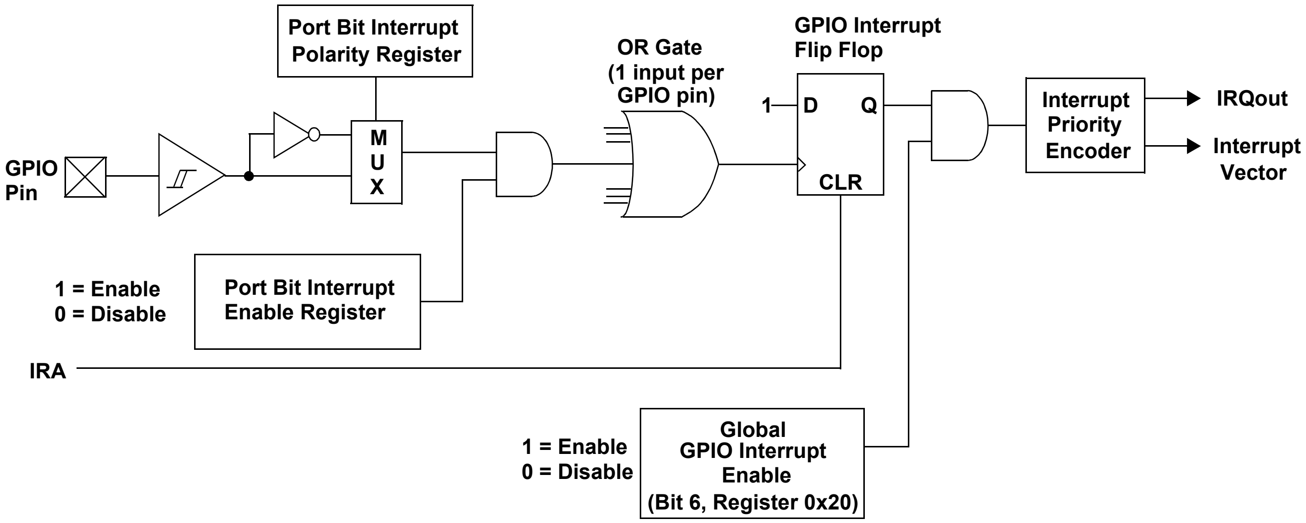
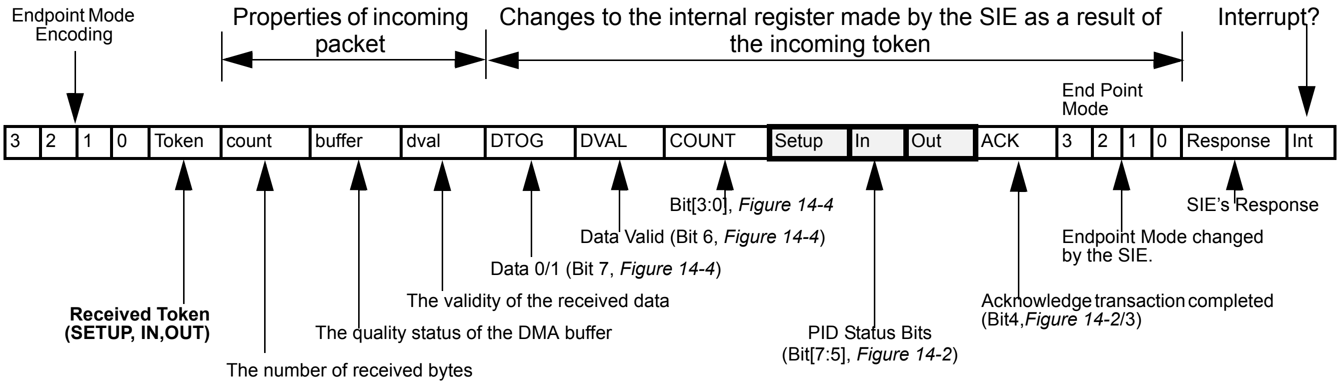

