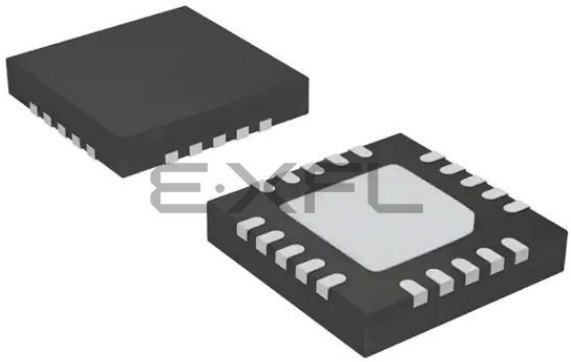

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	8051
Core Size	8-Bit
Speed	25MHz
Connectivity	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)	2V ~ 5.25V
Data Converters	A/D 16x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	20-VFQFN Exposed Pad
Supplier Device Package	20-QFN (4x4)
Purchase URL	https://www.e-xfl.com/product-detail/silicon-labs/c8051f531-c-imr

Table 2.8. Reset Electrical Characteristics
–40 to +125 °C unless otherwise specified.

Parameter	Conditions	Min	Typ	Max	Units
$\overline{RST}$ Output Low Voltage	I_{OL} = 8.5 mA, V_{DD} = 2.1 V	—	—	0.8	V
$\overline{RST}$ Input High Voltage		0.7 x V_{REGIN}	—	—	V
$\overline{RST}$ Input Low Voltage		—	—	0.3 x V_{REGIN}	V
$\overline{RST}$ Input Pullup Impedance	V_{REGIN} = 1.8 V V_{REGIN} = 2.7 V V_{REGIN} = 3.3 V V_{REGIN} = 5 V	— — — —	330 160 130 80	— — — —	kΩ kΩ kΩ kΩ
Missing Clock Detector Timeout	Time from last system clock rising edge to reset initiation	100	350	650	µs
Reset Time Delay ($T_{PORDelay}$)[1]	Delay between release of any reset source and code execution at location 0x0000	—	—	350	µs
Minimum $\overline{RST}$ Low Time to Generate a System Reset		10	—	—	µs
V_{DD} Monitor (VDDMON0)					
Low Threshold ($V_{RST-LOW}$)[1,2,3]	C8051F52x/53x C8051F52xA/53xA C8051F52x-C/53x-C	1.8 1.65 1.65	1.9 1.75 1.75	2.0 1.8 1.8	V V V
High Threshold ($V_{RST-HIGH}$)[3]	C8051F52x/53x C8051F52xA/53xA C8051F52x-C/53x-C	2.1 2.25 2.25	2.2 2.3 2.3	2.3 2.4 2.45	V V V
Turn-on Time		—	83	—	µs
Supply Current	V_{DD} = 2.1 V	—	1	2	µA
Level-Sensitive V_{DD} Monitor (VDDMON1)[1]					
Threshold (V_{RST1})[1,2,3]	C8051F52x-C/53x-C	1.6	1.75	1.9	V
Supply Current	C8051F52x-C/53x-C	—	3	6	µA

Notes:
1. Refer to Section “20. Device Specific Behavior” on page 210.
2. The POR threshold (V_{RST}) is $V_{RST-LOW}$ or V_{RST1}, whichever is higher.
3. The V_{RST}threshold for power fail / brownout is the higher of VDDMON0 and VDDMON1 thresholds, if both are enabled.

