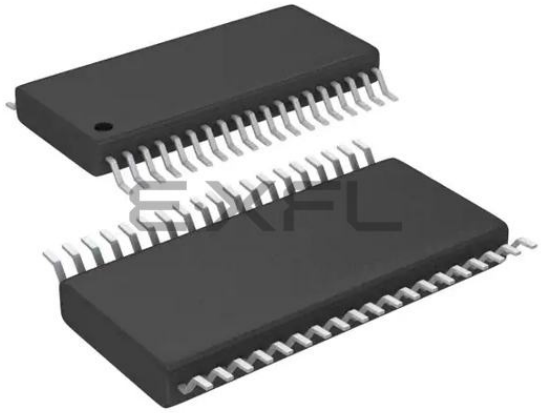

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Core Processor	XC800
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Connectivity	SSI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	19
Program Memory Size	8KB (8K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	768 x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	38-TFSOP (0.173", 4.40mm Width)
Supplier Device Package	PG-TSSOP-38
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/xc8662frabefxuma1

Edition 2007-10

Published by Infineon Technologies AG,
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As this document refers to all the derivatives, some descriptions may not apply to a specific product. For simplicity all versions are referred to by the term XC866 throughout this document.

2.2 Logic Symbol

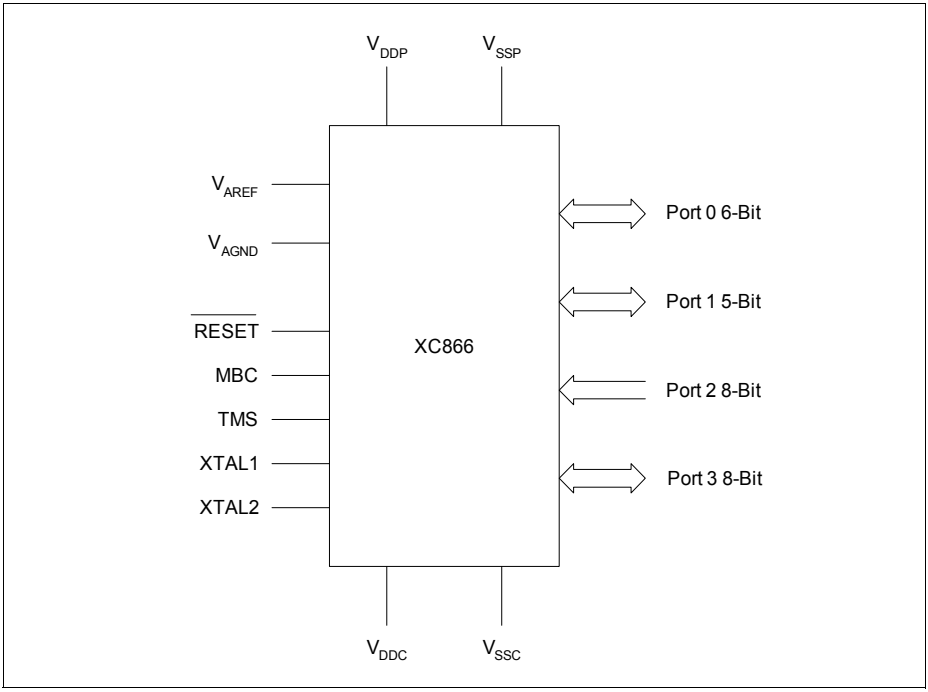


Figure 3 XC866 Logic Symbol

3.2.1 Memory Protection Strategy

The XC866 memory protection strategy includes:

- Read-out protection: The Flash Memory can be enabled for read-out protection and ROM memory is always protected.
- Program and erase protection: The Flash memory in all devices can be enabled for program and erase protection.

Flash memory protection is available in two modes:

- Mode 0: Only the P-Flash is protected; the D-Flash is unprotected
- Mode 1: Both the P-Flash and D-Flash are protected

The selection of each protection mode and the restrictions imposed are summarized in **Table 4**.

Table 4 Flash Protection Modes

Mode	0	1
Activation	Program a valid password via BSL mode 6	
Selection	MSB of password = 0	MSB of password = 1
P-Flash contents can be read by	Read instructions in the P-Flash	Read instructions in the P-Flash or D-Flash
P-Flash program and erase	Not possible	Not possible
D-Flash contents can be read by	Read instructions in any program memory	Read instructions in the P-Flash or D-Flash
D-Flash program	Possible	Not possible
D-Flash erase	Possible, on the condition that bit DFLASHEN in register MISC_CON is set to 1 prior to each erase operation	Not possible

BSL mode 6, which is used for enabling Flash protection, can also be used for disabling Flash protection. Here, the programmed password must be provided by the user. A password match triggers an automatic erase of the read-protected Flash contents, see **Table 5** and **Table 6**, and the programmed password is erased. The Flash protection is then disabled upon the next reset.

For XC866-2FR and XC866-4FR devices:

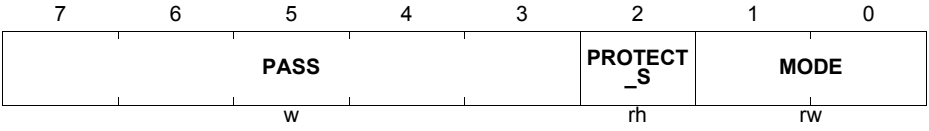
The selection of protection type is summarized in **Table 5**.

