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What is "Embedded - Microcontrollers"?

"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	Active
Core Processor	8051
Core Size	8-Bit
Speed	25MHz
Connectivity	LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, Temp Sensor, WDT
Number of I/O	16
Program Memory Size	8KB (8K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.25V
Data Converters	A/D 16x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	20-TSSOP (0.173", 4.40mm Width)
Supplier Device Package	20-TSSOP
Purchase URL	https://www.e-xfl.com/product-detail/silicon-labs/c8051f530a-itr

1.4. Operating Modes

The C8051F52x/F52xA/F53x/F53xA devices have four operating modes: Active (Normal), Idle, Suspend, and Stop. Active mode occurs during normal operation when the oscillator and peripherals are active. Idle mode halts the CPU while leaving the peripherals and internal clocks active. In Suspend and Stop mode, the CPU is halted, all interrupts and timers are inactive, and the internal oscillator is stopped. The various operating modes are described in Table 1.3 below:

Table 1.3. Operating Modes Summary

	Properties	Power Consumption	How Entered?	How Exited?
Active	■ SYSCLK active ■ CPU active (accessing Flash) ■ Peripherals active or inactive depending on user settings	Full	—	—
Idle	■ SYSCLK active ■ CPU inactive (not accessing Flash) ■ Peripherals active or inactive depending on user settings	Less than Full	IDLE (PCON.0)	Any enabled interrupt or device reset
Suspend	■ Internal oscillator inactive ■ If SYSCLK is derived from the internal oscillator, the peripherals and the CIP-51 will be stopped	Low	SUSPEND (OSCICN.5)	Port 0 event match Port 1 event match Comparator 0 enabled and output is logic 0
Stop	■ SYSCLK inactive ■ CPU inactive (not accessing Flash) ■ Digital peripherals inactive; analog peripherals active or inactive depending on user settings	Very low	STOP (PCON.1)	Device Reset

See Section “8.3. Power Management Modes” on page 89 for Idle and Stop mode details. See Section “14.1.1. Internal Oscillator Suspend Mode” on page 136 for more information on Suspend mode.

Table 2.4. Temperature Sensor Electrical Characteristics

V_{DD} = 2.1 V, V_{REF} = 1.5 V (REFSL=0), –40 to +125 °C unless otherwise specified.

Parameter	Conditions	Min	Typ	Max	Units
Linearity[1]		—	0.1	—	°C
Gain[1]		—	3.33	—	mV/°C
Gain Error[2]		—	±100	—	µV/°C
Offset[1]	Temp = 0 °C	—	890	—	mV
Offset Error[2]	Temp = 0 °C	—	±15	—	mV
Tracking Time		12	—	—	µs
Power Supply Current		—	17	—	µA

Notes:
1. Includes ADC offset, gain, and linearity variations.
2. Represents one standard deviation from the mean.

Table 2.5. Voltage Reference Electrical Characteristics

V_{DD} = 2.1 V; –40 to +125 °C unless otherwise specified.

Parameter	Conditions	Min	Typ	Max	Units
Internal Reference (REFBE = 1)					
Output Voltage	I_{DD} ≈ 1 mA; No load on VREF pin and all other GPIO pins. 25 °C ambient (REFLV = 0) 25 °C ambient (REFLV = 1), V_{DD} = 2.6 V	1.45 2.15	1.5 2.2	1.55 2.25	V
V_{REF} Short-Circuit Current		—	2.5	—	mA
V_{REF} Temperature Coefficient		—	33	—	ppm/°C
Load Regulation	Load = 0 to 200 µA to GND	—	10	—	ppm/µA
V_{REF} Turn-on Time 1	4.7 µF, 0.1 µF bypass	—	21	—	ms
V_{REF} Turn-on Time 2	0.1 µF bypass	—	230	—	µs
Power Supply Rejection		—	2.1	—	mV/V
External Reference (REFBE = 0)					
Input Voltage Range		0	—	V_{DD}	V
Input Current	Sample Rate = 200 ksps; V_{REF} = 1.5 V	—	2.4	—	µA
Bias Generators					
ADC Bias Generator	BIASE = 1	—	22	—	µA
Power Consumption (Internal)		—	35	—	µA

Table 2.11. Internal Oscillator Electrical Characteristics

V_{DD} = 1.8 to 2.75 V, –40 to +125 °C unless otherwise specified; Using factory-calibrated settings.

Parameter	Conditions	Min	Typ	Max	Units
Oscillator Frequency[1]	IFCN = 111b VDD $\geq$ VREGMIN[2]	24.5 – 0.5%	24.5[3]	24.5 + 0.5%	MHz
	IFCN = 111b VDD < VREGMIN[2]	24.5 – 1.0%	24.5[3]	24.5 + 1.0%	
Oscillator Supply Current (from V_{DD})	Oscillator On OSCICN[7:6] = 11b	—	800	1100	µA
	Oscillator Suspend OSCICN[7:6] = 00b ZTCEN = 1 T = 25 °C T = 85 °C T = 125 °C	 — — —	 67 77 117	 — — 300	 µA µA µA
	Oscillator Suspend OSCICN[7:6] = 00b ZTCEN = 0 T = 25 °C T = 85 °C T = 125 °C	 — — —	 2 3 50	 — — —	 µA µA µA
Wake-Up Time From Suspend	OSCICN[7:6] = 00b ZTCEN = 0[4]	—	—	1	µs
	OSCICN[7:6] = 00b ZTCEN = 1	—	5	—	Instruction Cycles
Power Supply Sensitivity	Constant Temperature	—	0.10	—	%/V
Temperature Sensitivity[5]	Constant Supply TC_1 TC_2	 — —	 5.0 –0.65	 — —	 ppm/°C ppm/°C^2

