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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	Discontinued at Digi-Key
Core Processor	C166
Core Size	16-Bit
Speed	25MHz
Connectivity	CANbus, EBI/EMI, SPI, SSC, UART/USART
Peripherals	POR, PWM, WDT
Number of I/O	59
Program Memory Size	-
Program Memory Type	ROMless
EEPROM Size	-
RAM Size	4K x 8
Voltage - Supply (Vcc/Vdd)	4.75V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	80-QFP
Supplier Device Package	PG-MQFP-80-7
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/saf-c164ci-l25m-ca

Data Sheet, V2.0, May 2001

C164CI/SI
C164CL/SL

16-Bit Single-Chip Microcontroller

Microcontrollers

Never stop thinking.

Revision History:	**2001-05**	V2.0
Previous Version:	1999-08	
	1998-02	(Preliminary)
	04.97	(Advance Information)

Page	**Subjects (major changes since last revision)[1)]**
All	Converted to Infineon layout
1	Operating frequency up to 25 MHz
1 et al.	References to Flash removed
1	Timer Unit with three timers
1, 12, 73	On-chip XRAM described
2	Derivative table updated
10	Supply voltage is 5 V
21	Functionality of reduced CAPCOM6 corrected
22f	Timer description improved
29, 30	Sections “Oscillator Watchdog” and “Power Management” added
37	POCON reset values adjusted
41 to 73	Parameter section reworked

1) These changes refer to the last two versions. Version 1998-02 covers OTP and ROM derivatives, while version 1999-08 ist the most recent one.

Controller Area Network (CAN): License of Robert Bosch GmbH

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16-Bit Single-Chip Microcontroller **C164CI**
C166 Family

C164CI/SI, C164CL/SL

- High Performance 16-bit CPU with 4-Stage Pipeline
  - 80 ns Instruction Cycle Time at 25 MHz CPU Clock
  - 400 ns Multiplication (16 × 16 bit), 800 ns Division (32 / 16 bit)
  - Enhanced Boolean Bit Manipulation Facilities
  - Additional Instructions to Support HLL and Operating Systems
  - Register-Based Design with Multiple Variable Register Banks
  - Single-Cycle Context Switching Support
  - 16 MBytes Total Linear Address Space for Code and Data
  - 1024 Bytes On-Chip Special Function Register Area
- 16-Priority-Level Interrupt System with 32 Sources, Sample-Rate down to 40 ns
- 8-Channel Interrupt-Driven Single-Cycle Data Transfer Facilities via Peripheral Event Controller (PEC)
- Clock Generation via on-chip PLL (factors 1:1.5/2/2.5/3/4/5), via prescaler or via direct clock input
- On-Chip Memory Modules
  - 2 KBytes On-Chip Internal RAM (IRAM)
  - 2 KBytes On-Chip Extension RAM (XRAM)
  - up to 64 KBytes On-Chip Program Mask ROM or OTP Memory
- On-Chip Peripheral Modules
  - 8-Channel 10-bit A/D Converter with Programmable Conversion Time down to 7.8 µs
  - 8-Channel General Purpose Capture/Compare Unit (CAPCOM2)
  - Capture/Compare Unit for flexible PWM Signal Generation (CAPCOM6) (3/6 Capture/Compare Channels and 1 Compare Channel)
  - Multi-Functional General Purpose Timer Unit with 3 Timers
  - Two Serial Channels (Synchronous/Asynchronous and High-Speed-Synchronous)
  - On-Chip CAN Interface (Rev. 2.0B active) with 15 Message Objects (Full CAN/Basic CAN)
  - On-Chip Real Time Clock
- Up to 4 MBytes External Address Space for Code and Data
  - Programmable External Bus Characteristics for Different Address Ranges
  - Multiplexed or Demultiplexed External Address/Data Buses with 8-Bit or 16-Bit Data Bus Width
  - Four Optional Programmable Chip-Select Signals
- Idle, Sleep, and Power Down Modes with Flexible Power Management
- Programmable Watchdog Timer and Oscillator Watchdog
- Up to 59 General Purpose I/O Lines, partly with Selectable Input Thresholds and Hysteresis

Pin Configuration
(top view)

