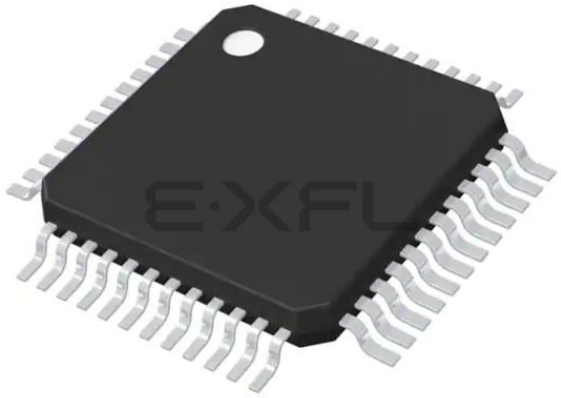
Infineon Technologies - SAA-XC886-8FFA 5V AC Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	XC800
Core Size	8-Bit
Speed	24MHz
Connectivity	SSI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	34
Program Memory Size	32KB (32K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1.75K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 140°C (TA)
Mounting Type	Surface Mount
Package / Case	48-LQFP
Supplier Device Package	PG-TQFP-48
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/saa-xc886-8ffa-5v-ac

2 General Device Information

Chapter 2 contains the block diagram, pin configurations, definitions and functions of the SAA-XC886.

2.1 Block Diagram

The block diagram of the SAA-XC886 is shown in **Figure 2**.