Notes:
1. See Section “11.2.1. VDD Monitor Thresholds and Minimum VDD” on page 108 for minimum V_{DD} requirements.
2. VREGMIN is the minimum output of the voltage regulator for its low setting (REG0CN: REG0MD = 0b). See Table 2.6, “Voltage Regulator Electrical Specifications,” on page 30.
3. This is the average frequency across the operating temperature range.
4. See “20.7. Internal Oscillator Suspend Mode” on page 212 for ZTCEN setting in older silicon revisions.
5. Use temperature coefficients TC_1 and TC_2 to calculate the new internal oscillator frequency using the following equation:

$$f(T) = f0 \times (1 + TC_1 \times (T - T0) + TC_2 \times (T - T0)^2)$$

where f0 is the internal oscillator frequency at 25 °C and T0 is 25 °C.

Table 3.7. Pin Definitions for the C8051F53x and C805153xA (QFN 20) (Continued)

Name	Pin Numbers		Type	Description
	‘F53xA ‘F53x-C	‘F53x		
P1.0/ XTAL2	13	13	D I/O or A In D I/O	Port 1.0. See Port I/O Section for a complete description. External Clock Output. For an external crystal or resonator, this pin is the excitation driver. This pin is the external clock input for CMOS, capacitor, or RC oscillator configurations. Section “14. Oscillators” on page 135.
P0.7/ XTAL1	14	14	D I/O or A In	Port 0.7. See Port I/O Section for a complete description. External Clock Input. This pin is the external oscillator return for a crystal or resonator. See Oscillator Section.
P0.6/ C2D	15	15	D I/O or A In D I/O	Port 0.6. See Port I/O Section for a complete description. Bi-directional data signal for the C2 Debug Interface.
P0.5/RX*	16	—	D I/O or A In	Port 0.5. See Port I/O Section for a complete description.
P0.5	—	16	D I/O or A In	Port 0.5. See Port I/O Section for a complete description.
P0.4/TX*	17	—	D I/O or A In	Port 0.4. See Port I/O Section for a complete description.
P0.4/RX*	—	17	D I/O or A In	Port 0.4. See Port I/O Section for a complete description.
P0.3	18	—	D I/O or A In	Port 0.3. See Port I/O Section for a complete description.
P0.3/TX*	—	18	D I/O or A In	Port 0.3. See Port I/O Section for a complete description.
P0.2	19	19	D I/O or A In	Port 0.2. See Port I/O Section for a complete description.
P0.1	20	20	D I/O or A In	Port 0.1. See Port I/O Section for a complete description.
Note: Please refer to Section “20. Device Specific Behavior” on page 210.				

4.4.1. Calculating the Gain Value

The ADC0 selectable gain feature is controlled by 13 bits in three registers. ADC0GNH contains the 8 upper bits of the gain value and ADC0GNL contains the 4 lower bits of the gain value. The final GAINADD bit (ADC0GNA.0) controls an optional extra 1/64 (0.016) of gain that can be added in addition to the ADC0GNH and ADC0GNL gain. The ADC0GNA.0 bit is set to 1 after a power-on reset.

The equivalent gain for the ADC0GNH, ADC0GNL and ADC0GNA registers is:

$$gain = \left(\frac{GAIN}{4096}\right) + GAINADD \times \left(\frac{1}{64}\right)$$

Equation 4.2. Equivalent Gain from the ADC0GNH and ADC0GNL Registers

Where:
GAIN is the 12-bit word of ADC0GNH[7:0] and ADC0GNL[7:4]
GAINADD is the value of the GAINADD bit (ADC0GNA.0)
gain is the equivalent gain value from 0 to 1.016

For example, if ADC0GNH = 0xFC, ADC0GNL = 0x00, and GAINADD = '1', GAIN = 0xFC0 = 4032, and the resulting equation is:

$$gain = \left(\frac{4032}{4096}\right) + 1 \times \left(\frac{1}{64}\right) = 0.984 + 0.016 = 1.0$$

The table below equates values in the ADC0GNH, ADC0GNL, and ADC0GNA registers to the equivalent gain using this equation.

ADC0GNH Value	ADC0GNL Value	GAINADD Value	GAIN Value	Equivalent Gain
0xFC (default)	0x00 (default)	1 (default)	4032 + 64	1.0 (default)
0x7C	0x00	1	1984 + 64	0.5
0xBC	0x00	1	3008 + 64	0.75
0x3C	0x00	1	960 + 64	0.25
0xFF	0xF0	0	4095 + 0	~1.0
0xFF	0xF0	1	4095 + 64	1.016

For any desired gain value, the GAIN registers can be calculated by:

$$GAIN = \left(gain - GAINADD \times \left(\frac{1}{64}\right)\right) \times 4096$$

Equation 4.3. Calculating the ADC0GNH and ADC0GNL Values from the Desired Gain

Where:
GAIN is the 12-bit word of ADC0GNH[7:0] and ADC0GNL[7:4]
GAINADD is the value of the GAINADD bit (ADC0GNA.0)
gain is the equivalent gain value from 0 to 1.016

When calculating the value of GAIN to load into the ADC0GNH and ADC0GNL registers, the GAINADD bit can be turned on or off to reach a value closer to the desired gain value.