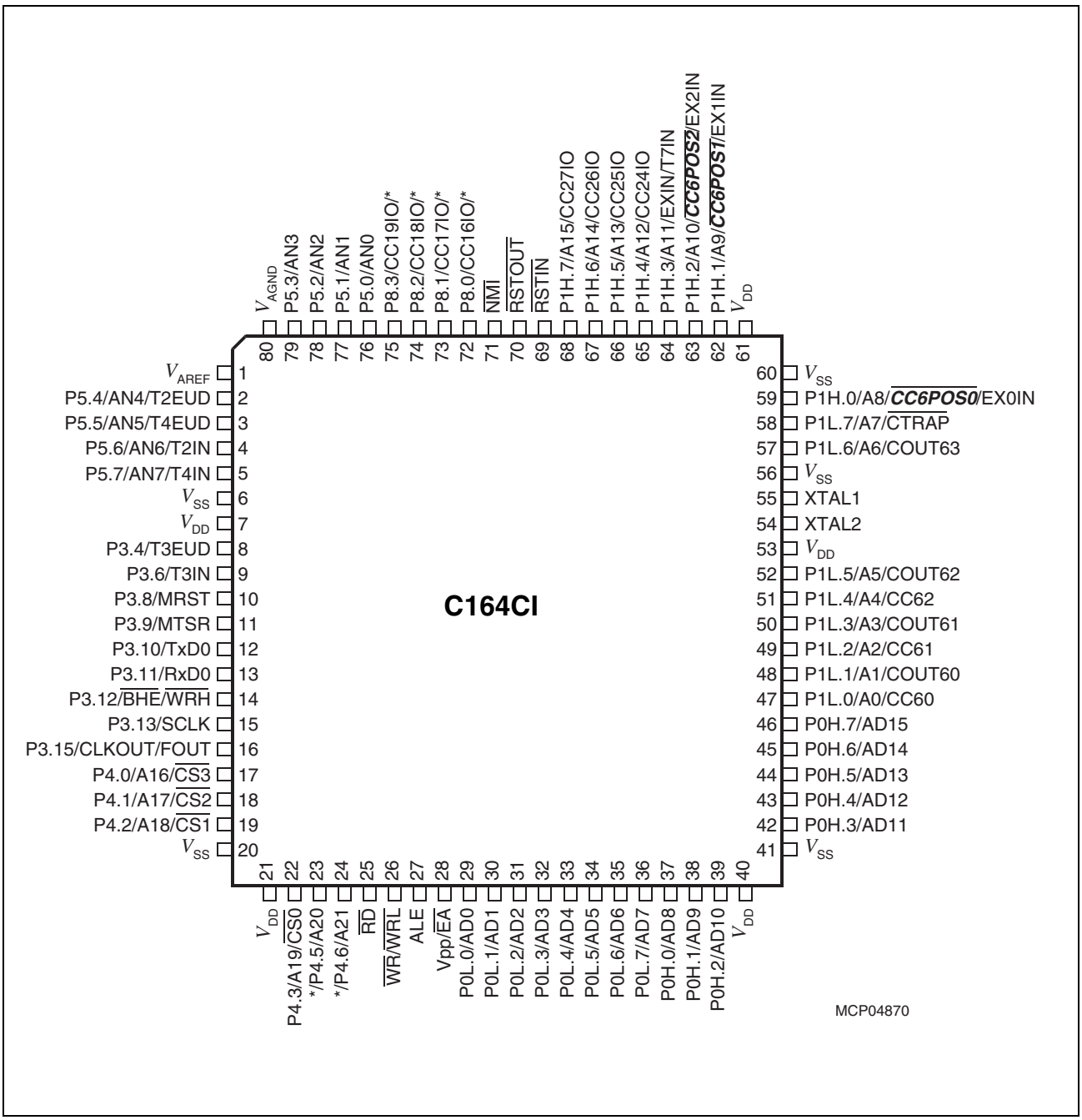

Figure 2

***)** The marked pins of Port 4 and Port 8 can have CAN interface lines assigned to them. **Table 2** on the pages below lists the possible assignments.

The ***marked input signals*** are available only in devices with a full-function CAPCOM6. They are not available in devices with a reduced-function CAPCOM6.

Memory Organization

The memory space of the C164CI is configured in a Von Neumann architecture which means that code memory, data memory, registers and I/O ports are organized within the same linear address space which includes 16 MBytes. The entire memory space can be accessed bytewise or wordwise. Particular portions of the on-chip memory have additionally been made directly bitaddressable.

The C164CI incorporates 64 KBytes of on-chip OTP memory or 64/48 KBytes of on-chip mask-programmable ROM (not in the ROM-less derivative, of course) for code or constant data. The lower 32 KBytes of the on-chip ROM/OTP can be mapped either to segment 0 or segment 1.
The OTP memory can be programmed by the CPU itself (in system, e.g. during booting) or directly via an external interface (e.g. before assembly). The programming time is approx. 100 µs per word. An external programming voltage V_{PP} = 11.5 V must be supplied for this purpose (via pin $\overline{EA}/V_{PP}$).

2 KBytes of on-chip Internal RAM (IRAM) are provided as a storage for user defined variables, for the system stack, general purpose register banks and even for code. A register bank can consist of up to 16 wordwide (R0 to R15) and/or bytewide (RL0, RH0, …, RL7, RH7) so-called General Purpose Registers (GPRs).

1024 bytes (2×512 bytes) of the address space are reserved for the Special Function Register areas (SFR space and ESFR space). SFRs are wordwide registers which are used for controlling and monitoring functions of the different on-chip units. Unused SFR addresses are reserved for future members of the C166 Family.

2 KBytes of on-chip Extension RAM (XRAM) are provided to store user data, user stacks, or code. The XRAM is accessed like external memory and therefore cannot be used for the system stack or for register banks and is not bitaddressable. The XRAM permits 16-bit accesses with maximum speed.

In order to meet the needs of designs where more memory is required than is provided on chip, up to 4 MBytes of external RAM and/or ROM can be connected to the microcontroller.

External Bus Controller

All of the external memory accesses are performed by a particular on-chip External Bus Controller (EBC). It can be programmed either to Single Chip Mode when no external memory is required, or to one of four different external memory access modes, which are as follows:

– 16-/18-/20-/22-bit Addresses, 16-bit Data, Demultiplexed
– 16-/18-/20-/22-bit Addresses, 16-bit Data, Multiplexed
– 16-/18-/20-/22-bit Addresses, 8-bit Data, Multiplexed
– 16-/18-/20-/22-bit Addresses, 8-bit Data, Demultiplexed

In the demultiplexed bus modes, addresses are output on PORT1 and data is input/ output on PORT0 or P0L, respectively. In the multiplexed bus modes both addresses and data use PORT0 for input/output.

Important timing characteristics of the external bus interface (Memory Cycle Time, Memory Tri-State Time, Length of ALE and Read Write Delay) have been made programmable to allow the user the adaption of a wide range of different types of memories and external peripherals.
In addition, up to 4 independent address windows may be defined (via register pairs ADDRSELx / BUSCONx) which control the access to different resources with different bus characteristics. These address windows are arranged hierarchically where BUSCON4 overrides BUSCON3 and BUSCON2 overrides BUSCON1. All accesses to locations not covered by these 4 address windows are controlled by BUSCON0.

Up to 4 external $\overline{CS}$ signals (3 windows plus default) can be generated in order to save external glue logic. The C164CI offers the possibility to switch the $\overline{CS}$ outputs to an unlatched mode. In this mode the internal filter logic is switched off and the $\overline{CS}$ signals are directly generated from the address. The unlatched $\overline{CS}$ mode is enabled by setting CSCFG (SYSCON.6).

For applications which require less than 4 MBytes of external memory space, this address space can be restricted to 1 MByte, 256 KByte, or to 64 KByte. In this case Port 4 outputs four, two, or no address lines at all. It outputs all 6 address lines, if an address space of 4 MBytes is used.

Note: When the on-chip CAN Module is used with the interface lines assigned to Port 4, the CAN lines override the segment address lines and the segment address output on Port 4 is therefore limited to 4 bits i.e. address lines A19 … A16.

Central Processing Unit (CPU)

The main core of the CPU consists of a 4-stage instruction pipeline, a 16-bit arithmetic and logic unit (ALU) and dedicated SFRs. Additional hardware has been spent for a separate multiply and divide unit, a bit-mask generator and a barrel shifter.

Based on these hardware provisions, most of the C164CI's instructions can be executed in just one machine cycle which requires 2 CPU clocks (4 TCL). For example, shift and rotate instructions are always processed during one machine cycle independent of the number of bits to be shifted. All multiple-cycle instructions have been optimized so that they can be executed very fast as well: branches in 2 cycles, a 16 × 16 bit multiplication in 5 cycles and a 32-/16-bit division in 10 cycles. Another pipeline optimization, the so-called 'Jump Cache', reduces the execution time of repeatedly performed jumps in a loop from 2 cycles to 1 cycle.