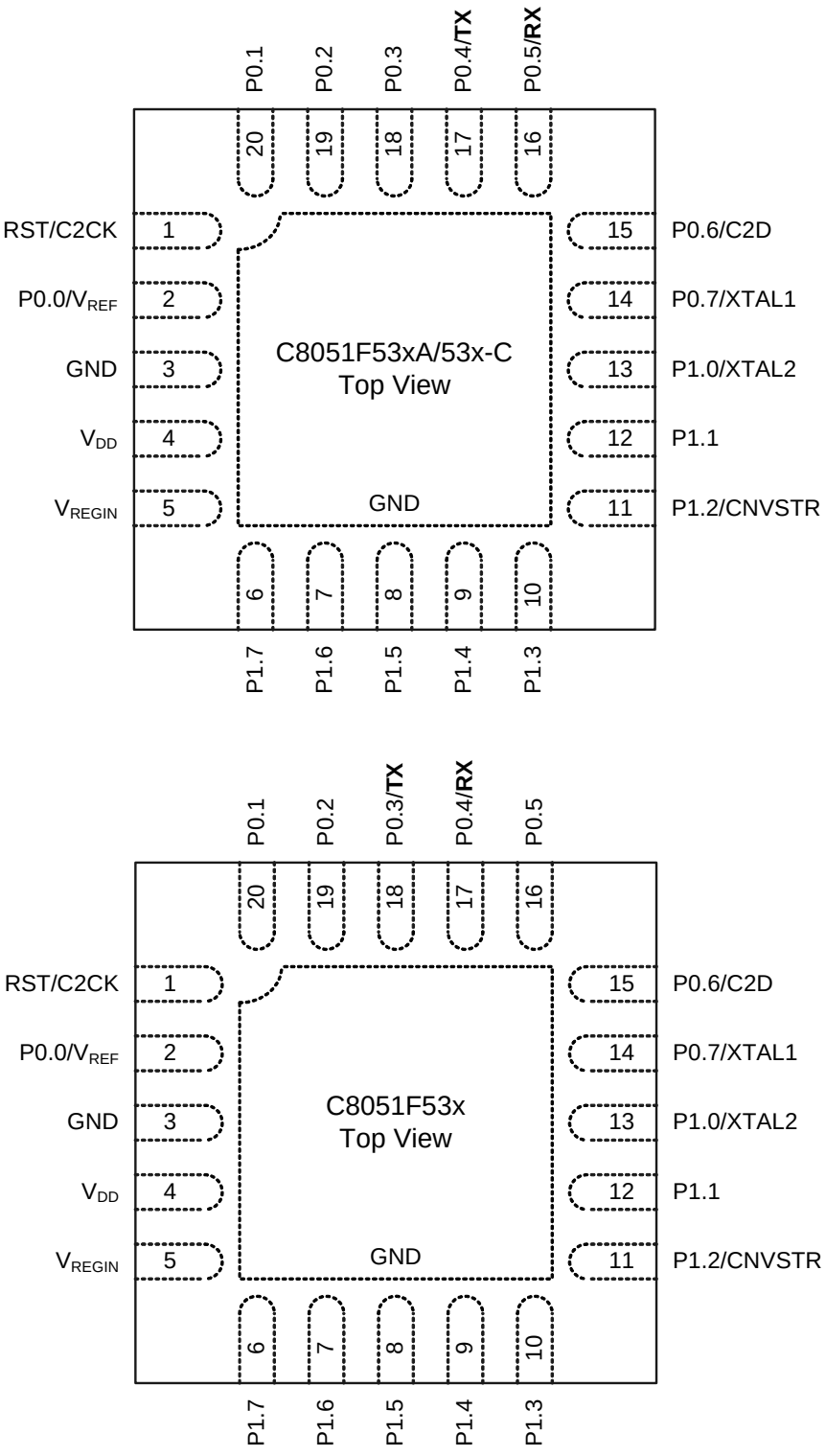


Figure 3.7. QFN-20 Pinout Diagram (Top View)

less than 100 nA. See Section “13.1. Priority Crossbar Decoder” on page 122 for details on configuring Comparator outputs via the digital Crossbar. Comparator inputs can be externally driven from –0.25 V to (V_{REGIN}) + 0.25 V without damage or upset. The complete Comparator electrical specifications are given in Table 2.7 on page 31.

The Comparator response time may be configured in software via the CPTnMD register (see SFR Definition 7.3). Selecting a longer response time reduces the Comparator supply current. See Table 2.7 on page 31 for complete timing and current consumption specifications.

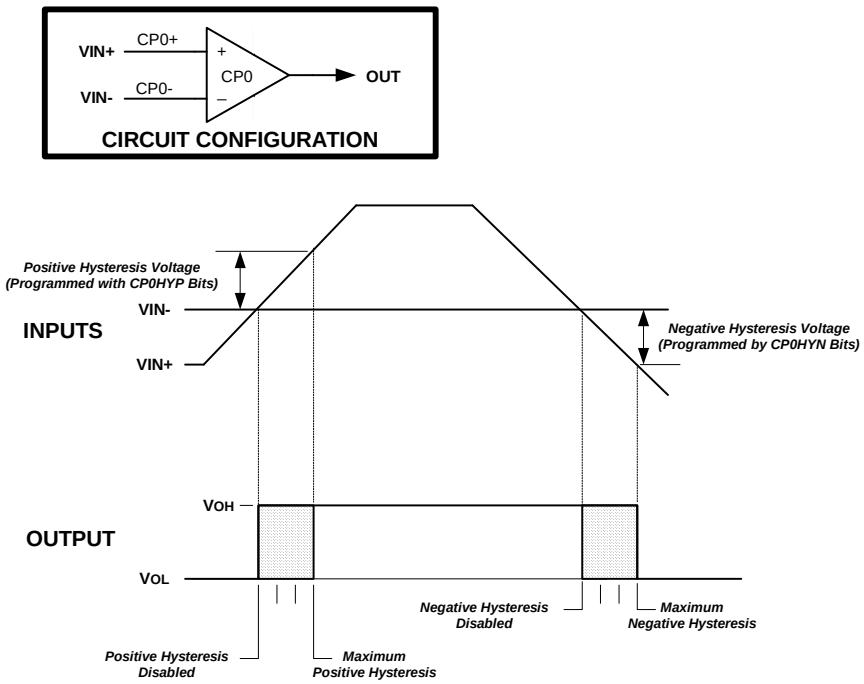


Figure 7.2. Comparator Hysteresis Plot

The Comparator hysteresis is software-programmable via its Comparator Control register CPT0CN. The user can program both the amount of hysteresis voltage (referred to the input voltage) and the positive and negative-going symmetry of this hysteresis around the threshold voltage.

The Comparator hysteresis is programmed using Bits3–0 in the Comparator Control Register CPT0CN (shown in SFR Definition 7.1). The amount of negative hysteresis voltage is determined by the settings of the CP0HYN bits. As shown in Table 2.7 on page 31, settings of 20, 10 or 5 mV of negative hysteresis can be programmed, or negative hysteresis can be disabled. In a similar way, the amount of positive hysteresis is determined by the setting the CP0HYP bits.

Comparator interrupts can be generated on both rising-edge and falling-edge output transitions. (For Interrupt enable and priority control, see Section “10. Interrupt Handler” on page 98). The CP0FIF flag is set to logic 1 upon a Comparator falling-edge detect, and the CP0RIF flag is set to logic 1 upon the Comparator rising-edge detect. Once set, these bits remain set until cleared by software. The output state of the Comparator can be obtained at any time by reading the CP0OUT bit. The Comparator is enabled by setting the CP0EN bit to logic 1 and is disabled by clearing this bit to logic 0. When the Comparator is enabled, the internal oscillator is awakened from SUSPEND mode if the Comparator output is logic 0.

8.1.2. MOVX Instruction and Program Memory

The MOVX instruction is typically used to access data stored in XDATA memory space. In the CIP-51, the MOVX instruction can also be used to write or erase on-chip program memory space implemented as re-programmable Flash memory. The Flash access feature provides a mechanism for the CIP-51 to update program code and use the program memory space for non-volatile data storage. Refer to Section “12. Flash Memory” on page 113 for further details.