SFR Definition 6.1. REG0CN: Regulator Control

R/W	R/W	R	R/W	R	R	R	R	Reset Value
REGDIS	Reserved	—	REG0MD	—	—	—	DROPOUT	01010000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xC9

Bit7: **REGDIS**: Voltage Regulator Disable Bit.
This bit disables/enables the Voltage Regulator.
0: Voltage Regulator Enabled.
1: Voltage Regulator Disabled.

Bit6: **RESERVED**. Read = 1b. Must write 1b.

Bit5: **UNUSED**. Read = 0b. Write = don’t care.

Bit4: **REG0MD**: Voltage Regulator Mode Select Bit.
This bit selects the Voltage Regulator output voltage.
0: Voltage Regulator output is 2.1 V.
1: Voltage Regulator output is 2.6 V (default).

Bits3–1: **UNUSED**. Read = 000b. Write = don’t care.

Bit0: **DROPOUT**: Voltage Regulator Dropout Indicator Bit.
0: Voltage Regulator is not in dropout.
1: Voltage Regulator is in or near dropout.

Table 9.2. Special Function Registers (Continued)

SFRs are listed in alphabetical order. All undefined SFR locations are reserved

Register	Address	Description	Page
OSCICN	0xB2	Internal Oscillator Control	137
OSCXCN	0xB1	External Oscillator Control	142
P0	0x80	Port 0 Latch	129
P0MASK	0xC7	Port 0 Mask	131
P0MAT	0xD7	Port 0 Match	131
P0MDIN	0xF1	Port 0 Input Mode Configuration	129
P0MDOUT	0xA4	Port 0 Output Mode Configuration	130
P0SKIP	0xD4	Port 0 Skip	130
P1	0x90	Port 1 Latch	132
P1MASK	0xBF	Port 1 Mask	134
P1MAT	0xCF	Port 1 Match	134
P1MDIN	0xF2	Port 1 Input Mode Configuration	132
P1MDOUT	0xA5	Port 1 Output Mode Configuration	133
P1SKIP	0xD5	Port 1 Skip	133
PCA0CN	0xD8	PCA Control	206
PCA0CPH0	0xFC	PCA Capture 0 High	209
PCA0CPH1	0xEA	PCA Capture 1 High	209
PCA0CPH2	0xEC	PCA Capture 2 High	209
PCA0CPL0	0xFB	PCA Capture 0 Low	209
PCA0CPL1	0xE9	PCA Capture 1 Low	209
PCA0CPL2	0xEB	PCA Capture 2 Low	209
PCA0CPM0	0xDA	PCA Module 0 Mode	208
PCA0CPM1	0xDB	PCA Module 1 Mode	208
PCA0CPM2	0xDC	PCA Module 2 Mode	208
PCA0H	0xFA	PCA Counter High	209
PCA0L	0xF9	PCA Counter Low	209
PCA0MD	0xD9	PCA Mode	207
PCON	0x87	Power Control	91
PSCTL	0x8F	Program Store R/W Control	119
PSW	0xD0	Program Status Word	88

5. Add address bounds checking to the routines that write or erase Flash memory to ensure that a routine called with an illegal address does not result in modification of the Flash.

12.2.3. System Clock

1. If operating from an external crystal, be advised that crystal performance is susceptible to electrical interference and is sensitive to layout and to changes in temperature. If the system is operating in an electrically noisy environment, use the internal oscillator or use an external CMOS clock.
2. If operating from the external oscillator, switch to the internal oscillator during Flash write or erase operations. The external oscillator can continue to run, and the CPU can switch back to the external oscillator after the Flash operation has completed.

Additional Flash recommendations and example code can be found in application note "AN201: Writing to Flash from Firmware," available from the Silicon Laboratories website.

Note: The load capacitance depends upon the crystal and the manufacturer. Please refer to the crystal data sheet when completing these calculations.

The equation for determining the load capacitance for two capacitors is:

$$C_L = \frac{C_A \times C_B}{C_A + C_B} + C_S$$

Where:
C_A and C_B are the capacitors connected to the crystal leads.
C_S is the total stray capacitance of the PCB.
The stray capacitance for a typical layout where the crystal is as close as possible to the pins is 2–5 pF per pin.

If C_A and C_B are the same (C), then the equation becomes:

$$C_L = \frac{C}{2} + C_S$$

For example, a tuning-fork crystal of 32 kHz with a recommended load capacitance of 12.5 pF should use the configuration shown in Figure 14.1, Option 1. With a stray capacitance of 3 pF per pin (6 pF total), the 13 pF capacitors yield an equivalent capacitance of 12.5 pF across the crystal, as shown in Figure 14.2.

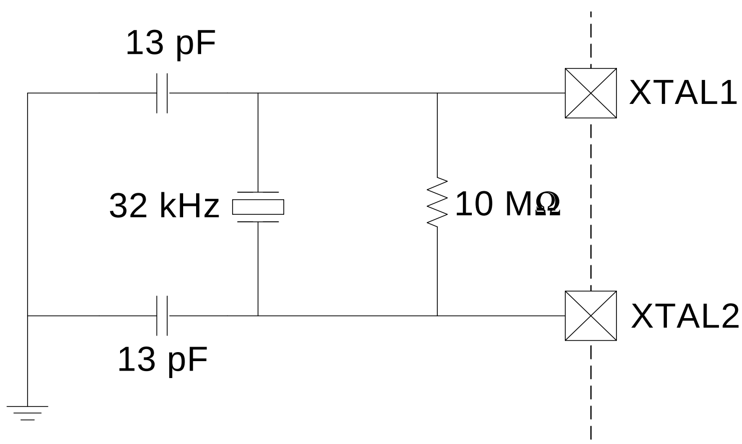


Figure 14.2. 32 kHz External Crystal Example

Important Note on External Crystals: Crystal oscillator circuits are quite sensitive to PCB layout. The crystal should be placed as close as possible to the XTAL pins on the device. The traces should be as short as possible and shielded with ground plane from any other traces which could introduce noise or interference.