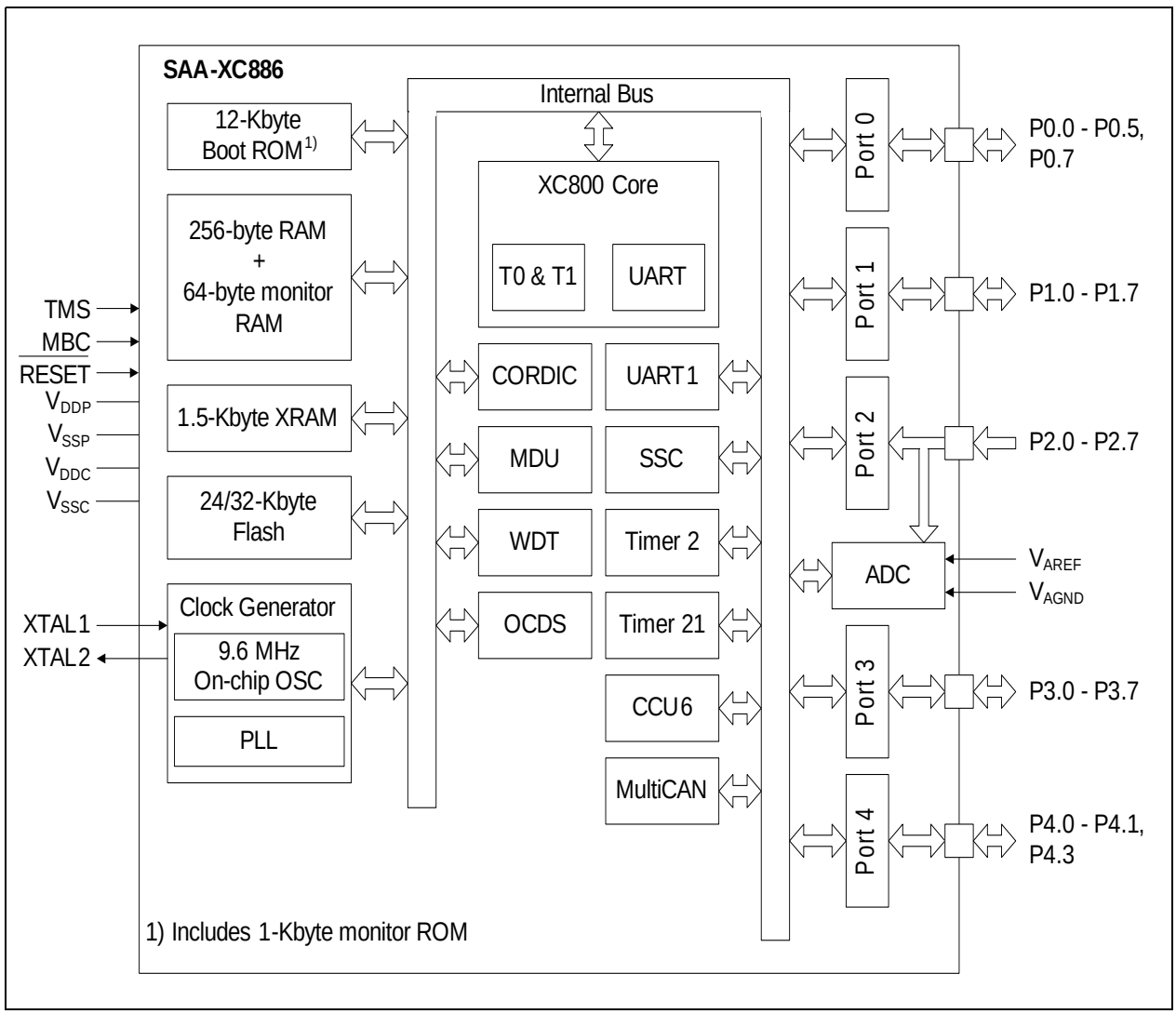

Figure 2 SAA-XC886 Block Diagram

Table 2 Pin Definitions and Functions (cont'd)

Symbol	Pin Number	Type	Reset State	Function	
P1		I/O		**Port 1** Port 1 is an 8-bit bidirectional general purpose I/O port. It can be used as alternate functions for the JTAG, CCU6, UART, Timer 0, Timer 1, Timer 2, Timer 21, MultiCAN and SSC.	
P1.0	26		PU	RXD_0 T2EX RXDC0_0	UART Receive Data Input Timer 2 External Trigger Input MultiCAN Node 0 Receiver Input
P1.1	27		PU	EXINT3 T0_1 TDO_1 TXD_0 TXDC0_0	External Interrupt Input 3 Timer 0 Input JTAG Serial Data Output UART Transmit Data Output/Clock Output MultiCAN Node 0 Transmitter Output
P1.2	28		PU	SCK_0	SSC Clock Input/Output
P1.3	29		PU	MTSR_0 TXDC1_3	SSC Master Transmit Output/Slave Receive Input MultiCAN Node 1 Transmitter Output
P1.4	30		PU	MRST_0 EXINT0_1 RXDC1_3	SSC Master Receive Input/ Slave Transmit Output External Interrupt Input 0 MultiCAN Node 1 Receiver Input
P1.5	31		PU	CCPOS0_1 EXINT5 T1_1 EXF2_0 RXDO_0	CCU6 Hall Input 0 External Interrupt Input 5 Timer 1 Input Timer 2 External Flag Output UART Transmit Data Output

Table 2 Pin Definitions and Functions (cont'd)

Symbol	Pin Number	Type	Reset State	Function	
P1.6	8		PU	CCPOS1_1 T12HR_0 EXINT6_0 RXDC0_2 T21_1	CCU6 Hall Input 1 CCU6 Timer 12 Hardware Run Input External Interrupt Input 6 MultiCAN Node 0 Receiver Input Timer 21 Input
P1.7	9		PU	CCPOS2_1 T13HR_0 T2_1 TXDC0_2 P1.5 and P1.6 can be used as a software chip select output for the SSC.	CCU6 Hall Input 2 CCU6 Timer 13 Hardware Run Input Timer 2 Input MultiCAN Node 0 Transmitter Output

Table 2 Pin Definitions and Functions (cont'd)

Symbol	Pin Number	Type	Reset State	Function	
P3.7	34		Hi-Z	EXINT4 COUT63_0	External Interrupt Input 4 Output of Capture/Compare channel 3

3 Functional Description

Chapter 3 provides an overview of the SAA-XC886 functional description.

3.1 Processor Architecture

The SAA-XC886 is based on a high-performance 8-bit Central Processing Unit (CPU) that is compatible with the standard 8051 processor. While the standard 8051 processor is designed around a 12-clock machine cycle, the SAA-XC886 CPU uses a 2-clock machine cycle. This allows fast access to ROM or RAM memories without wait state. Access to the Flash memory, however, requires an additional wait state (one machine cycle). The instruction set consists of 45% one-byte, 41% two-byte and 14% three-byte instructions.

The SAA-XC886 CPU provides a range of debugging features, including basic stop/start, single-step execution, breakpoint support and read/write access to the data memory, program memory and Special Function Registers (SFRs).

Figure 5 shows the CPU functional blocks.