Table 8.1. CIP-51 Instruction Set Summary

Mnemonic	Description	Bytes	Clock Cycles
Arithmetic Operations			
ADD A, Rn	Add register to A	1	1
ADD A, direct	Add direct byte to A	2	2
ADD A, @Ri	Add indirect RAM to A	1	2
ADD A, #data	Add immediate to A	2	2
ADDC A, Rn	Add register to A with carry	1	1
ADDC A, direct	Add direct byte to A with carry	2	2
ADDC A, @Ri	Add indirect RAM to A with carry	1	2
ADDC A, #data	Add immediate to A with carry	2	2
SUBB A, Rn	Subtract register from A with borrow	1	1
SUBB A, direct	Subtract direct byte from A with borrow	2	2
SUBB A, @Ri	Subtract indirect RAM from A with borrow	1	2
SUBB A, #data	Subtract immediate from A with borrow	2	2
INC A	Increment A	1	1
INC Rn	Increment register	1	1
INC direct	Increment direct byte	2	2
INC @Ri	Increment indirect RAM	1	2
DEC A	Decrement A	1	1
DEC Rn	Decrement register	1	1
DEC direct	Decrement direct byte	2	2
DEC @Ri	Decrement indirect RAM	1	2
INC DPTR	Increment Data Pointer	1	1
MUL AB	Multiply A and B	1	4
DIV AB	Divide A by B	1	8
DA A	Decimal adjust A	1	1
Logical Operations			
ANL A, Rn	AND Register to A	1	1
ANL A, direct	AND direct byte to A	2	2
ANL A, @Ri	AND indirect RAM to A	1	2
ANL A, #data	AND immediate to A	2	2
ANL direct, A	AND A to direct byte	2	2
ANL direct, #data	AND immediate to direct byte	3	3
ORL A, Rn	OR Register to A	1	1
ORL A, direct	OR direct byte to A	2	2
ORL A, @Ri	OR indirect RAM to A	1	2
ORL A, #data	OR immediate to A	2	2
ORL direct, A	OR A to direct byte	2	2

Notes on Registers, Operands and Addressing Modes:
Rn - Register R0–R7 of the currently selected register bank. **@Ri** - Data RAM location addressed indirectly through R0 or R1. **rel** - 8-bit, signed (two's complement) offset relative to the first byte of the following instruction. Used by SJMP and all conditional jumps. **direct** - 8-bit internal data location's address. This could be a direct-access Data RAM location (0x00–0x7F) or an SFR (0x80–0xFF). **#data** - 8-bit constant **#data16** - 16-bit constant **bit** - Direct-accessed bit in Data RAM or SFR **addr11** - 11-bit destination address used by ACALL and AJMP. The destination must be within the same 2 kB page of program memory as the first byte of the following instruction. **addr16** - 16-bit destination address used by LCALL and LJMP. The destination may be anywhere within the 7680 bytes of program memory space. There is one unused opcode (0xA5) that performs the same function as NOP. All mnemonics copyrighted © Intel Corporation 1980.

8.2. Register Descriptions

Following are descriptions of SFRs related to the operation of the CIP-51 System Controller. Reserved bits should not be set to logic 1. Future product versions may use these bits to implement new features in which case the reset value of the bit will be logic 0, selecting the feature's default state. Detailed descriptions of the remaining SFRs are included in the sections of the datasheet associated with their corresponding system function.

11. Reset Sources

Reset circuitry allows the controller to be easily placed in a predefined default condition. On entry to this reset state, the following occur:

- CIP-51 halts program execution
- Special Function Registers (SFRs) are initialized to their defined reset values
- External Port pins are forced to a known state
- Interrupts and timers are disabled.

All SFRs are reset to the predefined values noted in the SFR detailed descriptions. The contents of internal data memory are unaffected during a reset; any previously stored data is preserved. However, since the stack pointer SFR is reset, the stack is effectively lost, even though the data on the stack is not altered.

The Port I/O latches are reset to 0xFF (all logic ones) in open-drain mode. Weak pullups are enabled during and after the reset. For V_{DD} Monitor and power-on resets, the $\overline{RST}$ pin is driven low until the device exits the reset state.

On exit from the reset state, the program counter (PC) is reset, and the system clock defaults to the internal oscillator. Refer to Section “14. Oscillators” on page 135 for information on selecting and configuring the system clock source. The Watchdog Timer is enabled with the system clock divided by 12 as its clock source (Section “19.3. Watchdog Timer Mode” on page 203 details the use of the Watchdog Timer). Program execution begins at location 0x0000.