3.2.3 Bit Protection Scheme

The bit protection scheme prevents direct software writing of selected bits (i.e., protected bits) using the PASSWD register. When the bit field MODE is 11_B, writing 10011_B to the bit field PASS opens access to writing of all protected bits, and writing 10101_B to the bit field PASS closes access to writing of all protected bits. In both cases, the value of the bit field MODE is not changed even if PASSWD register is written with 98_H or $A8_H$. It can only be changed when bit field PASS is written with 11000_B, for example, writing $D0_H$ to PASSWD register disables the bit protection scheme.

The access is opened for maximum 32 CCLKs if the “close access” password is not written. If “open access” password is written again before the end of 32 CCLK cycles, there will be a recount of 32 CCLK cycles. The protected bits include NDIV, WDTEN, PD, and SD.

PASSWD
Password Register **Reset Value: 07_H**



Field	Bits	Type	Description
MODE	[1:0]	rw	**Bit Protection Scheme Control bits** 00 Scheme Disabled 11 Scheme Enabled (default) Others: Scheme Enabled These two bits cannot be written directly. To change the value between 11_B and 00_B, the bit field PASS must be written with 11000_B; only then, will the MODE[1:0] be registered.
PROTECT_S	2	rh	**Bit Protection Signal Status bit** This bit shows the status of the protection. 0 Software is able to write to all protected bits. 1 Software is unable to write to any protected bits.
PASS	[7:3]	w	**Password bits** The Bit Protection Scheme only recognizes three patterns. 11000_B Enables writing of the bit field MODE. 10011_B Opens access to writing of all protected bits. 10101_B Closes access to writing of all protected bits.

The Port SFRs can be accessed in the standard memory area (RMAP = 0).

Table 10 Port Register Overview

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
RMAP = 0										
$B2_H$	**PORT_PAGE** **Reset: 00_H** Page Register for PORT	Bit Field	OP		STNR		0	PAGE		
		Type	w		w		r	rwh		
RMAP = 0, Page 0										
80_H	**P0_DATA** **Reset: 00_H** P0 Data Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rwh	rwh	rwh	rwh	rwh	rwh
86_H	**P0_DIR** **Reset: 00_H** P0 Direction Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rw	rw	rw	rw	rw	rw
90_H	**P1_DATA** **Reset: 00_H** P1 Data Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rwh	rwh	rwh	r			rwh	rwh
91_H	**P1_DIR** **Reset: 00_H** P1 Direction Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rw	rw	rw	r			rw	rw
$A0_H$	**P2_DATA** **Reset: 00_H** P2 Data Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rwh	rwh	rwh	rwh	rwh	rwh	rwh	rwh
$A1_H$	**P2_DIR** **Reset: 00_H** P2 Direction Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
$B0_H$	**P3_DATA** **Reset: 00_H** P3 Data Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rwh	rwh	rwh	rwh	rwh	rwh	rwh	rwh
$B1_H$	**P3_DIR** **Reset: 00_H** P3 Direction Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
RMAP = 0, Page 1										
80_H	**P0_PUDSEL** **Reset: FF_H** P0 Pull-Up/Pull-Down Select Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rw	rw	rw	rw	rw	rw
86_H	**P0_PUDEN** **Reset: $C4_H$** P0 Pull-Up/Pull-Down Enable Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rw	rw	rw	rw	rw	rw
90_H	**P1_PUDSEL** **Reset: FF_H** P1 Pull-Up/Pull-Down Select Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rw	rw	rw	r			rw	rw
91_H	**P1_PUDEN** **Reset: FF_H** P1 Pull-Up/Pull-Down Enable Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rw	rw	rw	r			rw	rw
$A0_H$	**P2_PUDSEL** **Reset: FF_H** P2 Pull-Up/Pull-Down Select Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
$A1_H$	**P2_PUDEN** **Reset: 00_H** P2 Pull-Up/Pull-Down Enable Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
$B0_H$	**P3_PUDSEL** **Reset: BF_H** P3 Pull-Up/Pull-Down Select Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
$B1_H$	**P3_PUDEN** **Reset: 40_H** P3 Pull-Up/Pull-Down Enable Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
RMAP = 0, Page 2										
80_H	**P0_ALTSEL0** **Reset: 00_H** P0 Alternate Select 0 Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rw	rw	rw	rw	rw	rw
86_H	**P0_ALTSEL1** **Reset: 00_H** P0 Alternate Select 1 Register	Bit Field	0		P5	P4	P3	P2	P1	P0
		Type	r		rw	rw	rw	rw	rw	rw
90_H	**P1_ALTSEL0** **Reset: 00_H** P1 Alternate Select 0 Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rw	rw	rw	r			rw	rw
91_H	**P1_ALTSEL1** **Reset: 00_H** P1 Alternate Select 1 Register	Bit Field	P7	P6	P5	0			P1	P0
		Type	rw	rw	rw	r			rw	rw
$B0_H$	**P3_ALTSEL0** **Reset: 00_H** P3 Alternate Select 0 Register	Bit Field	P7	P6	P5	P4	P3	P2	P1	P0
		Type	rw	rw	rw	rw	rw	rw	rw	rw