Port Bit Interrupt Polarity Register
OR Gate (1 input per GPIO pin)
GPIO Interrupt Flip Flop
1
D
Q
CLR
M U X
GPIO Pin
Interrupt Priority Encoder
IRQout
Interrupt Vector
1 = Enable
0 = Disable
Port Bit Interrupt Enable Register
IRA
1 = Enable
0 = Disable
Global GPIO Interrupt Enable (Bit 6, Register 0x20)

Figure 19-8. GPIO Interrupt Diagram

Table 20-2. Decode table for *Table 20-3*: "Details of Modes for Differing Traffic Conditions"


Endpoint Mode Encoding
Properties of incoming packet
Changes to the internal register made by the SIE as a result of the incoming token
Interrupt?
End Point Mode
3
2
1
0
Token
count
buffer
dval
DTOG
DVAL
COUNT
Setup
In
Out
ACK
3
2
1
0
Response
Int
Bit[3:0], Figure 14-4
SIE's Response
Data Valid (Bit 6, Figure 14-4)
Endpoint Mode changed by the SIE.
Data 0/1 (Bit 7, Figure 14-4)
The validity of the received data
Acknowledge transaction completed (Bit4, Figure 14-2/3)
Received Token (SETUP, IN,OUT)
The quality status of the DMA buffer
PID Status Bits (Bit[7:5], Figure 14-2)
The number of received bytes

Legend: UC: unchanged TX: transmit TX0: transmit 0-length packet

x: don't care RX: receive

□ available for Control endpoint only

The response of the SIE can be summarized as follows:

1. The SIE will only respond to valid transactions, and will ignore non-valid ones.
2. The SIE will generate an interrupt when a valid transaction is completed or when the FIFO is corrupted. FIFO corruption occurs during an OUT or SETUP transaction to a valid internal address, that ends with a non-valid CRC.
3. An incoming Data packet is valid if the count is ≤ Endpoint Size + 2 (includes CRC) and passes all error checking;
4. An IN will be ignored by an OUT configured endpoint and visa versa.
5. The IN and OUT PID status is updated at the end of a transaction.
6. The SETUP PID status is updated at the beginning of the Data packet phase.
7. The entire Endpoint 0 mode register and the Count register are locked to CPU writes at the end of any transaction to that endpoint in which an ACK is transferred. These registers are only unlocked by a CPU read of these registers, and only if that read happens after the transaction completes. This represents about a 1-µs window in which the CPU is locked from register writes to these USB registers. Normally the firmware should perform a register read at the beginning of the Endpoint ISRs to unlock and get the mode register information. The interlock on the Mode and Count registers ensures that the firmware recognizes the changes that the SIE might have made during the previous transaction.