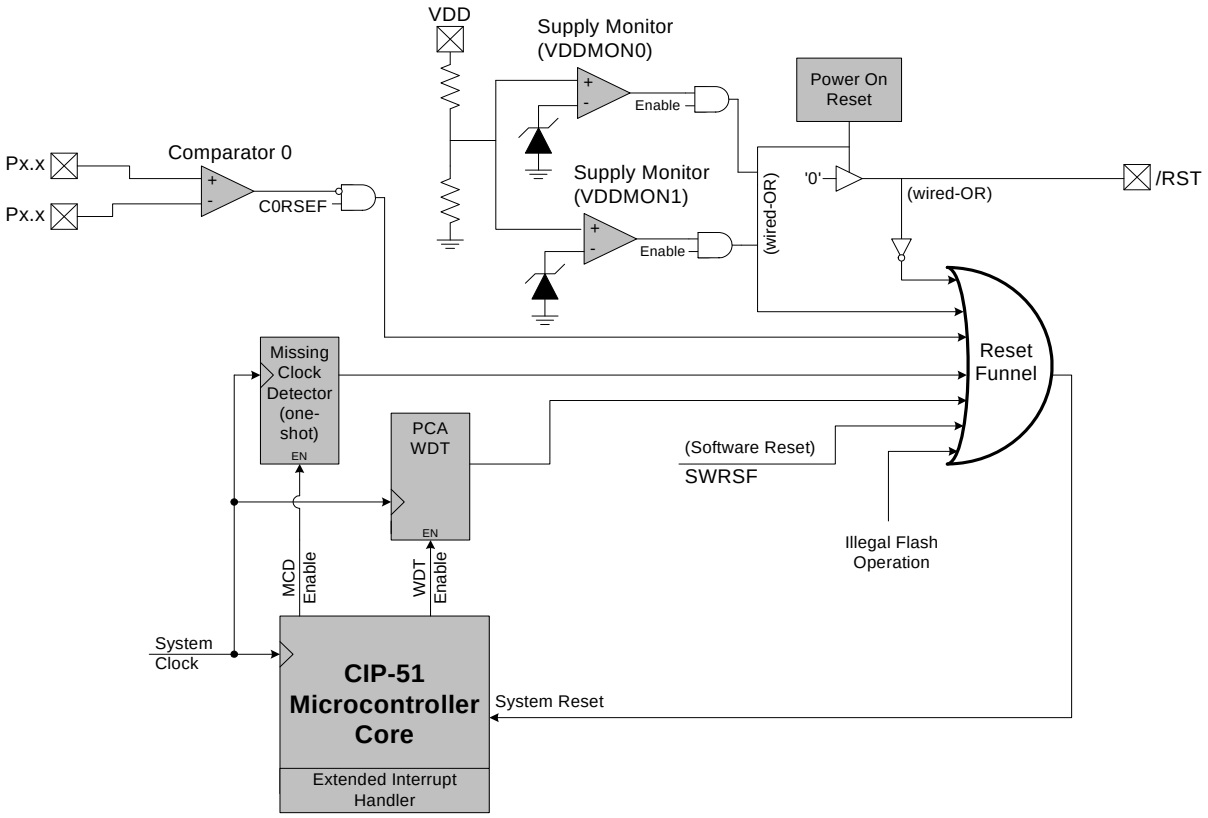


Figure 11.1. Reset Sources

12.1.2. Flash Erase Procedure

The Flash memory can be programmed by software using the MOVX write instruction with the address and data byte to be programmed provided as normal operands. Before writing to Flash memory using MOVX, Flash write operations must be enabled by: (1) setting the PSWE Program Store Write Enable bit (PSCTL.0) to logic 1 (this directs the MOVX writes to target Flash memory); and (2) Writing the Flash key codes in sequence to the Flash Lock register (FLKEY). The PSWE bit remains set until cleared by software.

A write to Flash memory can clear bits to logic 0 but cannot set them; only an erase operation can set bits to logic 1 in Flash. **A byte location to be programmed should be erased before a new value is written.** The Flash memory is organized in 512-byte pages. The erase operation applies to an entire page (setting all bytes in the page to 0xFF). To erase an entire 512-byte page, perform the following steps:

1. Disable interrupts (recommended).
2. Write the first key code to FLKEY: 0xA5.
3. Write the second key code to FLKEY: 0xF1.
4. Set the PSEE bit (register PSCTL).
5. Set the PSWE bit (register PSCTL).
6. Using the MOVX instruction, write a data byte to any location within the 512-byte page to be erased.
7. Clear the PSWE and PSEE bits.
8. Re-enable interrupts.

12.1.3. Flash Write Procedure

Flash bytes are programmed by software with the following sequence:

1. Disable interrupts.
2. Write the first key code to FLKEY: 0xA5.
3. Write the second key code to FLKEY: 0xF1.
4. Set the PSWE bit (register PSCTL).
5. Clear the PSEE bit (register PSCTL).
6. Using the MOVX instruction, write a single data byte to the desired location within the 512-byte sector.
7. Clear the PSWE bit.
8. Re-enable interrupts.

Steps 2–7 must be repeated for each byte to be written. After Flash writes are complete, PSWE should be cleared so that MOVX instructions do not target program memory.

SFR Definition 12.1. PSCTL: Program Store R/W Control

R	R	R	R	R	R	R/W	R/W	Reset Value
—	—	—	—	—	—	PSEE	PSWE	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0x8F

Bits7–2: **UNUSED**: Read = 000000b, Write = don't care.

Bit1: **PSEE**: Program Store Erase Enable
Setting this bit (in combination with PSWE) allows an entire page of Flash program memory to be erased. If this bit is logic 1 and Flash writes are enabled (PSWE is logic 1), a write to Flash memory using the MOVX instruction will erase the entire page that contains the location addressed by the MOVX instruction. The value of the data byte written does not matter.
0: Flash program memory erasure disabled.
1: Flash program memory erasure enabled.

Bit0: **PSWE**: Program Store Write Enable
Setting this bit allows writing a byte of data to the Flash program memory using the MOVX write instruction. The Flash location should be erased before writing data.
0: Writes to Flash program memory disabled.
1: Writes to Flash program memory enabled; the MOVX write instruction targets Flash memory.

Note: See Section "12.1. Programming The Flash Memory" on page 113 for minimum V_{DD} and temperature requirements for flash erase and write operations.

SFR Definition 12.2. FLKEY: Flash Lock and Key

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

SFR Address: 0xB7

Bits7–0: **FLKEY**: Flash Lock and Key Register
Write:
This register provides a lock and key function for Flash erasures and writes. Flash writes and erases are enabled by writing 0xA5 followed by 0xF1 to the FLKEY register. Flash writes and erases are automatically disabled after the next write or erase is complete. If any writes to FLKEY are performed incorrectly, or if a Flash write or erase operation is attempted while these operations are disabled, the Flash will be permanently locked from writes or erasures until the next device reset. If an application never writes to Flash, it can intentionally lock the Flash by writing a non-0xA5 value to FLKEY from software.
Read:
When read, bits 1–0 indicate the current Flash lock state.
00: Flash is write/erase locked.
01: The first key code has been written (0xA5).
10: Flash is unlocked (writes/erases allowed).
11: Flash writes/erases disabled until the next reset.