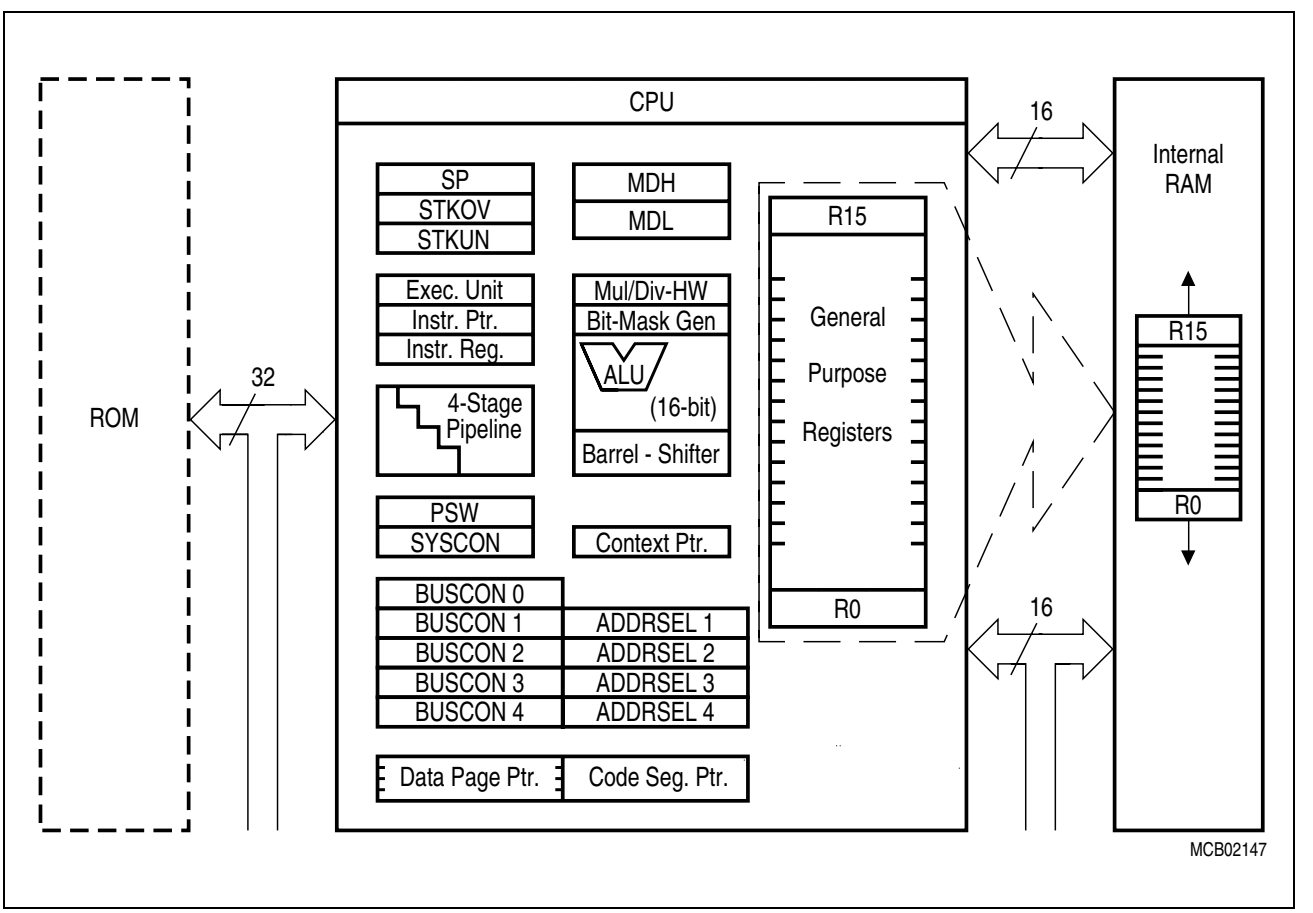

Figure 4 CPU Block Diagram

Interrupt System

With an interrupt response time within a range from just 5 to 12 CPU clocks (in case of internal program execution), the C164CI is capable of reacting very fast to the occurrence of non-deterministic events.

The architecture of the C164CI supports several mechanisms for fast and flexible response to service requests that can be generated from various sources internal or external to the microcontroller. Any of these interrupt requests can be programmed to being serviced by the Interrupt Controller or by the Peripheral Event Controller (PEC).

In contrast to a standard interrupt service where the current program execution is suspended and a branch to the interrupt vector table is performed, just one cycle is ‘stolen’ from the current CPU activity to perform a PEC service. A PEC service implies a single byte or word data transfer between any two memory locations with an additional increment of either the PEC source or the destination pointer. An individual PEC transfer counter is implicity decremented for each PEC service except when performing in the continuous transfer mode. When this counter reaches zero, a standard interrupt is performed to the corresponding source related vector location. PEC services are very well suited, for example, for supporting the transmission or reception of blocks of data. The C164CI has 8 PEC channels each of which offers such fast interrupt-driven data transfer capabilities.

A separate control register which contains an interrupt request flag, an interrupt enable flag and an interrupt priority bitfield exists for each of the possible interrupt sources. Via its related register, each source can be programmed to one of sixteen interrupt priority levels. Once having been accepted by the CPU, an interrupt service can only be interrupted by a higher prioritized service request. For the standard interrupt processing, each of the possible interrupt sources has a dedicated vector location.

Fast external interrupt inputs are provided to service external interrupts with high precision requirements. These fast interrupt inputs feature programmable edge detection (rising edge, falling edge or both edges).

Software interrupts are supported by means of the ‘TRAP’ instruction in combination with an individual trap (interrupt) number.

Table 3 shows all of the possible C164CI interrupt sources and the corresponding hardware-related interrupt flags, vectors, vector locations and trap (interrupt) numbers.

Note: Interrupt nodes which are not used by associated peripherals, may be used to generate software controlled interrupt requests by setting the respective interrupt request bit (xIR).