Table 20-3. Details of Modes for Differing Traffic Conditions

End Point Mode											PID				Set End Point Mode					
3	2	1	0	Rcved Token	Count	Buffer	Dval	DTOG	DVAL	COUNT	SETUP	IN	OUT	ACK	3	2	1	0	Response	Int
SETUP Packet (if accepting)																				
See20-1				SETUP	<= 10	data	valid	updates	1	updates	1	UC	UC	1	0	0	0	1	ACK	yes
See20-1				SETUP	> 10	junk	x	updates	updates	updates	1	UC	UC	UC	NoChange				Ignore	yes
See 20-1				SETUP	x	junk	invalid	updates	0	updates	1	UC	UC	UC	NoChange				Ignore	yes
Disabled																				
0	0	0	0	x	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
NAK IN/OUT																				
0	0	0	1	OUT	x	UC	x	UC	UC	UC	UC	UC	1	UC	NoChange				NAK	yes
0	0	0	1	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	0	1	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	0	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				NAK	yes
Ignore IN/OUT																				
0	1	0	0	OUT	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	1	0	0	IN	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
STALL IN/OUT																				
0	0	1	1	OUT	x	UC	x	UC	UC	UC	UC	UC	1	UC	NoChange				STALL	yes
0	0	1	1	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	1	1	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	1	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				STALL	yes
Control Write																				
ACK OUT/NAK IN																				
1	0	1	1	OUT	<= 10	data	valid	updates	1	updates	UC	UC	1	1	0	0	0	1	ACK	yes
1	0	1	1	OUT	> 10	junk	x	updates	updates	updates	UC	UC	1	UC	NoChange				Ignore	yes
1	0	1	1	OUT	x	junk	invalid	updates	0	updates	UC	UC	1	UC	NoChange				Ignore	yes
1	0	1	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				NAK	yes
NAK OUT/Status IN																				
1	0	1	0	OUT	<= 10	UC	valid	UC	UC	UC	UC	UC	1	UC	NoChange				NAK	yes
1	0	1	0	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	1	0	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	1	0	IN	x	UC	x	UC	UC	UC	UC	1	UC	1	NoChange				TX 0 Byte	yes
Status IN Only																				
0	1	1	0	OUT	<= 10	UC	valid	UC	UC	UC	UC	UC	1	UC	0	0	1	1	STALL	yes
0	1	1	0	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	1	1	0	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	1	1	0	IN	x	UC	x	UC	UC	UC	UC	1	UC	1	NoChange				TX 0 Byte	yes
Control Read																				
ACK IN/Status OUT																				
1	1	1	1	OUT	2	UC	valid	1	1	updates	UC	UC	1	1	NoChange				ACK	yes
1	1	1	1	OUT	2	UC	valid	0	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
1	1	1	1	OUT	!=2	UC	valid	updates	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
1	1	1	1	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	1	1	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	1	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	1	1	1	1	0	ACK (back)	yes
NAK IN/Status OUT																				
1	1	1	0	OUT	2	UC	valid	1	1	updates	UC	UC	1	1	NoChange				ACK	yes
1	1	1	0	OUT	2	UC	valid	0	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
1	1	1	0	OUT	!=2	UC	valid	updates	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
1	1	1	0	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no

Table 20-3. Details of Modes for Differing Traffic Conditions(continued)

3	2	1	0	token	count	buffer	dval	DTOG	DVAL	COUNT	SETUP	IN	OUT	ACK	3	2	1	0	response	int
1	1	1	0	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	1	0	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				NAK	yes
Status OUT Only																				
0	0	1	0	OUT	2	UC	valid	1	1	updates	UC	UC	1	1	NoChange				ACK	yes
0	0	1	0	OUT	2	UC	valid	0	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
0	0	1	0	OUT	!=2	UC	valid	updates	1	updates	UC	UC	1	UC	0	0	1	1	STALL	yes
0	0	1	0	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	1	0	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	0	1	0	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	0	0	1	1	STALL	yes
OUT Endpoint																				
ACK OUT, STALL Bit = 0 (*Figure 14-3*)																				
1	0	0	1	OUT	<= 10	data	valid	updates	1	updates	UC	UC	1	1	1	0	0	0	ACK	yes
1	0	0	1	OUT	> 10	junk	x	updates	updates	updates	UC	UC	1	UC	NoChange				Ignore	yes
1	0	0	1	OUT	x	junk	invalid	updates	0	updates	UC	UC	1	UC	NoChange				Ignore	yes
1	0	0	1	IN	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
ACK OUT, STALL Bit = 1 (*Figure 14-3*)																				
1	0	0	1	OUT	<= 10	UC	valid	UC	UC	UC	UC	UC	1	UC	NoChange				STALL	yes
1	0	0	1	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	0	1	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	0	1	IN	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
NAK OUT																				
1	0	0	0	OUT	<= 10	UC	valid	UC	UC	UC	UC	UC	1	UC	NoChange				NAK	yes
1	0	0	0	OUT	> 10	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	0	0	OUT	x	UC	invalid	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	0	0	0	IN	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
Reserved																				
0	1	0	1	OUT	x	updates	updates	updates	updates	updates	UC	UC	1	1	NoChange				RX	yes
0	1	0	1	IN	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
IN Endpoint																				
ACK IN, STALL Bit = 0 (*Figure 14-3*)																				
1	1	0	1	OUT	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	0	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	1	1	1	0	0	ACK (back)	yes
ACK IN, STALL Bit = 1 (*Figure 14-3*)																				
1	1	0	1	OUT	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	0	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				STALL	yes
NAK IN																				
1	1	0	0	OUT	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
1	1	0	0	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				NAK	yes
Reserved																				
0	1	1	1	Out	x	UC	x	UC	UC	UC	UC	UC	UC	UC	NoChange				Ignore	no
0	1	1	1	IN	x	UC	x	UC	UC	UC	UC	1	UC	UC	NoChange				TX	yes