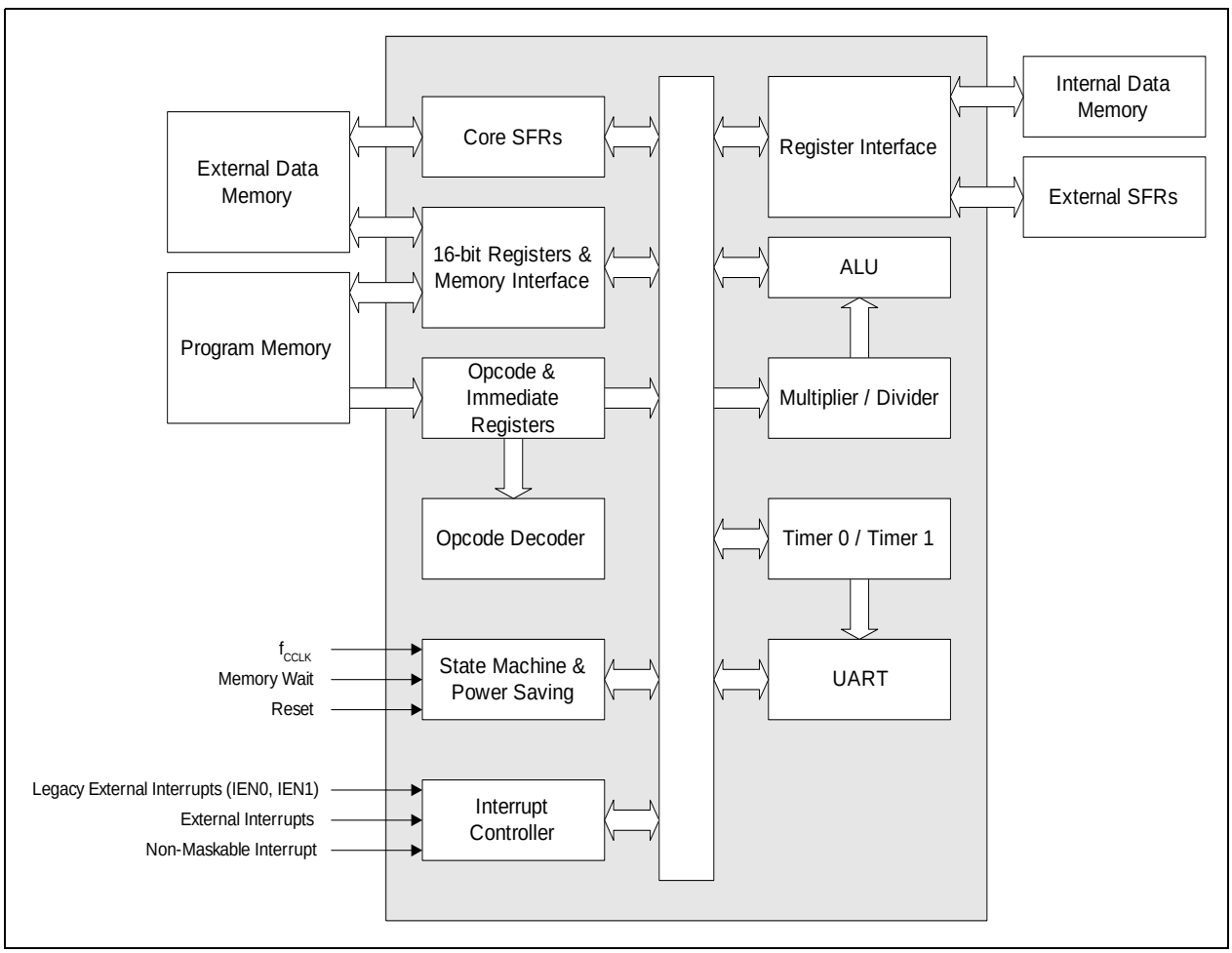

Figure 5 CPU Block Diagram

Table 7 SCU Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
BE_H	**COCON** **Reset: 00_H** Clock Output Control Register	Bit Field	0		TLEN	COUTS	COREL			
		Type	r		rw	rw	rw			
$E9_H$	**MISC_CON** **Reset: 00_H** Miscellaneous Control Register	Bit Field	0							DFLASHEN
		Type	r							rwh
RMAP = 0, PAGE 3										
$B3_H$	**XADDRH** **Reset: $F0_H$** On-chip XRAM Address Higher Order	Bit Field	ADDRH							
		Type	rw							
$B4_H$	**IRCON3** **Reset: 00_H** Interrupt Request Register 3	Bit Field	0		CANSRC5	CCU6SR1	0		CANSRC4	CCU6SR0
		Type	r		rwh	rwh	r		rwh	rwh
$B5_H$	**IRCON4** **Reset: 00_H** Interrupt Request Register 4	Bit Field	0		CANSRC7	CCU6SR3	0		CANSRC6	CCU6SR2
		Type	r		rwh	rwh	r		rwh	rwh
$B7_H$	**MODPISEL1** **Reset: 00_H** Peripheral Input Select Register 1	Bit Field	EXINT6IS	0		UR1RIS		T21EXIS	JTAGTDIS1	JTAGTCKS1
		Type	rw	r		rw		rw	rw	rw
BA_H	**MODPISEL2** **Reset: 00_H** Peripheral Input Select Register 2	Bit Field	0				T21IS	T2IS	T1IS	T0IS
		Type	r				rw	rw	rw	rw
BB_H	**PMCON2** **Reset: 00_H** Power Mode Control Register 2	Bit Field	0						UART1_DIS	T21_DIS
		Type	r						rw	rw
BD_H	**MODSUSP** **Reset: 01_H** Module Suspend Control Register	Bit Field	0			T21SUSP	T2SUSP	T13SUSP	T12SUSP	WDTSUSP
		Type	r			rw	rw	rw	rw	rw

3.2.4.5 WDT Registers

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

Table 8 WDT Register Overview

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
RMAP = 1										
BB_H	**WDTCON** **Reset: 00_H** Watchdog Timer Control Register	Bit Field	0		WINBEN	WDTPR	0	WDTEN	WDTRS	WDTIN
		Type	r		rw	rh	r	rw	rwh	rw
BC_H	**WDTREL** **Reset: 00_H** Watchdog Timer Reload Register	Bit Field	WDTREL							
		Type	rw							
BD_H	**WDTWINB** **Reset: 00_H** Watchdog Window-Boundary Count Register	Bit Field	WDTWINB							
		Type	rw							

Table 10 ADC Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
CD_H	**ADC_LCBR Reset: $B7_H$** Limit Check Boundary Register	Bit Field	BOUND1				BOUND0			