Table 3 C164CI Interrupt Nodes (cont'd)

Source of Interrupt or PEC Service Request	Request Flag	Enable Flag	Interrupt Vector	Vector Location	Trap Number
CAPCOM 6 Timer 12	T12IR	T12IE	T12INT	$00'0134_H$	$4D_H$
CAPCOM 6 Timer 13	T13IR	T13IE	T13INT	$00'0138_H$	$4E_H$
CAPCOM 6 Emergency	CC6EIR	CC6EIE	CC6EINT	$00'013C_H$	$4F_H$

Real Time Clock

The Real Time Clock (RTC) module of the C164CI consists of a chain of 3 divider blocks, a fixed 8:1 divider, the reloadable 16-bit timer T14, and the 32-bit RTC timer (accessible via registers RTCH and RTCL). The RTC module is directly clocked with the on-chip oscillator frequency divided by 32 via a separate clock driver ($f_{RTC} = f_{OSC}/32$) and is therefore independent from the selected clock generation mode of the C164CI. All timers count up.

The RTC module can be used for different purposes:

- System clock to determine the current time and date
- Cyclic time based interrupt
- 48-bit timer for long term measurements

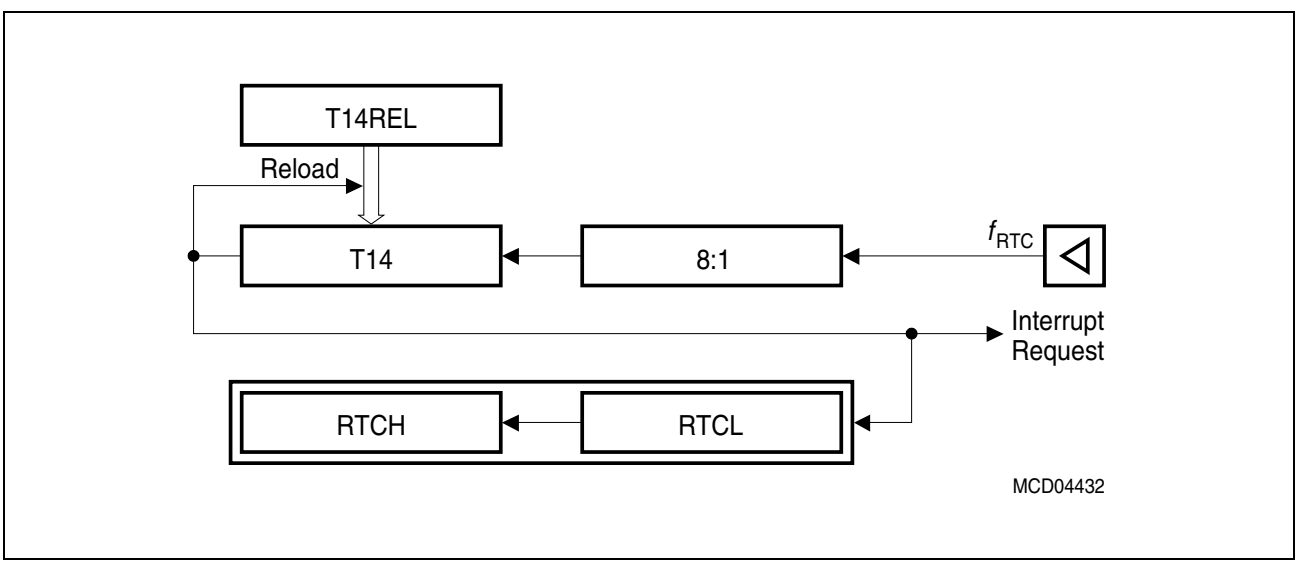

Figure 7 RTC Block Diagram

Note: The registers associated with the RTC are not affected by a reset in order to maintain the correct system time even when intermediate resets are executed.

A/D Converter

For analog signal measurement, a 10-bit A/D converter with 8 multiplexed input channels and a sample and hold circuit has been integrated on-chip. It uses the method of successive approximation. The sample time (for loading the capacitors) and the conversion time is programmable and can so be adjusted to the external circuitry.

Overrun error detection/protection is provided for the conversion result register (ADDAT): either an interrupt request will be generated when the result of a previous conversion has not been read from the result register at the time the next conversion is complete, or the next conversion is suspended in such a case until the previous result has been read.

For applications which require less than 8 analog input channels, the remaining channel inputs can be used as digital input port pins.

The A/D converter of the C164CI supports four different conversion modes. In the standard Single Channel conversion mode, the analog level on a specified channel is sampled once and converted to a digital result. In the Single Channel Continuous mode, the analog level on a specified channel is repeatedly sampled and converted without software intervention. In the Auto Scan mode, the analog levels on a prespecified number of channels (standard or extension) are sequentially sampled and converted. In the Auto Scan Continuous mode, the number of prespecified channels is repeatedly sampled and converted. In addition, the conversion of a specific channel can be inserted (injected) into a running sequence without disturbing this sequence. This is called Channel Injection Mode.

The Peripheral Event Controller (PEC) may be used to automatically store the conversion results into a table in memory for later evaluation, without requiring the overhead of entering and exiting interrupt routines for each data transfer.

After each reset and also during normal operation the ADC automatically performs calibration cycles. This automatic self-calibration constantly adjusts the converter to changing operating conditions (e.g. temperature) and compensates process variations.

These calibration cycles are part of the conversion cycle, so they do not affect the normal operation of the A/D converter.

In order to decouple analog inputs from digital noise and to avoid input trigger noise those pins used for analog input can be disconnected from the digital IO or input stages under software control. This can be selected for each pin separately via register P5DIDIS (Port 5 Digital Input Disable).

Parallel Ports

The C164CI provides up to 59 I/O lines which are organized into five input/output ports and one input port. All port lines are bit-addressable, and all input/output lines are individually (bit-wise) programmable as inputs or outputs via direction registers. The I/O ports are true bidirectional ports which are switched to high impedance state when configured as inputs. The output drivers of three I/O ports can be configured (pin by pin) for push/pull operation or open-drain operation via control registers. During the internal reset, all port pins are configured as inputs.

The input threshold of Port 3, Port 4, and Port 8 is selectable (TTL or CMOS like), where the special CMOS like input threshold reduces noise sensitivity due to the input hysteresis. The input threshold may be selected individually for each byte of the respective ports.

All port lines have programmable alternate input or output functions associated with them. All port lines that are not used for these alternate functions may be used as general purpose IO lines.