Table 11 ADC Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
CA_H	**ADC_RESR0L** **Reset: 00_H** Result Register 0 Low	Bit Field	RESULT[1:0]		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CB_H	**ADC_RESR0H** **Reset: 00_H** Result Register 0 High	Bit Field	RESULT[9:2]							
		Type	rh							
CC_H	**ADC_RESR1L** **Reset: 00_H** Result Register 1 Low	Bit Field	RESULT[1:0]		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CD_H	**ADC_RESR1H** **Reset: 00_H** Result Register 1 High	Bit Field	RESULT[9:2]							
		Type	rh							
CE_H	**ADC_RESR2L** **Reset: 00_H** Result Register 2 Low	Bit Field	RESULT[1:0]		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CF_H	**ADC_RESR2H** **Reset: 00_H** Result Register 2 High	Bit Field	RESULT[9:2]							
		Type	rh							
$D2_H$	**ADC_RESR3L** **Reset: 00_H** Result Register 3 Low	Bit Field	RESULT[1:0]		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
$D3_H$	**ADC_RESR3H** **Reset: 00_H** Result Register 3 High	Bit Field	RESULT[9:2]							
		Type	rh							
RMAP = 0, Page 3										
CA_H	**ADC_RESRA0L** **Reset: 00_H** Result Register 0, View A Low	Bit Field	RESULT[2:0]			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CB_H	**ADC_RESRA0H** **Reset: 00_H** Result Register 0, View A High	Bit Field	RESULT[10:3]							
		Type	rh							
CC_H	**ADC_RESRA1L** **Reset: 00_H** Result Register 1, View A Low	Bit Field	RESULT[2:0]			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CD_H	**ADC_RESRA1H** **Reset: 00_H** Result Register 1, View A High	Bit Field	RESULT[10:3]							
		Type	rh							
CE_H	**ADC_RESRA2L** **Reset: 00_H** Result Register 2, View A Low	Bit Field	RESULT[2:0]			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CF_H	**ADC_RESRA2H** **Reset: 00_H** Result Register 2, View A High	Bit Field	RESULT[10:3]							
		Type	rh							
$D2_H$	**ADC_RESRA3L** **Reset: 00_H** Result Register 3, View A Low	Bit Field	RESULT[2:0]			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
$D3_H$	**ADC_RESRA3H** **Reset: 00_H** Result Register 3, View A High	Bit Field	RESULT[10:3]							
		Type	rh							
RMAP = 0, Page 4										
CA_H	**ADC_RCR0** **Reset: 00_H** Result Control Register 0	Bit Field	VFCTR	WFR	0	IEN	0			DRCTR
		Type	rw	rw	r	rw	r			rw
CB_H	**ADC_RCR1** **Reset: 00_H** Result Control Register 1	Bit Field	VFCTR	WFR	0	IEN	0			DRCTR
		Type	rw	rw	r	rw	r			rw
CC_H	**ADC_RCR2** **Reset: 00_H** Result Control Register 2	Bit Field	VFCTR	WFR	0	IEN	0			DRCTR
		Type	rw	rw	r	rw	r			rw
CD_H	**ADC_RCR3** **Reset: 00_H** Result Control Register 3	Bit Field	VFCTR	WFR	0	IEN	0			DRCTR
		Type	rw	rw	r	rw	r			rw
CE_H	**ADC_VFCR** **Reset: 00_H** Valid Flag Clear Register	Bit Field	0				VFC3	VFC2	VFC1	VFC0
		Type	r				w	w	w	w
RMAP = 0, Page 5										