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.

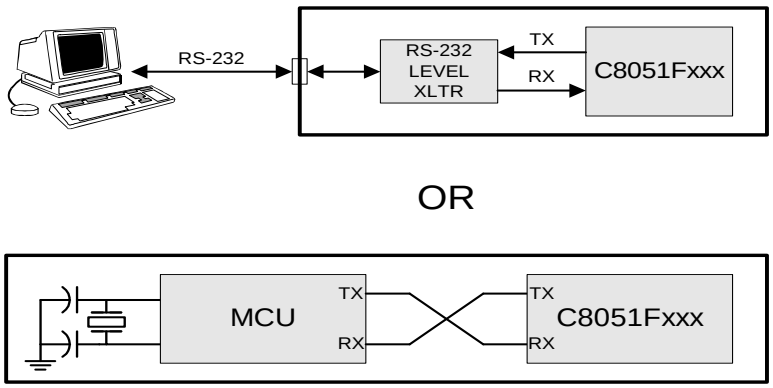


Figure 15.3. UART Interconnect Diagram

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.

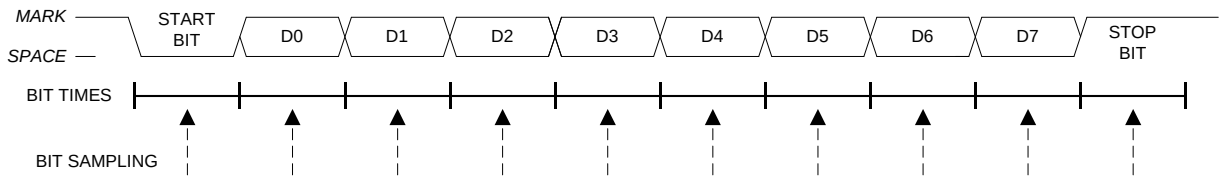


Figure 15.4. 8-Bit UART Timing Diagram

SFR Definition 15.1. SCON0: Serial Port 0 Control

R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
S0MODE	-	MCE0	REN0	TB80	RB80	TI0	RI0	01000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Bit Addressable
							SFR Address:	0x98

Bit7: **S0MODE**: Serial Port 0 Operation Mode.
This bit selects the UART0 Operation Mode.
0: 8-bit UART with Variable Baud Rate.
1: 9-bit UART with Variable Baud Rate.

Bit6: **UNUSED**. Read = 1b. Write = don't care.

Bit5: **MCE0:** Multiprocessor Communication Enable.
The function of this bit is dependent on the Serial Port 0 Operation Mode.
S0MODE = 0: Checks for valid stop bit.
0: Logic level of stop bit is ignored.
1: RI0 will only be activated if stop bit is logic level 1.
S0MODE = 1: Multiprocessor Communications Enable.
0: Logic level of ninth bit is ignored.
1: RI0 is set and an interrupt is generated only when the ninth bit is logic 1.

Bit4: **REN0:** Receive Enable.
This bit enables/disables the UART receiver.
0: UART0 reception disabled.
1: UART0 reception enabled.

Bit3: **TB80**: Ninth Transmission Bit.
The logic level of this bit will be assigned to the ninth transmission bit in 9-bit UART Mode. It is not used in 8-bit UART Mode. Set or cleared by software as required.

Bit2: **RB80**: Ninth Receive Bit.
RB80 is assigned the value of the STOP bit in Mode 0; it is assigned the value of the 9th data bit in Mode 1.

Bit1: **TI0**: Transmit Interrupt Flag.
Set by hardware when a byte of data has been transmitted by UART0 (after the 8th bit in 8-bit UART Mode, or at the beginning of the STOP bit in 9-bit UART Mode). When the UART0 interrupt is enabled, setting this bit causes the CPU to vector to the UART0 interrupt service routine. This bit must be cleared manually by software.

Bit0: **RI0**: Receive Interrupt Flag.
Set to 1 by hardware when a byte of data has been received by UART0 (set at the STOP bit sampling time). When the UART0 interrupt is enabled, setting this bit to 1 causes the CPU to vector to the UART0 interrupt service routine. This bit must be cleared manually by software.

SFR Definition 16.1. SPI0CFG: SPI0 Configuration

R	R/W	R/W	R/W	R	R	R	R	Reset Value
SPIBSY	MSTEN	CKPHA	CKPOL	SLVSEL	NSSIN	SRMT	RXBMT	00000111
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	

SFR Address: 0xA1

Bit 7: **SPIBSY**: SPI Busy (read only).
This bit is set to logic 1 when a SPI transfer is in progress (Master or Slave Mode).

Bit 6: **MSTEN**: Master Mode Enable.
0: Disable master mode. Operate in slave mode.
1: Enable master mode. Operate as a master.

Bit 5: **CKPHA**: SPI0 Clock Phase.
This bit controls the SPI0 clock phase.
0: Data centered on first edge of SCK period.*
1: Data centered on second edge of SCK period.*

Bit 4: **CKPOL**: SPI0 Clock Polarity.
This bit controls the SPI0 clock polarity.
0: SCK line low in idle state.
1: SCK line high in idle state.

Bit 3: **SLVSEL**: Slave Selected Flag (read only).
This bit is set to logic 1 whenever the NSS pin is low indicating SPI0 is the selected slave. It is cleared to logic 0 when NSS is high (slave not selected). This bit does not indicate the instantaneous value at the NSS pin, but rather a de-glitched version of the pin input.