PORT0 and PORT1 may be used as address and data lines when accessing external memory, while Port 4 outputs the additional segment address bits A21/19/17 … A16 and the optional chip select signals in systems where segmentation is enabled to access more than 64 KBytes of memory.
Ports P1L, P1H, and P8 are associated with the capture inputs or compare outputs of the CAPCOM units and/or serve as external interrupt inputs.
Port 3 includes alternate functions of timers, serial interfaces, the optional bus control signal $\overline{\text{BHE}}$/$\overline{\text{WRH}}$, and the system clock output CLKOUT (or the programmable frequency output FOUT).
Port 5 is used for the analog input channels to the A/D converter or timer control signals.

The edge characteristics (transition time) and driver characteristics (output current) of the C164CI's port drivers can be selected via the Port Output Control registers (POCONx).

Table 7 C164CI Registers, Ordered by Name (cont'd)

Name	Physical Address	8-Bit Addr.	Description	Reset Value
CC26IC b	$F174_H$ **E**	BA_H	CAPCOM Reg. 26 Interrupt Ctrl. Reg.	0000_H
CC27	$FE76_H$	$3B_H$	CAPCOM Register 27	0000_H
CC27IC b	$F176_H$ **E**	BB_H	CAPCOM Reg. 27 Interrupt Ctrl. Reg.	0000_H
CC28	$FE78_H$	$3C_H$	CAPCOM Register 28	0000_H
CC28IC b	$F178_H$ **E**	BC_H	CAPCOM Reg. 28 Interrupt Ctrl. Reg.	0000_H
CC29	$FE7A_H$	$3D_H$	CAPCOM Register 29	0000_H
CC29IC b	$F184_H$ **E**	$C2_H$	CAPCOM Reg. 29 Interrupt Ctrl. Reg.	0000_H
CC30	$FE7C_H$	$3E_H$	CAPCOM Register 30	0000_H
CC30IC b	$F18C_H$ **E**	$C6_H$	CAPCOM Reg. 30 Interrupt Ctrl. Reg.	0000_H
CC31	$FE7E_H$	$3F_H$	CAPCOM Register 31	0000_H
CC31IC b	$F194_H$ **E**	CA_H	CAPCOM Reg. 31 Interrupt Ctrl. Reg.	0000_H
CC60	$FE30_H$	18_H	CAPCOM 6 Register 0	0000_H
CC61	$FE32_H$	19_H	CAPCOM 6 Register 1	0000_H
CC62	$FE34_H$	$1A_H$	CAPCOM 6 Register 2	0000_H
CC6EIC b	$F188_H$ **E**	$C4_H$	CAPCOM 6 Emergency Interrrupt Control Register	0000_H
CC6CIC b	$F17E_H$ **E**	BF_H	CAPCOM 6 Interrupt Control Register	0000_H
CC6MCON b	$FF32_H$	99_H	CAPCOM 6 Mode Control Register	$00FF_H$
CC6MIC b	$FF36_H$	$9B_H$	CAPCOM 6 Mode Interrupt Ctrl. Reg.	0000_H
CC6MSEL	$F036_H$ **E**	$1B_H$	CAPCOM 6 Mode Select Register	0000_H
CC8IC b	$FF88_H$	$C4_H$	External Interrupt 0 Control Register	0000_H
CC9IC b	$FF8A_H$	$C5_H$	External Interrupt 1 Control Register	0000_H
CCM4 b	$FF22_H$	91_H	CAPCOM Mode Control Register 4	0000_H
CCM5 b	$FF24_H$	92_H	CAPCOM Mode Control Register 5	0000_H
CCM6 b	$FF26_H$	93_H	CAPCOM Mode Control Register 6	0000_H
CCM7 b	$FF28_H$	94_H	CAPCOM Mode Control Register 7	0000_H
CMP13	$FE36_H$	$1B_H$	CAPCOM 6 Timer 13 Compare Reg.	0000_H
CP	$FE10_H$	08_H	CPU Context Pointer Register	$FC00_H$
CSP	$FE08_H$	04_H	CPU Code Segment Pointer Register (8 bits, not directly writeable)	0000_H

DC Characteristics (cont'd)
(Operating Conditions apply)[1)]

Parameter	Symbol	Limit Values		Unit	Test Conditions
		min.	max.		
Input leakage current (all other)	I_{OZ2} CC	–	±500	nA	0.45 V < V_{IN} < V_{DD}
$\overline{\text{RSTIN}}$ inactive current[6)]	I_{RSTH}[7)]	–	-10	µA	$V_{IN} = V_{IH1}$
$\overline{\text{RSTIN}}$ active current[6)]	I_{RSTL}[8)]	-100	–	µA	$V_{IN} = V_{IL}$
$\overline{\text{RD}}$/$\overline{\text{WR}}$ inact. current[9)]	I_{RWH}[7)]	–	-40	µA	V_{OUT} = 2.4 V
$\overline{\text{RD}}$/$\overline{\text{WR}}$ active current[9)]	I_{RWL}[8)]	-500	–	µA	$V_{OUT} = V_{OLmax}$
ALE inactive current[9)]	I_{ALEL}[7)]	–	40	µA	$V_{OUT} = V_{OLmax}$
ALE active current[9)]	I_{ALEH}[8)]	500	–	µA	V_{OUT} = 2.4 V
Port 4 inactive current[9)]	I_{P4H}[7)]	–	-40	µA	V_{OUT} = 2.4 V
Port 4 active current[9)]	I_{P4L}[8)]	-500	–	µA	$V_{OUT} = V_{OL1max}$
PORT0 configuration current[10)]	I_{P0H}[7)]	–	-10	µA	$V_{IN} = V_{IHmin}$
	I_{P0L}[8)]	-100	–	µA	$V_{IN} = V_{ILmax}$
XTAL1 input current	I_{IL} CC	–	±20	µA	0 V < V_{IN} < V_{DD}
Pin capacitance[11)] (digital inputs/outputs)	C_{IO} CC	–	10	pF	f = 1 MHz T_A = 25 °C

1) Keeping signal levels within the levels specified in this table, ensures operation without overload conditions. For signal levels outside these specifications also refer to the specification of the overload current I_{OV}.

2) For pin $\overline{\text{RSTIN}}$ this specification is only valid in bidirectional reset mode.

3) The maximum deliverable output current of a port driver depends on the selected output driver mode, see **Table 10**, **Current Limits for Port Output Drivers**. The limit for pin groups must be respected.

4) As a rule, with decreasing output current the output levels approach the respective supply level ($V_{OL} \rightarrow V_{SS}$, $V_{OH} \rightarrow V_{DD}$). However, only the levels for nominal output currents are guaranteed.