		Type	rw				rw			
CE_H	**ADC_INPCR0 Reset: 00_H** Input Class 0 Register	Bit Field	STC							
		Type	rw							
CF_H	**ADC_ETRCR Reset: 00_H** External Trigger Control Register	Bit Field	SYNEN1	SYNEN0	ETRSEL1			ETRSEL0		
		Type	rw	rw	rw			rw		
RMAP = 0, PAGE 1										
CA_H	**ADC_CHCTR0 Reset: 00_H** Channel Control Register 0	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
CB_H	**ADC_CHCTR1 Reset: 00_H** Channel Control Register 1	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
CC_H	**ADC_CHCTR2 Reset: 00_H** Channel Control Register 2	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
CD_H	**ADC_CHCTR3 Reset: 00_H** Channel Control Register 3	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
CE_H	**ADC_CHCTR4 Reset: 00_H** Channel Control Register 4	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
CF_H	**ADC_CHCTR5 Reset: 00_H** Channel Control Register 5	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
$D2_H$	**ADC_CHCTR6 Reset: 00_H** Channel Control Register 6	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
$D3_H$	**ADC_CHCTR7 Reset: 00_H** Channel Control Register 7	Bit Field	0	LCC			0		RESRSEL	
		Type	r	rw			r		rw	
RMAP = 0, PAGE 2										
CA_H	**ADC_RESR0L Reset: 00_H** Result Register 0 Low	Bit Field	RESULT		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CB_H	**ADC_RESR0H Reset: 00_H** Result Register 0 High	Bit Field	RESULT							
		Type	rh							
CC_H	**ADC_RESR1L Reset: 00_H** Result Register 1 Low	Bit Field	RESULT		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CD_H	**ADC_RESR1H Reset: 00_H** Result Register 1 High	Bit Field	RESULT							
		Type	rh							
CE_H	**ADC_RESR2L Reset: 00_H** Result Register 2 Low	Bit Field	RESULT		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		
CF_H	**ADC_RESR2H Reset: 00_H** Result Register 2 High	Bit Field	RESULT							
		Type	rh							
$D2_H$	**ADC_RESR3L Reset: 00_H** Result Register 3 Low	Bit Field	RESULT		0	VF	DRC	CHNR		
		Type	rh		r	rh	rh	rh		