Bit 2: **NSSIN**: NSS Instantaneous Pin Input (read only).
This bit mimics the instantaneous value that is present on the NSS port pin at the time that the register is read. This input is not de-glitched.

Bit 1: **SRMT**: Shift Register Empty (Valid in Slave Mode, read only).
This bit will be set to logic 1 when all data has been transferred in/out of the shift register, and there is no new information available to read from the transmit buffer or write to the receive buffer. It returns to logic 0 when a data byte is transferred to the shift register from the transmit buffer or by a transition on SCK.
NOTE: SRMT = 1 when in Master Mode.

Bit 0: **RXBMT**: Receive Buffer Empty (Valid in Slave Mode, read only).
This bit will be set to logic 1 when the receive buffer has been read and contains no new information. If there is new information available in the receive buffer that has not been read, this bit will return to logic 0.
NOTE: RXBMT = 1 when in Master Mode.

Note: See Table 16.1 for timing parameters.

in progress. The same applies to changes in the LIN interface mode from slave mode to master mode and from master mode to slave mode.

17.5. Sleep Mode and Wake-Up

To reduce the system's power consumption, the LIN Protocol Specification defines a Sleep Mode. The message used to broadcast a Sleep Mode request must be transmitted by the LIN master application in the same way as a normal transmit message. The LIN slave application must decode the Sleep Mode Frame from the Identifier and data bytes. After that, the LIN slave node must be put into the Sleep Mode by setting the SLEEP bit (LIN0CTRL.6).

If the SLEEP bit (LIN0CTRL.6) of the LIN slave application is not set and there is no bus activity for four seconds (specified bus idle timeout), the IDLTOUT bit (LIN0ST.6) is set and an interrupt request is generated. After that the application may assume that the LIN bus is in Sleep Mode and set the SLEEP bit (LIN0CTRL.6).

Sending a Wakeup signal from the master or any slave node terminates the Sleep Mode of the LIN bus. To send a Wakeup signal, the application has to set the WUPREQ bit (LIN0CTRL.1). After successful transmission of the wakeup signal, the DONE bit (LIN0ST.0) of the master node is set and an interrupt request is generated. The LIN slave does not generate an interrupt request after successful transmission of the Wakeup signal but it generates an interrupt request if the master does not respond to the Wakeup signal within 150 milliseconds. In that case, the ERROR bit (LIN0ST.2) and TOUT bit (LIN0ERR.2) are set. The application then has to decide whether or not to transmit another Wakeup signal.

All LIN nodes that detect a wakeup signal will set the WAKEUP (LIN0ST.1) and DONE bits (LIN0ST.0) and generate an interrupt request. After that, the application has to clear the SLEEP bit (LIN0CTRL.6) in the LIN slave.

17.6. Error Detection and Handling

The LIN peripheral generates an interrupt request and stops the processing of the current frame if it detects an error. The application has to check the type of error by processing LIN0ERR. After that, it has to reset the error register and the ERROR bit (LIN0ST.2) by writing a 1 to the RSTERR bit (LIN0CTRL.2). Starting a new message with the LIN peripheral selected as master or sending a Wakeup signal with the LIN peripheral selected as a master or slave is possible only if ERROR bit (LIN0ST.2) is set to 0.

SFR Definition 17.8. LIN0DT5: LIN0 Data Byte 5

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

Address: 0x04 (indirect)

Bit7–0: **LIN0DT5**: LIN Data Byte 5.
Serial Data Byte 5 that is received or transmitted across the LIN interface.

SFR Definition 17.9. LIN0DT6: LIN0 Data Byte 6

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

Address: 0x05 (indirect)

Bit7–0: **LIN0DT6**: LIN Data Byte 6.
Serial Data Byte 6 that is received or transmitted across the LIN interface.

SFR Definition 17.10. LIN0DT7: LIN0 Data Byte 7

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

Address: 0x06 (indirect)

Bit7–0: **LIN0DT7**: LIN Data Byte 7.
Serial Data Byte 7 that is received or transmitted across the LIN interface.

SFR Definition 17.11. LIN0DT8: LIN0 Data Byte 8

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

Address: 0x07 (indirect)

Bit7–0: **LIN0DT8**: LIN Data Byte 8.
Serial Data Byte 8 that is received or transmitted across the LIN interface.

clocked by the system clock. When T0M is cleared, Timer 0 is clocked by the source selected by the Clock Scale bits in CKCON (see SFR Definition 18.3).

Setting the TR0 bit (TCON.4) enables the timer when either GATE0 (TMOD.3) is logic 0 or the input signal INT0 is active as defined by bit IN0PL in register IT01CF (see SFR Definition 10.5. IT01CF: INT0/INT1 Configuration). Setting GATE0 to 1 allows the timer to be controlled by the external input signal INT0 (see Section “10.4. Interrupt Register Descriptions” on page 100), facilitating pulse width measurements.

TR0	GATE0	INT0	Counter/Timer
0	X	X	Disabled
1	0	X	Enabled
1	1	0	Disabled
1	1	1	Enabled
X = Don't Care			

Setting TR0 does not force the timer to reset. The timer registers should be loaded with the desired initial value before the timer is enabled.

TL1 and TH1 form the 13-bit register for Timer 1 in the same manner as described above for TL0 and TH0. Timer 1 is configured and controlled using the relevant TCON and TMOD bits just as with Timer 0. The input signal INT0 is used with Timer 1; the INT0 polarity is defined by bit IN1PL in register IT01CF (see SFR Definition 10.5. IT01CF: INT0/INT1 Configuration).