5) This specification is not valid for outputs which are switched to open drain mode. In this case the respective output will float and the voltage results from the external circuitry.

6) These parameters describe the $\overline{\text{RSTIN}}$ pullup, which equals a resistance of ca. 50 to 250 kΩ.

7) The maximum current may be drawn while the respective signal line remains inactive.

8) The minimum current must be drawn in order to drive the respective signal line active.

9) This specification is valid during Reset and during Adapt-mode. The Port 4 current values are only valid for pins P4.3-0, which can act as $\overline{\text{CS}}$ outputs.

10) This specification is valid during Reset if required for configuration, and during Adapt-mode.

11) Not 100% tested, guaranteed by design and characterization.

AC Characteristics
Definition of Internal Timing

The internal operation of the C164CI is controlled by the internal CPU clock f_{CPU}. Both edges of the CPU clock can trigger internal (e.g. pipeline) or external (e.g. bus cycles) operations.

The specification of the external timing (AC Characteristics) therefore depends on the time between two consecutive edges of the CPU clock, called “TCL” (see **Figure 11**).

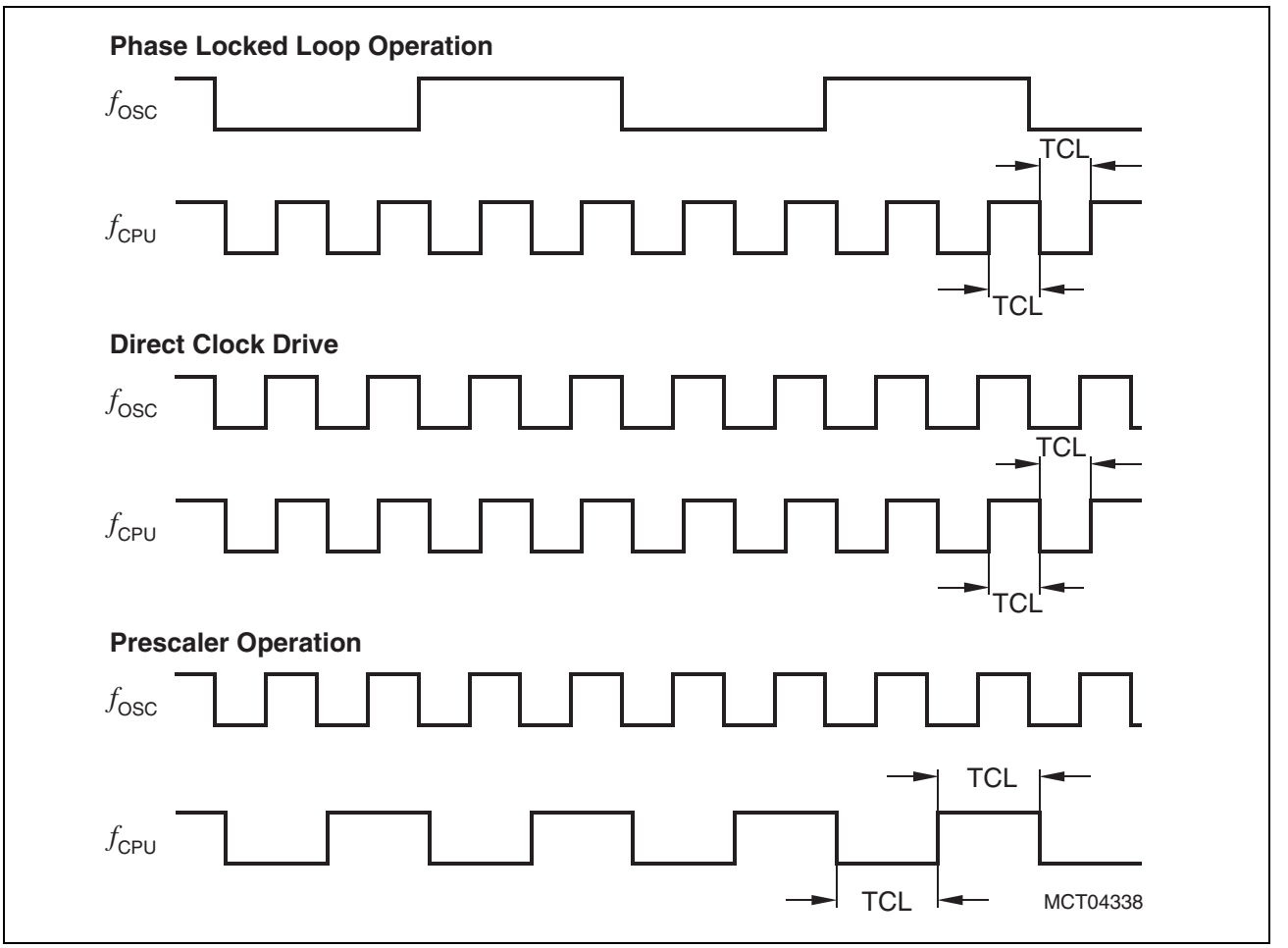

Figure 11 Generation Mechanisms for the CPU Clock

The CPU clock signal f_{CPU} can be generated from the oscillator clock signal f_{OSC} via different mechanisms. The duration of TCLs and their variation (and also the derived external timing) depends on the used mechanism to generate f_{CPU}. This influence must be regarded when calculating the timings for the C164CI.

*Note: The example for PLL operation shown in **Figure 11** refers to a PLL factor of 4.*

The used mechanism to generate the basic CPU clock is selected by bitfield CLKCFG in register RP0H.7-5.
Upon a long hardware reset register RP0H is loaded with the logic levels present on the upper half of PORT0 (P0H), i.e. bitfield CLKCFG represents the logic levels on pins

P0.15-13 (P0H.7-5). Register RP0H can be loaded from the upper half of register RSTCON under software control.

Table 11 associates the combinations of these three bits with the respective clock generation mode.

Table 11 C164CI Clock Generation Modes

CLKCFG[1] (RP0H.7-5)	CPU Frequency $f_{CPU} = f_{OSC} \times F$	External Clock Input Range[2]	Notes
1 1 1	$f_{OSC} \times 4$	2.5 to 6.25 MHz	Default configuration
1 1 0	$f_{OSC} \times 3$	3.33 to 8.33 MHz	–
1 0 1	$f_{OSC} \times 2$	5 to 12.5 MHz	–
1 0 0	$f_{OSC} \times 5$	2 to 5 MHz	–
0 1 1	$f_{OSC} \times 1$	1 to 25 MHz	Direct drive[3]
0 1 0	$f_{OSC} \times 1.5$	6.66 to 16.66 MHz	–
0 0 1	$f_{OSC} / 2$	2 to 50 MHz	CPU clock via prescaler
0 0 0	$f_{OSC} \times 2.5$	4 to 10 MHz	–

1) Please note that pin P0.15 (corresponding to RP0H.7) is inverted in emulation mode, and thus also in EHM.