Table 11 ADC Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
CA_H	**ADC_CHINFR** **Reset: 00_H** Channel Interrupt Flag Register	Bit Field	CHINF 7	CHINF 6	CHINF 5	CHINF 4	CHINF 3	CHINF 2	CHINF 1	CHINF 0
		Type	rh	rh	rh	rh	rh	rh	rh	rh
CB_H	**ADC_CHINCR** **Reset: 00_H** Channel Interrupt Clear Register	Bit Field	CHINC 7	CHINC 6	CHINC 5	CHINC 4	CHINC 3	CHINC 2	CHINC 1	CHINC 0
		Type	w	w	w	w	w	w	w	w
CC_H	**ADC_CHINSR** **Reset: 00_H** Channel Interrupt Set Register	Bit Field	CHINS 7	CHINS 6	CHINS 5	CHINS 4	CHINS 3	CHINS 2	CHINS 1	CHINS 0
		Type	w	w	w	w	w	w	w	w
CD_H	**ADC_CHINPR** **Reset: 00_H** Channel Interrupt Node Pointer Register	Bit Field	CHINP 7	CHINP 6	CHINP 5	CHINP 4	CHINP 3	CHINP 2	CHINP 1	CHINP 0
		Type	rw	rw	rw	rw	rw	rw	rw	rw
CE_H	**ADC_EVINFR** **Reset: 00_H** Event Interrupt Flag Register	Bit Field	EVINF 7	EVINF 6	EVINF 5	EVINF 4	0		EVINF 1	EVINF 0
		Type	rh	rh	rh	rh	r		rh	rh
CF_H	**ADC_EVINCR** **Reset: 00_H** Event Interrupt Clear Flag Register	Bit Field	EVINC 7	EVINC 6	EVINC 5	EVINC 4	0		EVINC 1	EVINC 0
		Type	w	w	w	w	r		w	w
$D2_H$	**ADC_EVINSR** **Reset: 00_H** Event Interrupt Set Flag Register	Bit Field	EVINS 7	EVINS 6	EVINS 5	EVINS 4	0		EVINS 1	EVINS 0
		Type	w	w	w	w	r		w	w
$D3_H$	**ADC_EVINPR** **Reset: 00_H** Event Interrupt Node Pointer Register	Bit Field	EVINP 7	EVINP 6	EVINP 5	EVINP 4	0		EVINP 1	EVINP 0
		Type	rw	rw	rw	rw	r		rw	rw
RMAP = 0, Page 6										
CA_H	**ADC_CRCR1** **Reset: 00_H** Conversion Request Control Register 1	Bit Field	CH7	CH6	CH5	CH4	0			
		Type	rwh	rwh	rwh	rwh	r			
CB_H	**ADC_CRPR1** **Reset: 00_H** Conversion Request Pending Register 1	Bit Field	CHP7	CHP6	CHP5	CHP4	0			
		Type	rwh	rwh	rwh	rwh	r			
CC_H	**ADC_CRMR1** **Reset: 00_H** Conversion Request Mode Register 1	Bit Field	Rsv	LDEV	CLR PND	SCAN	ENSI	ENTR	ENGT	
		Type	r	w	w	rw	rw	rw	rw	
CD_H	**ADC_QMR0** **Reset: 00_H** Queue Mode Register 0	Bit Field	CEV	TREV	FLUSH	CLRV	TRMD	ENTR	ENGT	
		Type	w	w	w	w	rw	rw	rw	
CE_H	**ADC_QSR0** **Reset: 20_H** Queue Status Register 0	Bit Field	Rsv	0	EMPTY	EV	0			
		Type	r	r	rh	rh	r			
CF_H	**ADC_Q0R0** **Reset: 00_H** Queue 0 Register 0	Bit Field	EXTR	ENSI	RF	V	0	REQCHNR		
		Type	rh	rh	rh	rh	r	rh		
$D2_H$	**ADC_QBUR0** **Reset: 00_H** Queue Backup Register 0	Bit Field	EXTR	ENSI	RF	V	0	REQCHNR		
		Type	rh	rh	rh	rh	r	rh		
$D2_H$	**ADC_QINR0** **Reset: 00_H** Queue Input Register 0	Bit Field	EXTR	ENSI	RF	0		REQCHNR		
		Type	w	w	w	r		w		

The Timer 2 SFRs can be accessed in the standard memory area (RMAP = 0).

Table 12 Timer 2 Register Overview

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
$C0_H$	**T2_T2CON** **Reset: 00_H** Timer 2 Control Register	Bit Field	TF2	EXF2	0		EXEN2	TR2	0	$\overline{CP/RL2}$
		Type	rwh	rwh	r		rw	rwh	r	rw

Table 14 SSC Register Overview

AB_H	**SSC_CONH** **Reset: 00_H** Control Register High *Programming Mode*	Bit Field	EN	MS	0	AREN	BEN	PEN	REN	TEN
		Type	rw	rw	r	rw	rw	rw	rw	rw
	Operating Mode	Bit Field	EN	MS	0	BSY	BE	PE	RE	TE
		Type	rw	rw	r	rh	rwh	rwh	rwh	rwh
AC_H	**SSC_TBL** **Reset: 00_H** Transmitter Buffer Register Low	Bit Field	TB_VALUE							
		Type	rw							
AD_H	**SSC_RBL** **Reset: 00_H** Receiver Buffer Register Low	Bit Field	RB_VALUE							
		Type	rh							
AE_H	**SSC_BRL** **Reset: 00_H** Baudrate Timer Reload Register Low	Bit Field	BR_VALUE[7:0]							
		Type	rw							
AF_H	**SSC_BRH** **Reset: 00_H** Baudrate Timer Reload Register High	Bit Field	BR_VALUE[15:8]							
		Type	rw							

The OCDS SFRs can be accessed in the mapped memory area (RMAP = 1).

Table 15 OCDS Register Overview

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
RMAP = 1										
$E9_H$	**MMCR2** **Reset: $0U_H$** Monitor Mode Control Register 2	Bit Field	EXBC_P	EXBC	MBCON_P	MBCON	MMEP_P	MMEP	MMODE	JENA
		Type	w	rw	w	rwh	w	rwh	rh	rh
$F1_H$	**MMCR** **Reset: 00_H** Monitor Mode Control Register	Bit Field	MEXIT_P	MEXIT	MSTEP_P	MSTEP	MRAMS_P	MRAMS	TRF	RRF
		Type	w	rwh	w	rw	w	rwh	rh	rh
$F2_H$	**MMSR** **Reset: 00_H** Monitor Mode Status Register	Bit Field	MBCAM	MBCIN	EXBF	SWBF	HWB3F	HWB2F	HWB1F	HWB0F
		Type	rw	rh	rwh	rwh	rwh	rwh	rwh	rwh
$F3_H$	**MMBPCR** **Reset: 00_H** BreakPoints Control Register	Bit Field	SWBC	HWB3C		HWB2C		HWB1C	HWB0C	
		Type	rw	rw		rw		rw	rw	
$F4_H$	**MMICR** **Reset: 00_H** Monitor Mode Interrupt Control Register	Bit Field	DVECT	DRETR	0		MMUIE_P	MMUIE	RRIE_P	RRIE
		Type	rwh	rwh	r		w	rw	w	rw
$F5_H$	**MMDR** **Reset: 00_H** Monitor Mode Data Register *Receive*	Bit Field	MMRR							
		Type	rh							
	Transmit	Bit Field	MMTR							
		Type	w							
$F6_H$	**HWBPSR** **Reset: 00_H** Hardware Breakpoints Select Register	Bit Field	0			BPSEL_P	BPSEL			
		Type	r			w	rw			
$F7_H$	**HWBPDR** **Reset: 00_H** Hardware Breakpoints Data Register	Bit Field	HWBPxx							
		Type	rw							