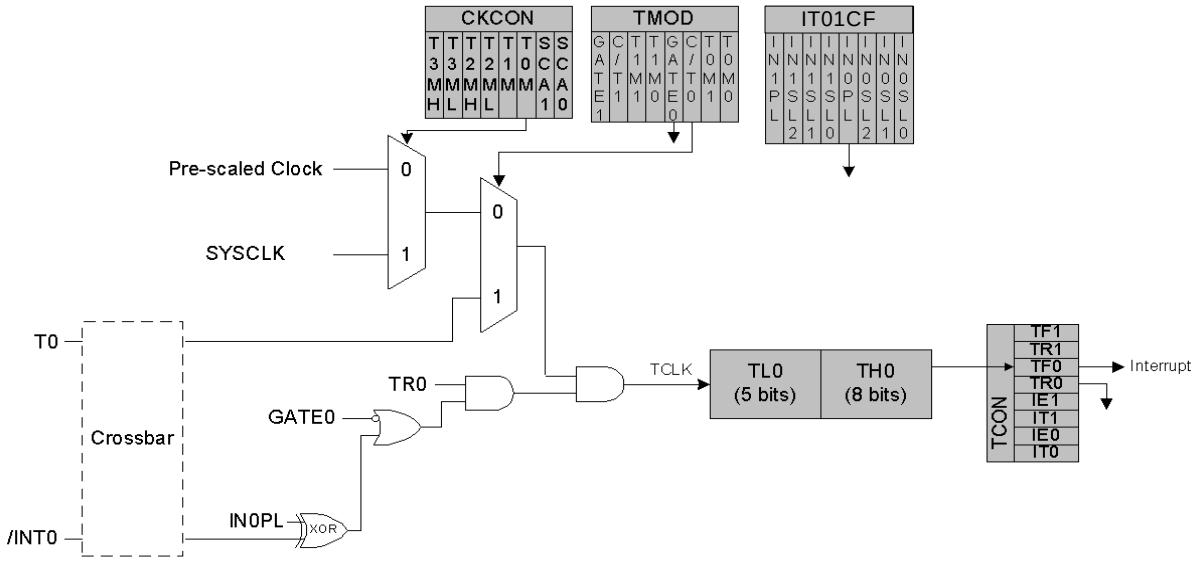


Figure 18.1. T0 Mode 0 Block Diagram

19.3.2. Watchdog Timer Usage

To configure the WDT, perform the following tasks:

- Disable the WDT by writing a 0 to the WDTE bit.
- Select the desired PCA clock source (with the CPS2-CPS0 bits).
- Load PCA0CPL2 with the desired WDT update offset value.
- Configure the PCA Idle mode (set CIDL if the WDT should be suspended while the CPU is in Idle mode).
- Enable the WDT by setting the WDTE bit to 1.

The PCA clock source and Idle mode select cannot be changed while the WDT is enabled. The watchdog timer is enabled by setting the WDTE or WDLCK bits in the PCA0MD register. When WDLCK is set, the WDT cannot be disabled until the next system reset. If WDLCK is not set, the WDT is disabled by clearing the WDTE bit.

The WDT is enabled following any reset. The PCA0 counter clock defaults to the system clock divided by 12, PCA0L defaults to 0x00, and PCA0CPL2 defaults to 0x00. Using Equation 19.4, this results in a WDT timeout interval of 3072 system clock cycles. Table 19.3 lists some example timeout intervals for typical system clocks.

Table 19.3. Watchdog Timer Timeout Intervals[1]

System Clock (Hz)	PCA0CPL2	Timeout Interval (ms)
24,500,000	255	32.1
24,500,000	128	16.2
24,500,000	32	4.1
18,432,000	255	42.7
18,432,000	128	21.5
18,432,000	32	5.5
11,059,200	255	71.1
11,059,200	128	35.8
11,059,200	32	9.2
3,062,500	255	257
3,062,500	128	129.5
3,062,500	32	33.1
191,406[2]	255	4109
191,406[2]	128	2070
191,406[2]	32	530
32,000	255	24576
32,000	128	12384
32,000	32	3168