14.2.3. External RC Example

If an RC network is used as an external oscillator source for the MCU, the circuit should be configured as shown in Figure 14.1, Option 2. The capacitor should be no greater than 100 pF; however for very small capacitors, the total capacitance may be dominated by parasitic capacitance in the PCB layout. To determine the required External Oscillator Frequency Control value (XFCN) in the OSCXCN Register, first select the RC network value to produce the desired frequency of oscillation. If the frequency desired is 100 kHz, let R = 246 kΩ and C = 50 pF:

$$f = 1.23(10^3) / RC = 1.23 (10^3) / [246 \times 50] = 0.1\ \text{MHz} = 100\ \text{kHz}$$

Referring to the table in SFR Definition 14.4, the required XFCN setting is 010b. Programming XFCN to a higher setting in RC mode will improve frequency accuracy at a slightly increased external oscillator supply current.

14.2.4. External Capacitor Example

If a capacitor is used as an external oscillator for the MCU, the circuit should be configured as shown in Figure 14.1, Option 3. The capacitor should be no greater than 100 pF; however for very small capacitors, the total capacitance may be dominated by parasitic capacitance in the PCB layout. To determine the required External Oscillator Frequency Control value (XFCN) in the OSCXCN Register, select the frequency of oscillation and calculate the capacitance to be used from the equations below. Assume V_{DD} = 2.1 V and f = 75 kHz:

$$f = KF / (C \times V_{DD})$$

$$0.075\ \text{MHz} = KF / (C \times 2.1)$$

Since the frequency of roughly 75 kHz is desired, select the K Factor from the table in SFR Definition 14.4 as KF = 7.7:

$$0.075\ \text{MHz} = 7.7 / (C \times 2.1)$$

$$C \times 2.1 = 7.7 / 0.075\ \text{MHz}$$

$$C = 102.6 / 2.0\ \text{pF} = 51.3\ \text{pF}$$

Therefore, the XFCN value to use in this example is 010b.

15.2. Operational Modes

UART0 provides standard asynchronous, full duplex communication. The UART mode (8-bit or 9-bit) is selected by the S0MODE bit (SCON0.7). Typical UART connection options are shown below.

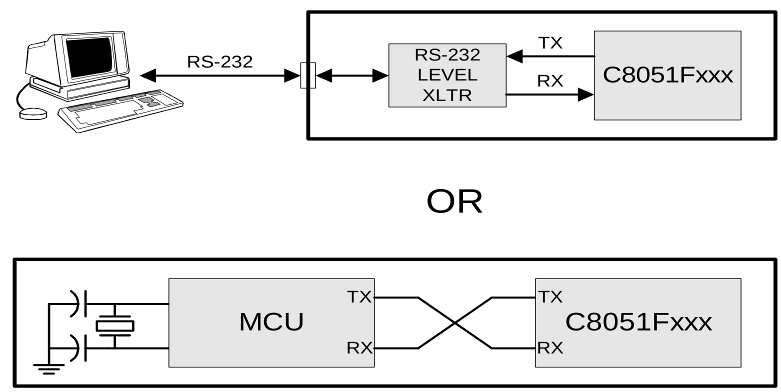


Figure 15.3. UART Interconnect Diagram

15.2.1. 8-Bit UART

8-Bit UART mode uses a total of 10 bits per data byte: one start bit, eight data bits (LSB first), and one stop bit. Data are transmitted LSB first from the TX0 pin and received at the RX0 pin. On receive, the eight data bits are stored in SBUF0 and the stop bit goes into RB80 (SCON0.2).

Data transmission begins when software writes a data byte to the SBUF0 register. The TI0 Transmit Interrupt Flag (SCON0.1) is set at the end of the transmission (the beginning of the stop-bit time). Data reception can begin any time after the REN0 Receive Enable bit (SCON0.4) is set to logic 1. After the stop bit is received, the data byte will be loaded into the SBUF0 receive register if the following conditions are met: RI0 must be logic 0, and if MCE0 is logic 1, the stop bit must be logic 1. In the event of a receive data overrun, the first received 8 bits are latched into the SBUF0 receive register and the following overrun data bits are lost.

If these conditions are met, the eight bits of data is stored in SBUF0, the stop bit is stored in RB80 and the RI0 flag is set. If these conditions are not met, SBUF0 and RB80 will not be loaded and the RI0 flag will not be set. An interrupt will occur if enabled when either TI0 or RI0 is set.