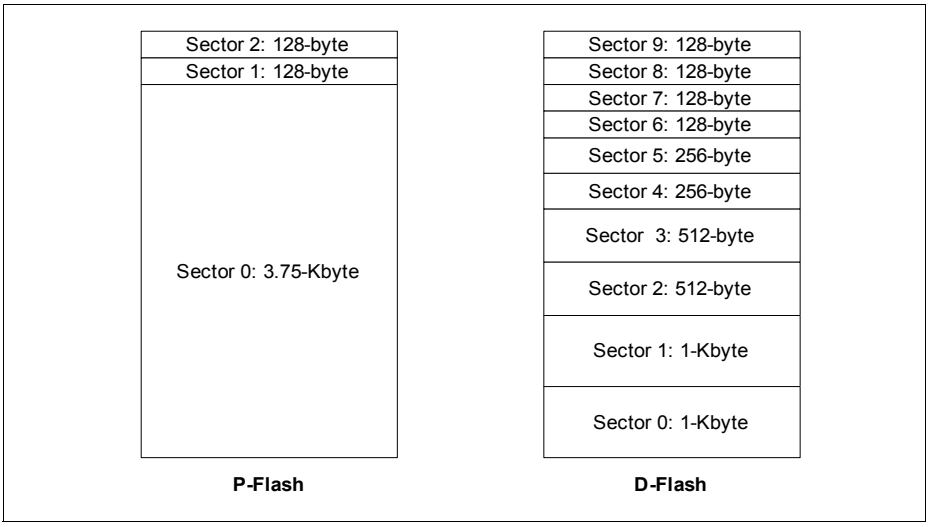


Figure 11 Flash Bank Sectorization

The internal structure of each Flash bank represents a sector architecture for flexible erase capability. The minimum erase width is always a complete sector, and sectors can be erased separately or in parallel. Contrary to standard EPROMs, erased Flash memory cells contain 0s.

The D-Flash bank is divided into more physical sectors for extended erasing and reprogramming capability; even numbers for each sector size are provided to allow greater flexibility and the ability to adapt to a wide range of application requirements.