22.0 Absolute Maximum Ratings

Storage Temperature .... –65°C to +150°C

Ambient Temperature with Power Applied .... –0°C to +70°C

Supply voltage on V_{CC} relative to V_{SS} .... –0.5V to +7.0V

DC Input Voltage .... –0.5V to +V_{CC}+0.5V

DC Voltage Applied to Outputs in High Z State .... –0.5V to + V_{CC}+0.5V

Maximum Total Sink Output Current into Port 0 and 1 and Pins .... 70 mA

Maximum Total Source Output Current into Port 0 and 1 and Pins .... 30 mA

Maximum On-chip Power Dissipation on any GPIO Pin .... 50 mW

Power Dissipation .... 300 mW

Static Discharge Voltage .... >2000V

Latch-up Current .... >200 mA

23.0 DC Characteristics

F_{OSC} = 6 MHz; Operating Temperature = 0 to 70°C

	Parameter	Min	Max	Units	Conditions
	General				
V_{CC1}	Operating Voltage	V_{LVR}	5.5	V	Note 4
V_{CC2}	Operating Voltage	4.35	5.25	V	Note 4
I_{CC1}	V_{CC} Operating Supply Current - Internal Oscillator Mode. Typical I_{CC1} = 16 mA[5]		20	mA	V_{CC} = 5.5V, no GPIO loading V_{CC} = 5.0V. T = Room Temperature
I_{CC2}	V_{CC} Operating Supply Current - External Oscillator Mode. Typical I_{CC2}= 13 mA[5]		17	mA	V_{CC} = 5.5V, no GPIO loading V_{CC} = 5.0V. T = Room Temperature
I_{SB1}	Standby Current - No Wake-up Osc		25	μA	Oscillator off, D– > 2.7V
I_{SB2}	Standby Current - With Wake-up Osc		75	μA	Oscillator off, D– > 2.7V
V_{PP}	Programming Voltage (disabled)	–0.4	0.4	V	
T_{RSNTR}	Resonator Start-up Interval		256	μs	V_{CC} = 5.0V, ceramic resonator
I_{IL}	Input Leakage Current		1	μA	Any I/O pin
I_{SNK}	Max I_{SS} GPIO Sink Current		70	mA	Cumulative across all ports[6]
I_{SRC}	Max I_{CC} GPIO Source Current		30	mA	Cumulative across all ports[6]
	Low-voltage and Power-on Reset				
V_{LVR}	Low-voltage Reset Trip Voltage	3.5	4.0	V	V_{CC} below V_{LVR} for >100 ns[7]
t_{VCCS}	V_{CC} Power-on Slew Time		100	ms	linear ramp: 0 to 4V[8]
	USB Interface				
V_{REG}	VREG Regulator Output Voltage	3.0	3.6	V	Load = R_{PU} +R_{PD}[9, 10]
C_{REG}	Capacitance on VREG Pin		300	pF	External cap not required
V_{OHU}	Static Output High, driven	2.8	3.6	V	R_{PD} to Gnd[4]
V_{OLU}	Static Output Low		0.3	V	With R_{PU} to VREG pin
V_{OHZ}	Static Output High, idle or suspend	2.7	3.6	V	R_{PD} connected D– to Gnd, R_{PU} connected D– to VREG pin[4]

Notes:

[4] Full functionality is guaranteed in V_{CC1} range, except USB transmitter specifications and GPIO output currents are guaranteed for V_{CC2} range.

[5] Bench measurements taken under nominal operating conditions. Spec cannot be guaranteed at final test.

[6] Total current cumulative across all Port pins, limited to minimize Power and Ground-Drop noise effects.

[7] LVR is automatically disabled during suspend mode.

[8] LVR will re-occur whenever V_{CC} drops below V_{LVR}. In suspend or with LVR disabled, BOR occurs whenever V_{CC} drops below approximately 2.5V.