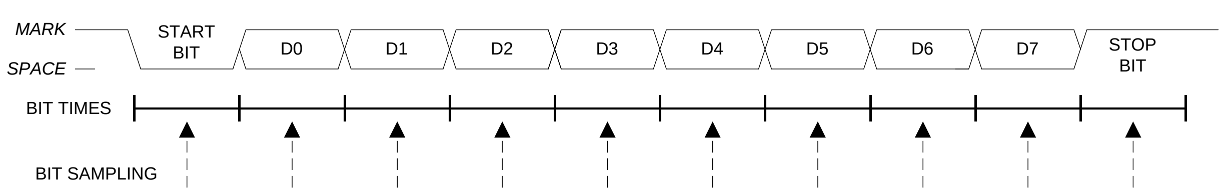


Figure 15.4. 8-Bit UART Timing Diagram

16.5. Serial Clock Timing

Four combinations of serial clock phase and polarity can be selected using the clock control bits in the SPI0 Configuration Register (SPI0CFG). The CKPHA bit (SPI0CFG.5) selects one of two clock phases (edge used to latch the data). The CKPOL bit (SPI0CFG.4) selects between a rising edge or a falling edge. Both master and slave devices must be configured to use the same clock phase and polarity. SPI0 should be disabled (by clearing the SPIEN bit, SPI0CN.0) when changing the clock phase or polarity. The clock and data line relationships are shown in Figure 16.5.

The SPI0 Clock Rate Register (SPI0CKR) as shown in SFR Definition 16.3 controls the master mode serial clock frequency. This register is ignored when operating in slave mode. When the SPI is configured as a master, the maximum data transfer rate (bits/sec) is one-half the system clock frequency or 12.5 MHz, whichever is slower. When the SPI is configured as a slave, the maximum data transfer rate (bits/sec) for full-duplex operation is 1/10 the system clock frequency, provided that the master issues SCK, NSS (in 4-wire slave mode), and the serial input data synchronously with the slave's system clock. If the master issues SCK, NSS, and the serial input data asynchronously, the maximum data transfer rate (bits/sec) must be less than 1/10 the system clock frequency. In the special case where the master only wants to transmit data to the slave and does not need to receive data from the slave (i.e. half-duplex operation), the SPI slave can receive data at a maximum data transfer rate (bits/sec) of 1/4 the system clock frequency. This is provided that the master issues SCK, NSS, and the serial input data synchronously with the slave's system clock.

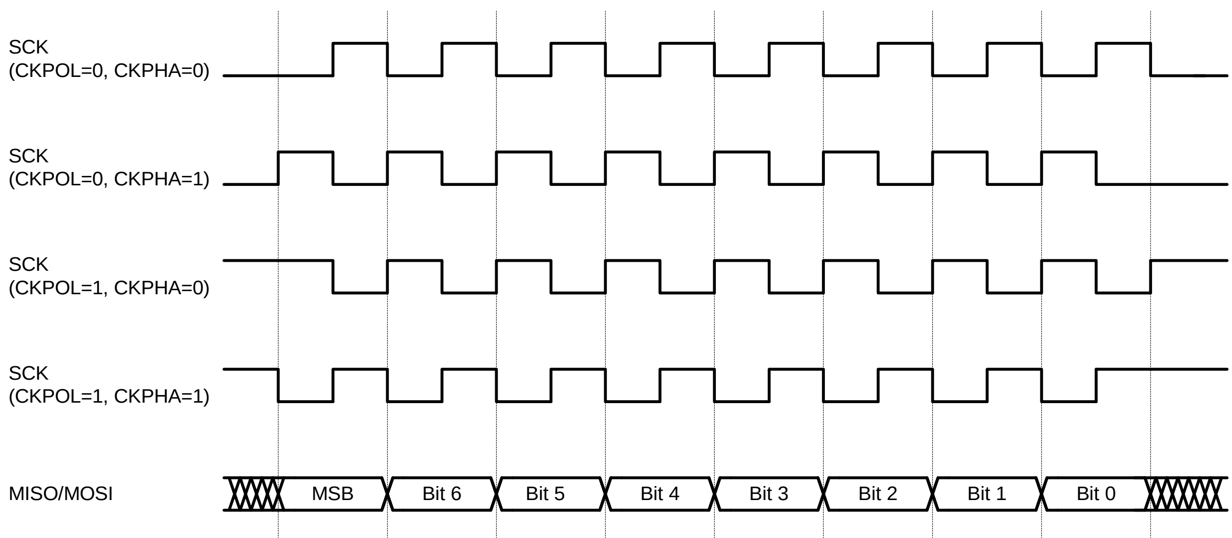


Figure 16.5. Data/Clock Timing Relationship

16.6. SPI Special Function Registers

SPI0 is accessed and controlled through four special function registers in the system controller: SPI0CN Control Register, SPI0DAT Data Register, SPI0CFG Configuration Register, and SPI0CKR Clock Rate Register. The four special function registers related to the operation of the SPI0 Bus are described in the following figures.

SFR Definition 16.3. SPI0CKR: SPI0 Clock Rate

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
SCR7	SCR6	SCR5	SCR4	SCR3	SCR2	SCR1	SCR0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA2

Bits7–0: **SCR7–SCR0**: SPI0 Clock Rate.
These bits determine the frequency of the SCK output when the SPI0 module is configured for master mode operation. The SCK clock frequency is a divided version of the system clock, and is given in the following equation, where *SYSCLK* is the system clock frequency and *SPI0CKR* is the 8-bit value held in the SPI0CKR register.

$$f_{SCK} = \frac{SYSCLK}{2 \times (SPI0CKR + 1)}$$

for 0 <= SPI0CKR <= 255

Example: If SYSCLK = 2 MHz and SPI0CKR = 0x04,

$$f_{SCK} = \frac{2000000}{2 \times (4 + 1)}$$

$$f_{SCK} = 200kHz$$

SFR Definition 17.3. LINCF Control Mode Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
LINEN	MODE	ABAUD						00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0x95

Bit7: **LINEN**: LIN Interface Enable bit
0: LIN0 is disabled.
1: LIN0 is enabled.