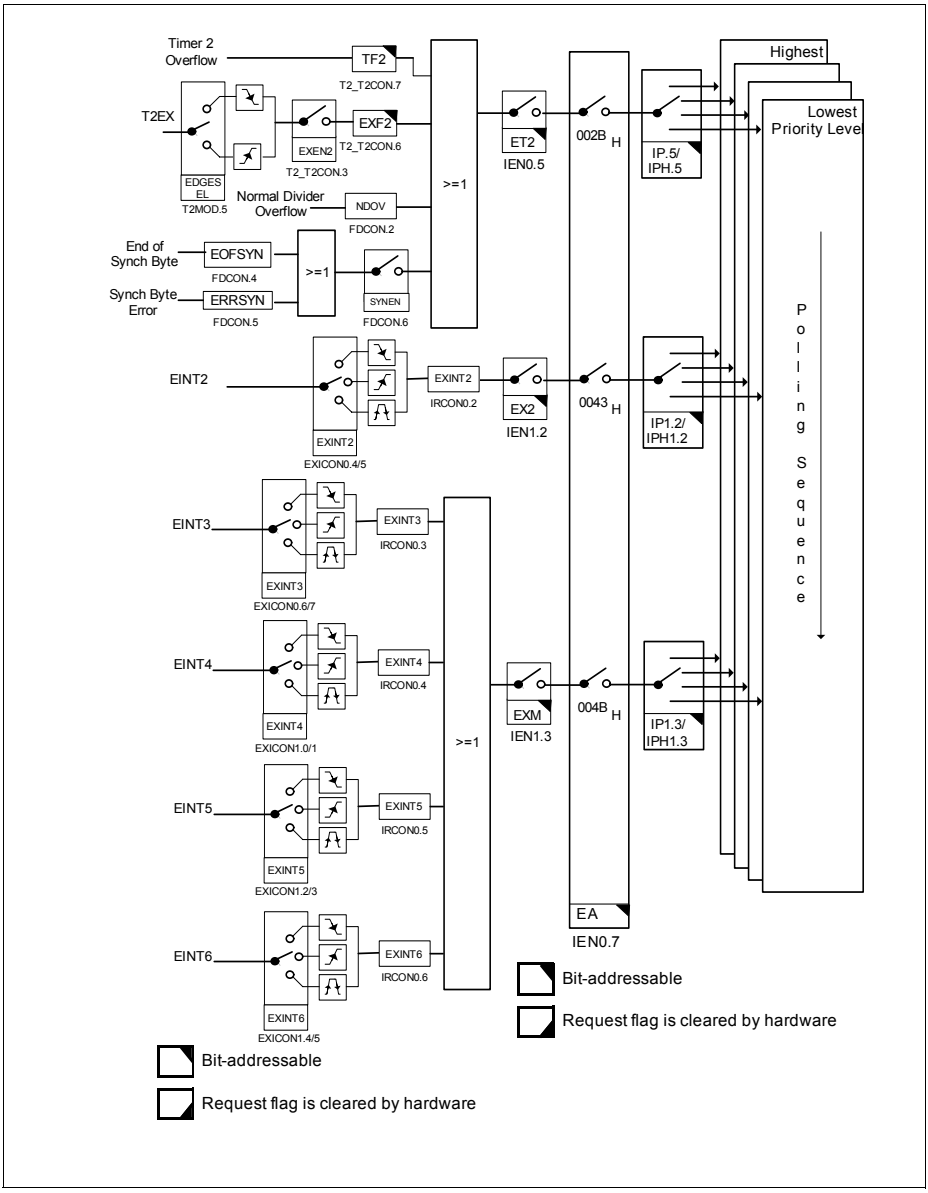


Figure 15 Interrupt Request Sources (Part 2)

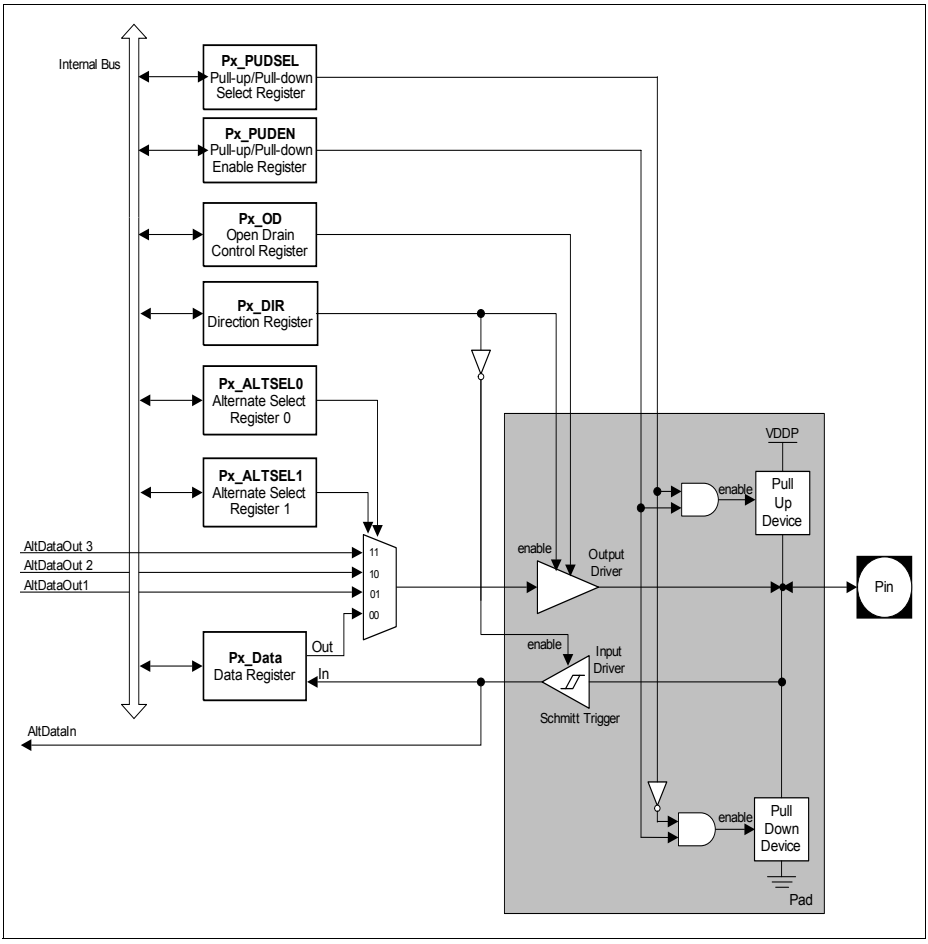


Figure 18 General Structure of Bidirectional Port

For power saving purposes, the clocks may be disabled or slowed down according to Table 23.

Table 23 System frequency (f_{sys} = 80 MHz)

Power Saving Mode	Action
Idle	Clock to the CPU is disabled.
Slow-down	Clocks to the CPU and all the peripherals, including CCU6, are divided by a common programmable factor defined by bit field CMCON.CLKREL.
Power-down	Oscillator and PLL are switched off.

3.13 LIN Protocol

The UART can be used to support the Local Interconnect Network (LIN) protocol for both master and slave operations. The LIN baud rate detection feature provides the capability to detect the baud rate within LIN protocol using Timer 2. This allows the UART to be synchronized to the LIN baud rate for data transmission and reception.

LIN is a holistic communication concept for local interconnected networks in vehicles. The communication is based on the SCI (UART) data format, a single-master/multiple-slave concept, a clock synchronization for nodes without stabilized time base. An attractive feature of LIN is self-synchronization of the slave nodes without a crystal or ceramic resonator, which significantly reduces the cost of hardware platform. Hence, the baud rate must be calculated and returned with every message frame.