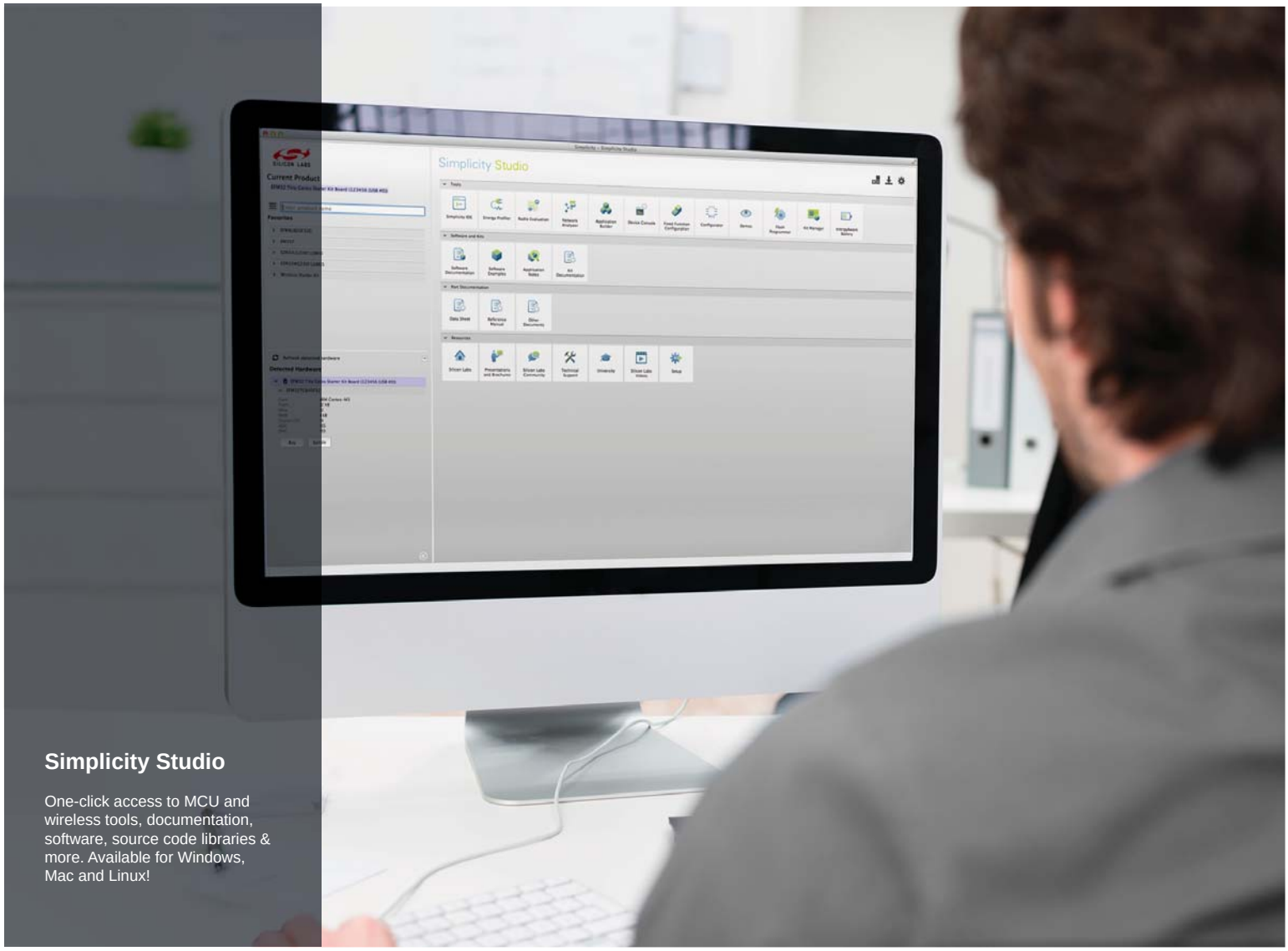
Notes:
1. Assumes SYSCLK / 12 as the PCA clock source, and a PCA0L value of 0x00 at the update time.
2. Internal oscillator reset frequency.

Revision 1.2 to 1.3

- Updated “System Overview” on page 13 with a voltage range specification for the internal oscillator.
- Updated Table 2.11 on page 34 with new conditions for the internal oscillator accuracy. The internal oscillator accuracy is dependent on the operating voltage range.
- Updated Section 2 to remove the internal oscillator curve across temperature diagram.
- Updated Figure “4.5 12-Bit ADC Burst Mode Example with Repeat Count Set to 4” on page 58 with new timing diagram when using CNVSTR pin.
- Updated SFR Definition 5.1 (REF0CN) with oscillator suspend requirement for ZTCEN.
- Updated SFR Definition 6.1 (REG0CN) with a new definition for Bit 6. The bit 6 reset value is 1b and must be written to 1b.
- Updated Section “8.3.3. Suspend Mode” on page 90 with note regarding ZTCEN.
- Updated Section “17. LIN (C8051F520/0A/3/3A/6/6A and C8051F530/0A/3/3A/6/6A)” on page 164 with a voltage range specification for the internal oscillator.

Revision 1.3 to 1.4

- Added ‘AEC-Q100’ qualification information on page 1.
- Changed page headers throughout the document from ‘C8051F52x/F52xA/F53x/F53xA’ to ‘C8051F52x/53x’.
- Updated supply voltage to "2.0 to 5.25 V" on page 1 and in Section 1 on page 13.
- Corrected reference to development kit (C8051F530DK) in Section “1.2.4. On-Chip Debug Circuitry” on page 18.
- Updated minimum Supply Input Voltage (V_{REGIN}) for C8051F52x-C/F53x-C devices in Table 2.2 on page 26 and Table 2.6 on page 30.
- Updated digital supply current (I_{DD} and Idle I_{DD}) typical values for condition ‘Clock = 25 MHz’ in Table 2.2 on page 26.
- Updated I_{DD} Frequency Sensitivity and Idle I_{DD} Frequency Sensitivity values in Table 2.2 on page 26; removed Figure 2.1 and Figure 2.2 that used to provide the same frequency sensitivity slopes. Also removed IDD Supply Sensitivity and Idle IDD Supply Sensitivity typical values.
- Added Digital Supply Current (Stop or Suspend Mode) values at multiple temperatures Table 2.2 on page 26.
- Added a note in Table 2.3, “ADC0 Electrical Characteristics,” on page 28 with reference to Section “4.4. Selectable Gain” on page 60; also added note to indicate that additional tracking time may be necessary if VDD is less than the minimum specified VDD.
- Split off temperature sensor specifications from Table 2.3 into a separate table Table 2.4; Updated temperature sensor gain and added supply current values.
- Added temperature condition for Bias Current specification in Table 2.6 on page 30.
- Updated Comparator Input Offset Voltage values in Table 2.7 on page 31.
- Updated VDD Monitor (VDDMON0) Low Threshold ($V_{RST-LOW}$) minimum value for C8051F52xA/F52x-C/F53xA/F53x-C devices in Table 2.8 on page 32.
- Updated VDD Monitor (VDDMON0) supply current values in Table 2.8 on page 32.
- Added specifications for the new level-sensitive VDD monitor (VDDMON1) to Table 2.8, “Reset Electrical Characteristics,” on page 32 and also added notes to clarify the applicable V_{RST} theshold level.
- Added note in Table 2.9, “Flash Electrical Characteristics,” on page 33 to describe the minimum flash programming temperature for –I (Industrial Grade) devices; Also added the same note and references to it in Section “12.1. Programming The Flash Memory” on page 113, Section “12.3. Non-volatile Data Storage” on page 117, and in SFR Definition 12.1 (PSCTL).



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