Bit6: **MODE**: LIN Mode Selection
0: LIN0 operates in Slave mode.
1: LIN0 operates in Master mode.

Bit5: **ABAUD**: LIN Mode Automatic Baud Rate Selection (**slave mode only**).
0: Manual baud rate selection is enabled.
1: Automatic baud rate selection is enabled.

SFR Definition 17.14. LIN0ERR: LIN0 ERROR Register

R	R	R	R	R	R	R	R	Reset Value
			SYNCH	PRTY	TOUT	CHK	BITERR	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Address: 0x0A (indirect)

Bits7–5: **UNUSED**. Read = 000b. Write = don’t care.
Bit4: **SYNCH**: Synchronization Error Bit (**slave mode only**).
0: No error with the SYNCH FIELD has been detected.
1: Edges of the SYNCH FIELD are outside of the maximum tolerance.
Bit3: **PRTY**: Parity Error Bit (**slave mode only**).
0: No parity error has been detected.
1: A parity error has been detected.
Bit2: **TOUT**: Timeout Error Bit.
0: A timeout error has not been detected.
1: A timeout error has been detected. This error is detected whenever one of the following conditions is met:
•The master is expecting data from a slave and the slave does not respond.
•The slave is expecting data but no data is transmitted on the bus.
•A frame is not finished within the maximum frame length.
•The application does not set the DTACK bit (LIN0CTRL.4) or STOP bit (LIN0CTRL.7) until the end of the reception of the first byte after the identifier.
Bit1: **CHK**: Checksum Error Bit.
0: Checksum error has not been detected.
1: Checksum error has been detected.
Bit0: **BITERR**: Bit Transmission Error Bit.
0: No error in transmission has been detected.
1: The bit value monitored during transmission is different than the bit value sent.

SFR Definition 17.17. LIN0MUL: LIN0 Multiplier Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
PRESCL[1:0]		LINMUL[4:0]					DIV9	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Address: 0x0D (indirect)

Bit7–6: **PRESCL1–0**: LIN Baud Rate Prescaler Bits.
These bits are the baud rate prescaler bits.
Bit5–1: **LINMUL4–0**: LIN Baud Rate Multiplier Bits.
These bits are the baud rate multiplier bits. These bits are not used in slave mode.
Bit0: **DIV9**: LIN Baud Rate Divider Most Significant Bit.
The most significant bit of the baud rate divider. The 8 least significant bits are in LIN0DIV. The valid range for the divider is 200 to 511.

SFR Definition 17.18. LIN0ID: LIN0 ID Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
		ID[5:0]						00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

Address: 0x0E (indirect)

Bit7–6: **UNUSED**. Read = 00b. Write = don’t care.
Bit5–0: **ID5–0**: LIN Identifier Bits.
These bits form the data identifier.

If the LINSIZE bits (LIN0SIZE[3:0]) are 1111b, bits ID[5:4] are used to determine the data size and are interpreted as follows:
00: 2 bytes
01: 2 bytes
10: 4 bytes
11: 8 bytes

18. Timers

Each MCU includes three counter/timers: two are 16-bit counter/timers compatible with those found in the standard 8051, and one is a 16-bit auto-reload timer for use with other device peripherals or for general purpose use. These timers can be used to measure time intervals, count external events and generate periodic interrupt requests. Timer 0 and Timer 1 are nearly identical and have four primary modes of operation. Timer 2 offer 16-bit and split 8-bit timer functionality with auto-reload.

Timer 0 and Timer 1 Modes	Timer 2 Modes
13-bit counter/timer	16-bit timer with auto-reload
16-bit counter/timer	
8-bit counter/timer with auto-reload	Two 8-bit timers with auto-reload
Two 8-bit counter/timers (Timer 0 only)	

Timers 0 and 1 may be clocked by one of five sources, determined by the Timer Mode Select bits (T1M–T0M) and the Clock Scale bits (SCA1–SCA0). The Clock Scale bits define a pre-scaled clock from which Timer 0 and/or Timer 1 may be clocked (See SFR Definition 18.3 for pre-scaled clock selection).

Timer 0/1 may then be configured to use this pre-scaled clock signal or the system clock. Timer 2 may be clocked by the system clock, the system clock divided by 12, or the external oscillator clock source divided by 8.

Timer 0 and Timer 1 may also be operated as counters. When functioning as a counter, a counter/timer register is incremented on each high-to-low transition at the selected input pin (T0 or T1). Events with a frequency of up to one-fourth the system clock's frequency can be counted. The input signal need not be periodic, but it must be held at a given level for at least two full system clock cycles to ensure the level is properly sampled.

18.1. Timer 0 and Timer 1

Each timer is implemented as a 16-bit register accessed as two separate bytes: a low byte (TL0 or TL1) and a high byte (TH0 or TH1). The Counter/Timer Control register (TCON) is used to enable Timer 0 and Timer 1 as well as indicate status. Timer 0 interrupts can be enabled by setting the ET0 bit in the IE register (Section “10.4. Interrupt Register Descriptions” on page 100); Timer 1 interrupts can be enabled by setting the ET1 bit in the IE register (Section 10.4). Both counter/timers operate in one of four primary modes selected by setting the Mode Select bits T1M1–T0M0 in the Counter/Timer Mode register (TMOD). Each timer can be configured independently. Each operating mode is described below.