The structure of a LIN frame is shown in **Figure 30**. The frame consists of the:

- header, which comprises a Break (13-bit time low), Synch Byte (55_H), and ID field
- response time
- data bytes (according to UART protocol)
- checksum

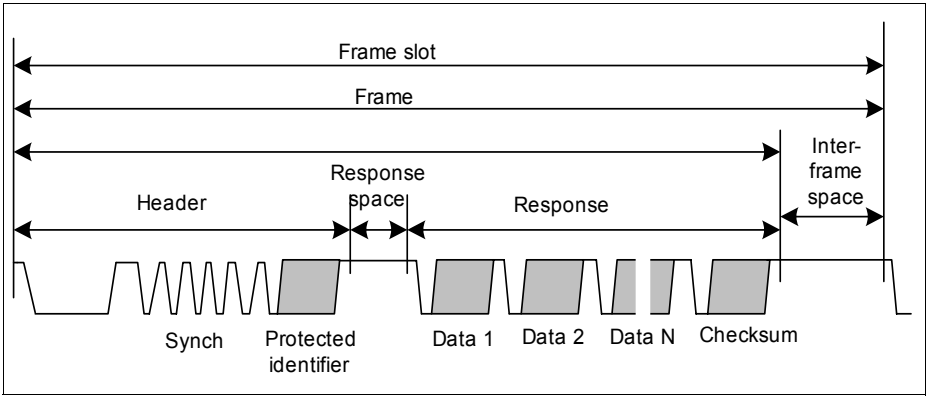


Figure 30 Structure of LIN Frame

3.13.1 LIN Header Transmission

LIN header transmission is only applicable in master mode. In the LIN communication, a master task decides when and which frame is to be transferred on the bus. It also identifies a slave task to provide the data transported by each frame. The information needed for the handshaking between the master and slave tasks is provided by the master task through the header portion of the frame.

The header consists of a break and synch pattern followed by an identifier. Among these three fields, only the break pattern cannot be transmitted as a normal 8-bit UART data.

3.15 Timer 0 and Timer 1

Timers 0 and 1 are count-up timers which are incremented every machine cycle, or in terms of the input clock, every 2 PCLK cycles. They are fully compatible and can be configured in four different operating modes for use in a variety of applications, see **Table 28**. In modes 0, 1 and 2, the two timers operate independently, but in mode 3, their functions are specialized.

Table 28 Timer 0 and Timer 1 Modes

Mode	Operation
0	**13-bit timer** The timer is essentially an 8-bit counter with a divide-by-32 prescaler. This mode is included solely for compatibility with Intel 8048 devices.
1	**16-bit timer** The timer registers, TLx and THx, are concatenated to form a 16-bit counter.
2	**8-bit timer with auto-reload** The timer register TLx is reloaded with a user-defined 8-bit value in THx upon overflow.
3	**Timer 0 operates as two 8-bit timers** The timer registers, TL0 and TH0, operate as two separate 8-bit counters. Timer 1 is halted and retains its count even if enabled.

3.16 Timer 2

Timer 2 is a 16-bit general purpose timer (THL2) that has two modes of operation, a 16-bit auto-reload mode and a 16-bit one channel capture mode. If the prescalar is disabled, Timer 2 counts with an input clock of PCLK/12. Timer 2 continues counting as long as it is enabled.

Table 29 Timer 2 Modes

Mode	Description
Auto-reload	**Up/Down Count Disabled** • Count up only • Start counting from 16-bit reload value, overflow at $FFFF_H$ • Reload event configurable for trigger by overflow condition only, or by negative/positive edge at input pin T2EX as well • Programmble reload value in register RC2 • Interrupt is generated with reload event
	Up/Down Count Enabled • Count up or down, direction determined by level at input pin T2EX • No interrupt is generated • Count up – Start counting from 16-bit reload value, overflow at $FFFF_H$ – Reload event triggered by overflow condition – Programmble reload value in register RC2 • Count down – Start counting from $FFFF_H$, underflow at value defined in register RC2 – Reload event triggered by underflow condition – Reload value fixed at $FFFF_H$
Channel capture	• Count up only • Start counting from 0000_H, overflow at $FFFF_H$ • Reload event triggered by overflow condition • Reload value fixed at 0000_H • Capture event triggered by falling/rising edge at pin T2EX • Captured timer value stored in register RC2 • Interrupt is generated with reload or capture event