2) The external clock input range refers to a CPU clock range of 10 … 25 MHz.

3) The maximum frequency depends on the duty cycle of the external clock signal.

Prescaler Operation

When prescaler operation is configured (CLKCFG = 001_B) the CPU clock is derived from the internal oscillator (input clock signal) by a 2:1 prescaler.
The frequency of f_{CPU} is half the frequency of f_{OSC} and the high and low time of f_{CPU} (i.e. the duration of an individual TCL) is defined by the period of the input clock f_{OSC}.

The timings listed in the AC Characteristics that refer to TCLs therefore can be calculated using the period of f_{OSC} for any TCL.

Phase Locked Loop

When PLL operation is configured (via CLKCFG) the on-chip phase locked loop is enabled and provides the CPU clock (see **Table 11**). The PLL multiplies the input frequency by the factor **F** which is selected via the combination of pins P0.15-13 (i.e. $f_{CPU} = f_{OSC} \times$ **F**). With every **F**'th transition of f_{OSC} the PLL circuit synchronizes the CPU clock to the input clock. This synchronization is done smoothly, i.e. the CPU clock frequency does not change abruptly.

A/D Converter Characteristics

(Operating Conditions apply)

Table 13 A/D Converter Characteristics

Parameter	Symbol		Limit Values		Unit	Test Conditions
			min.	max.		
Analog reference supply	V_{AREF}	SR	4.0	V_{DD} + 0.1	V	[1]
Analog reference ground	V_{AGND}	SR	V_{SS} - 0.1	V_{SS} + 0.2	V	–
Analog input voltage range	V_{AIN}	SR	V_{AGND}	V_{AREF}	V	[2]
Basic clock frequency	f_{BC}		0.5	6.25	MHz	[3]
Conversion time	t_C	CC	–	40 t_{BC} + t_S + 2t_{CPU}	–	[4] $t_{CPU} = 1 / f_{CPU}$
Calibration time after reset	t_{CAL}	CC	–	3328 t_{BC}	–	[5]
Total unadjusted error	TUE	CC	–	±2	LSB	[1]
Internal resistance of reference voltage source	R_{AREF}	SR	–	t_{BC} / 60 - 0.25	kΩ	t_{BC} in [ns][6][7]
Internal resistance of analog source	R_{ASRC}	SR	–	t_S / 450 - 0.25	kΩ	t_S in [ns][7][8]
ADC input capacitance	C_{AIN}	CC	–	33	pF	[7]

1) TUE is tested at V_{AREF} = 5.0 V, V_{AGND} = 0 V, V_{DD} = 4.9 V. It is guaranteed by design for all other voltages within the defined voltage range.
If the analog reference supply voltage exceeds the power supply voltage by up to 0.2 V (i.e. V_{AREF} = V_{DD} = +0.2 V) the maximum TUE is increased to ±3 LSB. This range is not 100% tested.
The specified TUE is guaranteed only if the absolute sum of input overload currents on Port 5 pins (see I_{OV} specification) does not exceed 10 mA.
During the reset calibration sequence the maximum TUE may be ±4 LSB.

2) V_{AIN} may exceed V_{AGND} or V_{AREF} up to the absolute maximum ratings. However, the conversion result in these cases will be $X000_H$ or $X3FF_H$, respectively.

3) The limit values for f_{BC} must not be exceeded when selecting the CPU frequency and the ADCTC setting.

4) This parameter includes the sample time t_S, the time for determining the digital result and the time to load the result register with the conversion result.
Values for the basic clock t_{BC} depend on programming and can be taken from **Table 14**.
This parameter depends on the ADC control logic. It is not a real maximum value, but rather a fixum.

5) During the reset calibration conversions can be executed (with the current accuracy). The time required for these conversions is added to the total reset calibration time.

6) During the conversion the ADC's capacitance must be repeatedly charged or discharged. The internal resistance of the reference voltage source must allow the capacitance to reach its respective voltage level within each conversion step. The maximum internal resistance results from the programmed conversion timing.

7) Not 100% tested, guaranteed by design and characterization.