18.1.1. Mode 0: 13-bit Counter/Timer

Timer 0 and Timer 1 operate as 13-bit counter/timers in Mode 0. The following describes the configuration and operation of Timer 0. However, both timers operate identically, and Timer 1 is configured in the same manner as described for Timer 0.

The TH0 register holds the eight MSBs of the 13-bit counter/timer. TL0 holds the five LSBs in bit positions TL0.4–TL0.0. The three upper bits of TL0 (TL0.7–TL0.5) are indeterminate and should be masked out or ignored when reading. As the 13-bit timer register increments and overflows from 0x1FFF (all ones) to 0x0000, the timer overflow flag TF0 (TCON.5) is set and an interrupt will occur if Timer 0 interrupts are enabled.

The C/T0 bit (TMOD.2) selects the counter/timer's clock source. When C/T0 is set to logic 1, high-to-low transitions at the selected Timer 0 input pin (T0) increment the timer register (Refer to Section “13.1. Priority Crossbar Decoder” on page 122 for information on selecting and configuring external I/O pins). Clearing C/T selects the clock defined by the T0M bit (CKCON.3). When T0M is set, Timer 0 is

SFR Definition 18.1. TCON: Timer Control

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Bit Addressable
							SFR Address:	0x88

Bit7: **TF1**: Timer 1 Overflow Flag.
Set by hardware when Timer 1 overflows. This flag can be cleared by software but is automatically cleared when the CPU vectors to the Timer 1 interrupt service routine.
0: No Timer 1 overflow detected.
1: Timer 1 has overflowed.

Bit6: **TR1**: Timer 1 Run Control.
0: Timer 1 disabled.
1: Timer 1 enabled.

Bit5: **TF0**: Timer 0 Overflow Flag.
Set by hardware when Timer 0 overflows. This flag can be cleared by software but is automatically cleared when the CPU vectors to the Timer 0 interrupt service routine.
0: No Timer 0 overflow detected.
1: Timer 0 has overflowed.

Bit4: **TR0**: Timer 0 Run Control.
0: Timer 0 disabled.
1: Timer 0 enabled.

Bit3: **IE1**: External Interrupt 1.
This flag is set by hardware when an edge/level of type defined by IT1 is detected. It can be cleared by software but is automatically cleared when the CPU vectors to the External Interrupt 1 service routine if IT1 = 1. When IT1 = 0, this flag is set to 1 when $\overline{\text{INT0}}$ is active as defined by bit IN1PL in register IT01CF (see SFR Definition 10.5. “IT01CF: INT0/INT1 Configuration” on page 105).

Bit2: **IT1**: Interrupt 1 Type Select.
This bit selects whether the configured $\overline{\text{INT0}}$ interrupt will be edge or level sensitive. $\overline{\text{INT0}}$ is configured active low or high by the IN1PL bit in the IT01CF register (see SFR Definition 10.5. “IT01CF: INT0/INT1 Configuration” on page 105).
0: $\overline{\text{INT0}}$ is level triggered.
1: $\overline{\text{INT0}}$ is edge triggered.

Bit1: **IE0**: External Interrupt 0.
This flag is set by hardware when an edge/level of type defined by IT0 is detected. It can be cleared by software but is automatically cleared when the CPU vectors to the External Interrupt 0 service routine if IT0 = 1. When IT0 = 0, this flag is set to 1 when $\overline{\text{INT0}}$ is active as defined by bit IN0PL in register IT01CF (see SFR Definition 10.5. “IT01CF: INT0/INT1 Configuration” on page 105).

Bit0: **IT0**: Interrupt 0 Type Select.
This bit selects whether the configured $\overline{\text{INT0}}$ interrupt will be edge or level sensitive. $\overline{\text{INT0}}$ is configured active low or high by the IN0PL bit in register IT01CF (see SFR Definition 10.5. “IT01CF: INT0/INT1 Configuration” on page 105).
0: $\overline{\text{INT0}}$ is level triggered.
1: $\overline{\text{INT0}}$ is edge triggered.

19.2.1. Edge-triggered Capture Mode

In this mode, a valid transition on the CEXn pin causes the PCA to capture the value of the PCA counter/timer and load it into the corresponding module's 16-bit capture/compare register (PCA0CPLn and PCA0CPHn). The CAPPn and CAPNn bits in the PCA0CPMn register are used to select the type of transition that triggers the capture: low-to-high transition (positive edge), high-to-low transition (negative edge), or either transition (positive or negative edge). When a capture occurs, the Capture/Compare Flag (CCFn) in PCA0CN is set to logic 1 and an interrupt request is generated if CCF interrupts are enabled. The CCFn bit is not automatically cleared by hardware when the CPU vectors to the interrupt service routine, and must be cleared by software. If both CAPPn and CAPNn bits are set to logic 1, then the state of the Port pin associated with CEXn can be read directly to determine whether a rising-edge or falling-edge caused the capture.