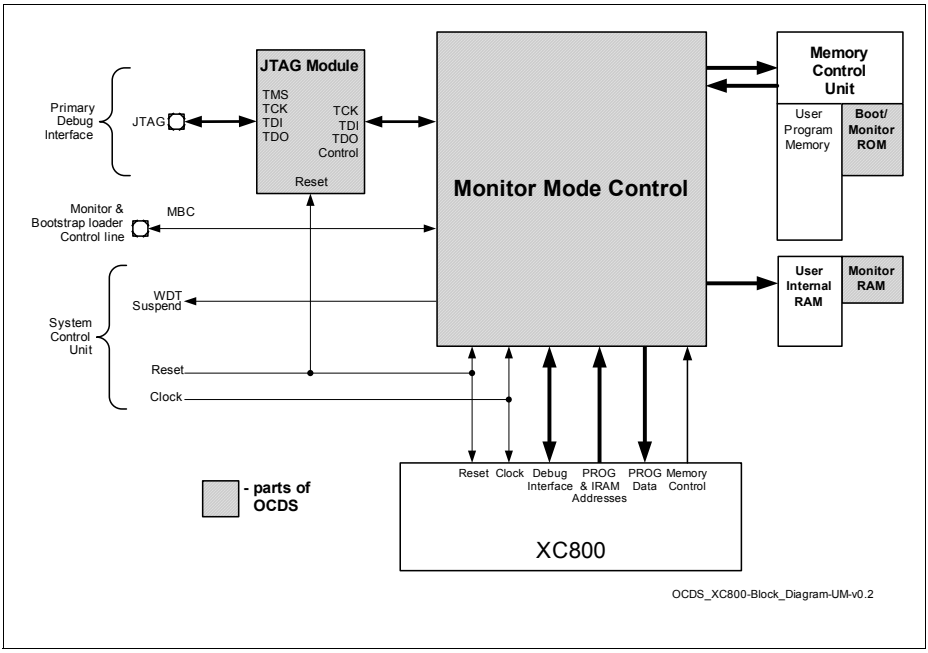


Figure 35 OCDS Block Diagram

3.19.1 JTAG ID Register

This is a read-only register located inside the JTAG module, and is used to recognize the device(s) connected to the JTAG interface. Its content is shifted out when INSTRUCTION register contains the IDCODE command (opcode 04_H), and the same is also true immediately after reset.

The JTAG ID register contents for the XC866 devices are given in **Table 31**.

Table 31 JTAG ID Summary

Device Type	Device Name	JTAG ID
Flash	XC866L-4FR	1010 0083$_H$
	XC866-4FR	100F 5083$_H$
	XC866L-2FR	1010 2083$_H$
	XC866-2FR	1010 1083$_H$
	XC866L-1FR	1013 8083$_H$
	XC866-1FR	1013 8083$_H$

4.2.4 Power Supply Current

Table 37 Power Supply Current Parameters (Operating Conditions apply; V_{DDP} = 5V range)

Parameter	Symbol	Limit Values		Unit	Test Condition Remarks
		typ.[1]	max.[2]		
V_{DDP} = 5V Range					
Active Mode	I_{DDP}	22.6	24.5	mA	[3]
Idle Mode	I_{DDP}	17.2	19.7	mA	XC866-4FR, XC866-2FR [4]
		12.5	14	mA	XC866-1FR, ROM device[4]
Active Mode with slow-down enabled	I_{DDP}	7.2	8.2	mA	XC866-4FR, XC866-2FR [5]
		5.6	7.5	mA	XC866-1FR, ROM device[5]
Idle Mode with slow-down enabled	I_{DDP}	7.1	8	mA	XC866-4FR, XC866-2FR [6]
		5.1	7.2	mA	XC866-1FR, ROM device[6]

1) The typical I_{DDP} values are periodically measured at T_A = + 25 °C and V_{DDP} = 5.0 V.

2) The maximum I_{DDP} values are measured under worst case conditions (T_A = + 125 °C and V_{DDP} = 5.5 V).

3) I_{DDP} (active mode) is measured with: CPU clock and input clock to all peripherals running at 26.7 MHz(set by on-chip oscillator of 10 MHz and NDIV in PLL_CON to 0010_B), $\overline{RESET}$ = V_{DDP}, no load on ports.

4) I_{DDP} (idle mode) is measured with: CPU clock disabled, watchdog timer disabled, input clock to all peripherals enabled and running at 26.7 MHz, $\overline{RESET}$ = V_{DDP} , no load on ports.

5) I_{DDP} (active mode with slow-down mode) is measured with: CPU clock and input clock to all peripherals running at 833 KHz by setting CLKREL in CMCON to 0101_B, $\overline{RESET}$ = V_{DDP}, no load on ports.

6) I_{DDP} (idle mode with slow-down mode) is measured with: CPU clock disabled, watchdog timer disabled, input clock to all peripherals enabled and running at 833 KHz by setting CLKREL in CMCON to 0101_B, $\overline{RESET}$ = V_{DDP}, no load on ports.

Table 40 Power Down Current (Operating Conditions apply; V_{DDP} = 3.3V range)

Parameter	Symbol	Limit Values		Unit	Test Condition Remarks
		typ.[1]	max.[2]		
V_{DDP} = 3.3V Range					
Power-Down Mode[3]	I_{PDP}	1	10	µA	T_A = + 25 °C.[4]
		-	30	µA	T_A = + 85 °C, XC866-4FR, XC866-2FR[4][5]
		-	35	µA	T_A = + 85 °C, XC866-1FR, ROM device[4][5]

1) The typical I_{PDP} values are measured at V_{DDP} = 3.3 V.

2) The maximum I_{PDP} values are measured at V_{DDP} = 3.6 V.

3) I_{PDP} (power-down mode) has a maximum value of 200 µA at T_A = + 125 °C.

4) I_{PDP} (power-down mode) is measured with: $\overline{\text{RESET}}$ = V_{DDP}, V_{AGND}= V_{SS}, RXD/INT0= V_{DDP}; rest of the ports are programmed to be input with either internal pull devices enabled or driven externally to ensure no floating inputs.

5) Not subject to production test, verified by design/characterization.

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