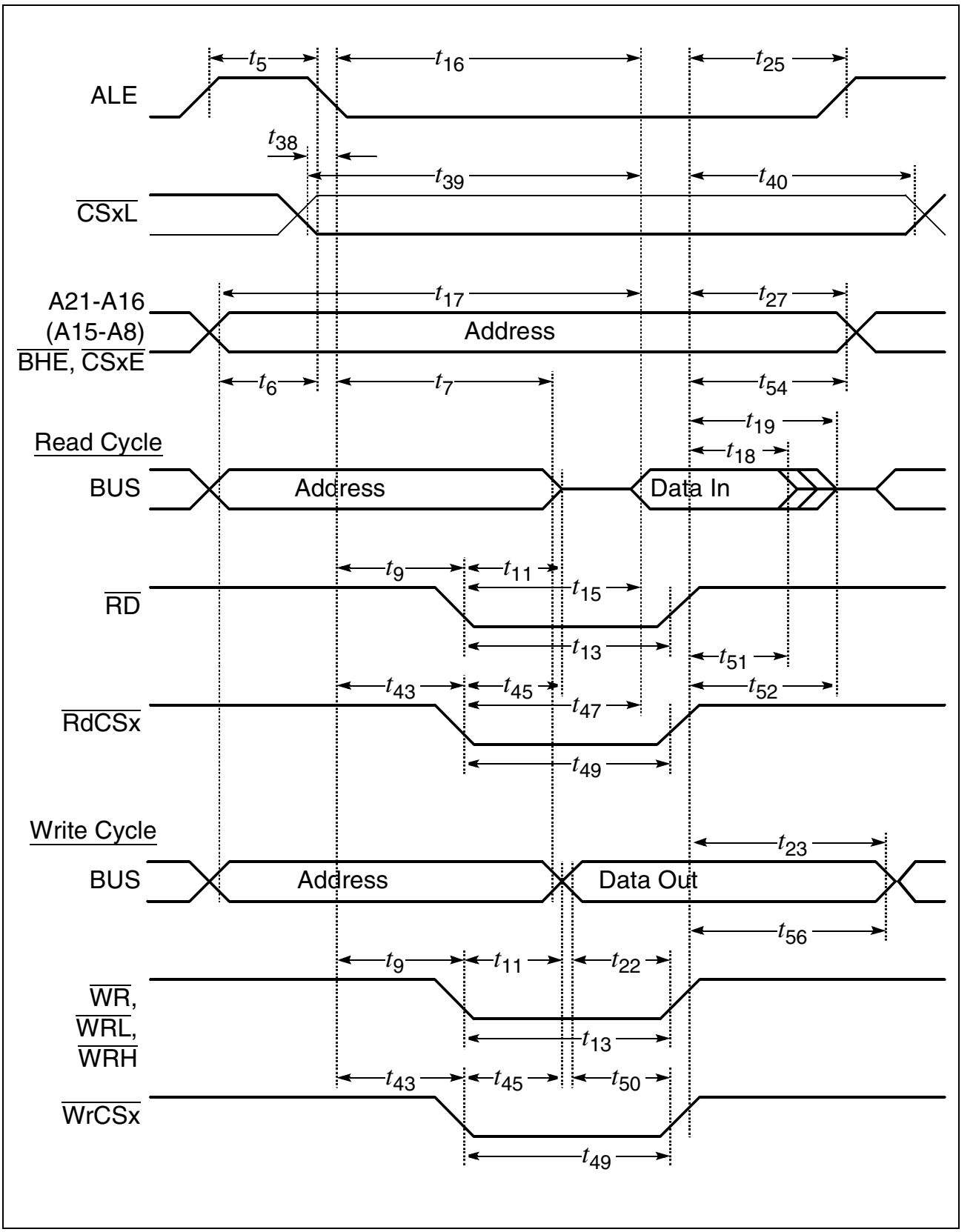

**Figure 19 External Memory Cycle:
Multiplexed Bus, No Read/Write Delay, Extended ALE**

External XRAM Access

If XPER-Share mode is enabled the on-chip XRAM of the C164CI can be accessed (during hold states) by an external master like an asynchronous SRAM.

Table 16 XRAM Access Timing (Operating Conditions apply)

Parameter		Symbol		Limit Values		Unit
				min.	max.	
Address setup time before $\overline{RD}/\overline{WR}$ falling edge		t_{40}	SR	4	–	ns
Address hold time after $\overline{RD}/\overline{WR}$ rising edge		t_{41}	SR	0	–	ns
Data turn on delay after $\overline{RD}$ falling edge	Read	t_{42}	CC	2	–	ns
Data output valid delay after address latched	Read	t_{43}	CC	–	37	ns
Data turn off delay after $\overline{RD}$ rising edge	Read	t_{44}	CC	0	10	ns
Write data setup time before $\overline{WR}$ rising edge	Write	t_{45}	SR	10	–	ns
Write data hold time after $\overline{WR}$ rising edge	Write	t_{46}	SR	1	–	ns
$\overline{WR}$ pulse width	Write	t_{47}	SR	18	–	ns
$\overline{WR}$ signal recovery time	Write	t_{48}	SR	t_{40}	–	ns

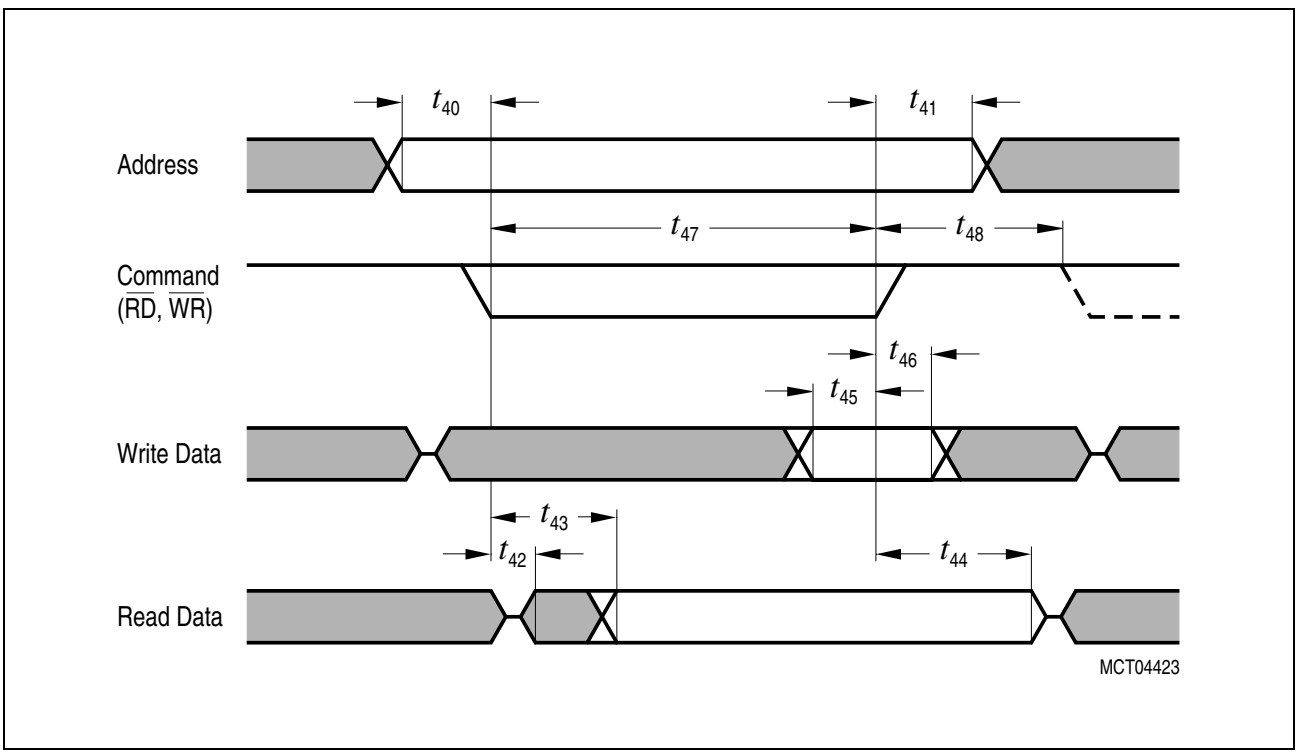

Figure 25 External Access to the XRAM

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Dr. Ulrich Schumacher

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