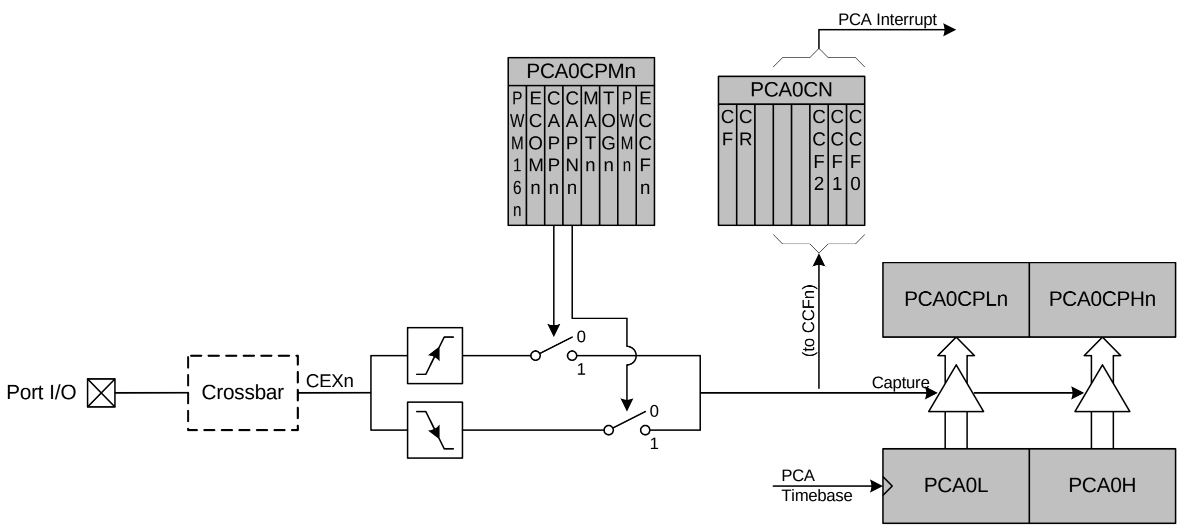
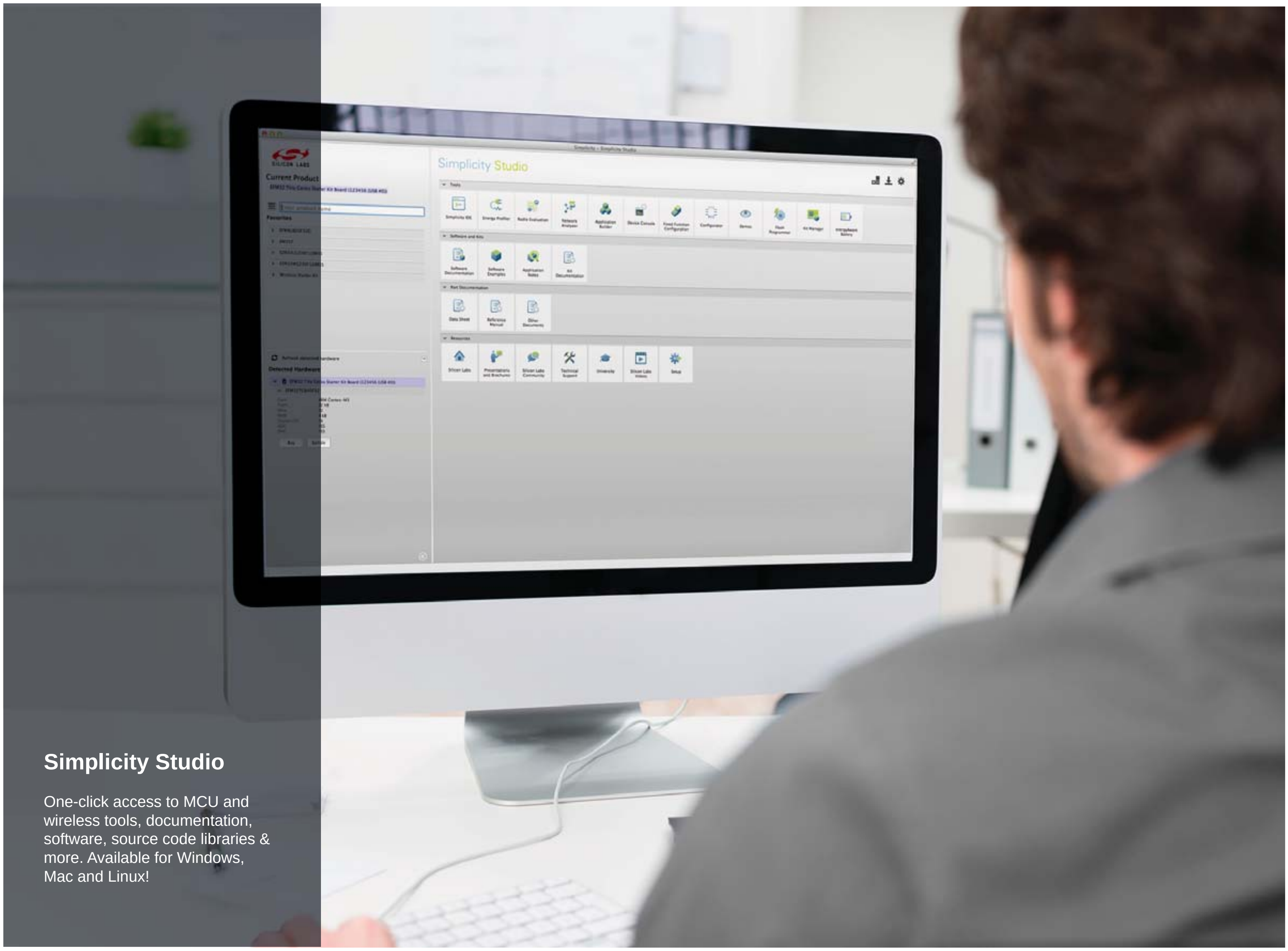


Figure 19.4. PCA Capture Mode Diagram

Note: The CEXn input signal must remain high or low for at least 2 system clock cycles to be recognized by the hardware.



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