[9] V_{RG} specified for regulator enabled, idle conditions (i.e., no USB traffic), with load resistors listed. During USB transmits from the internal SIE, the VREG output is not regulated, and should not be used as a general source of regulated voltage in that case. During receive of USB data, the VREG output drops when D– is LOW due to internal series resistance of approximately 200Ω at the VREG pin.

[10] In suspend mode, V_{RG} is only valid if R_{PU} is connected from D– to VREG pin, and R_{PD} is connected from D– to ground

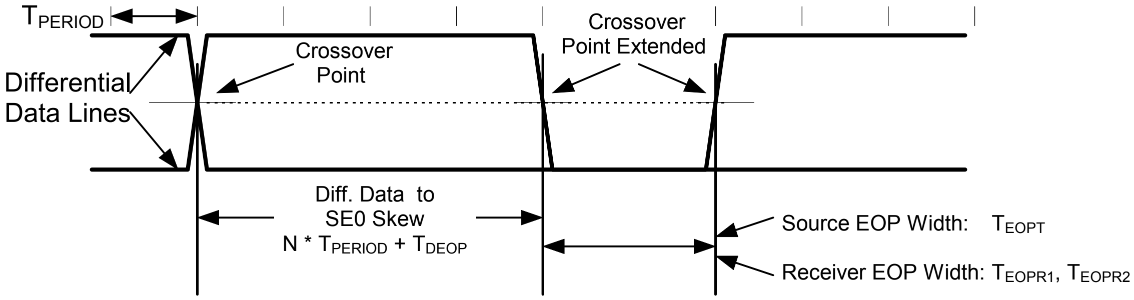

T_{PERIOD}
Differential
Data Lines
Crossover
Point
Crossover
Point Extended
Diff. Data to
SE0 Skew
N * T_{PERIOD} + T_{DEOP}
Source EOP Width: T_{EOPT}
Receiver EOP Width: T_{EOPR1}, T_{EOPR2}

Figure 24-4. Differential to EOP Transition Skew and EOP Width

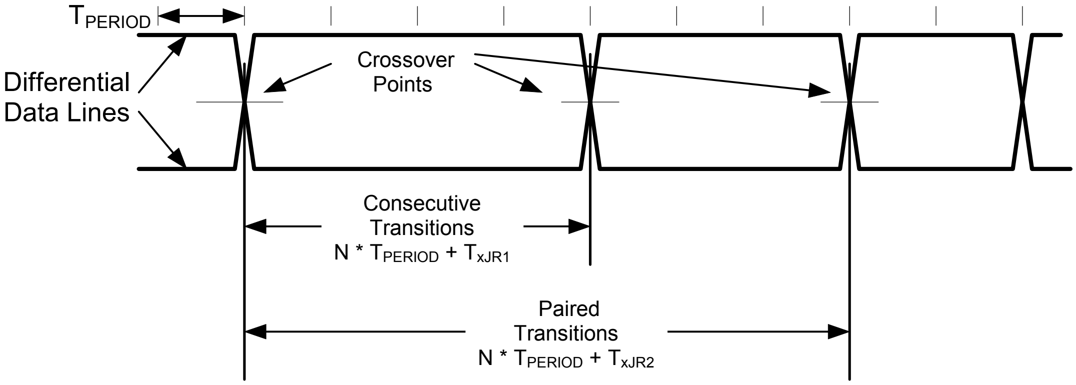


Figure 24-5. Differential Data Jitter

Document History Page

Document Title: CY7C63221/31A enCoRe™ Low-speed USB Peripheral Controller Document Number: 38-08028				
REV.	**ECN NO.**	**Issue Date**	**Orig. of Change**	**Description of Change**
**	116226	06/17/02	DSG	Change from Spec number: 38-01049 to 38-08028
*A	116976	10/23/02	BON	Reformat. Add note 5 to 24.0. Add DIE sale, Section 21.0. Change *Figure 9-1*
*B	270731	See ECN	BON	Replaced the 16-Lead (300-Mil) Molded SOIC S1 graphic with the correct 18-Lead (300-Mil) Molded SOIC S1 one in the Package Diagram Section and corrected part numbers for lead-free packages.