Table 10 ADC Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
$D3_H$	**ADC_RESR3H Reset: 00_H** Result Register 3 High	Bit Field	RESULT							
		Type	rh							
RMAP = 0, PAGE 3										
CA_H	**ADC_RESRA0L Reset: 00_H** Result Register 0, View A Low	Bit Field	RESULT			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CB_H	**ADC_RESRA0H Reset: 00_H** Result Register 0, View A High	Bit Field	RESULT							
		Type	rh							
CC_H	**ADC_RESRA1L Reset: 00_H** Result Register 1, View A Low	Bit Field	RESULT			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CD_H	**ADC_RESRA1H Reset: 00_H** Result Register 1, View A High	Bit Field	RESULT							
		Type	rh							
CE_H	**ADC_RESRA2L Reset: 00_H** Result Register 2, View A Low	Bit Field	RESULT			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
CF_H	**ADC_RESRA2H Reset: 00_H** Result Register 2, View A High	Bit Field	RESULT							
		Type	rh							
$D2_H$	**ADC_RESRA3L Reset: 00_H** Result Register 3, View A Low	Bit Field	RESULT			VF	DRC	CHNR		
		Type	rh			rh	rh	rh		
$D3_H$	**ADC_RESRA3H Reset: 00_H** Result Register 3, View A High	Bit Field	RESULT							
		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										
CA_H	**ADC_CHINFR Reset: 00_H** Channel Interrupt Flag Register	Bit Field	CHINF7	CHINF6	CHINF5	CHINF4	CHINF3	CHINF2	CHINF1	CHINF0
		Type	rh	rh	rh	rh	rh	rh	rh	rh
CB_H	**ADC_CHINCR Reset: 00_H** Channel Interrupt Clear Register	Bit Field	CHINC7	CHINC6	CHINC5	CHINC4	CHINC3	CHINC2	CHINC1	CHINC0
		Type	w	w	w	w	w	w	w	w

Table 12 T21 Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
$C5_H$	**T21_T2H Reset: 00_H** Timer 2 Register High	Bit Field	THL2							
		Type	rwh							

3.2.4.10 CCU6 Registers

The CCU6 SFRs can be accessed in the standard memory area (RMAP = 0).

Table 13 CCU6 Register Overview

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
RMAP = 0										
$A3_H$	**CCU6_PAGE Reset: 00_H** Page Register	Bit Field	OP		STNR		0	PAGE		
		Type	w		w		r	rw		
RMAP = 0, PAGE 0										
$9A_H$	**CCU6_CC63SRL Reset: 00_H** Capture/Compare Shadow Register for Channel CC63 Low	Bit Field	CC63SL							
		Type	rw							
$9B_H$	**CCU6_CC63SRH Reset: 00_H** Capture/Compare Shadow Register for Channel CC63 High	Bit Field	CC63SH							
		Type	rw							
$9C_H$	**CCU6_TCTR4L Reset: 00_H** Timer Control Register 4 Low	Bit Field	T12 STD	T12 STR	0		DT RES	T12 RES	T12R S	T12R R
		Type	w	w	r		w	w	w	w
$9D_H$	**CCU6_TCTR4H Reset: 00_H** Timer Control Register 4 High	Bit Field	T13 STD	T13 STR	0			T13 RES	T13R S	T13R R
		Type	w	w	r			w	w	w
$9E_H$	**CCU6_MCMOUTSL Reset: 00_H** Multi-Channel Mode Output Shadow Register Low	Bit Field	STRM CM	0	MCMPS					
		Type	w	r	rw					
$9F_H$	**CCU6_MCMOUTSH Reset: 00_H** Multi-Channel Mode Output Shadow Register High	Bit Field	STRH P	0	CURHS			EXPHS		
		Type	w	r	rw			rw		
$A4_H$	**CCU6_ISRL Reset: 00_H** Capture/Compare Interrupt Status Reset Register Low	Bit Field	RT12 PM	RT12 OM	RCC6 2F	RCC6 2R	RCC6 1F	RCC6 1R	RCC6 0F	RCC6 0R
		Type	w	w	w	w	w	w	w	w
$A5_H$	**CCU6_ISRH Reset: 00_H** Capture/Compare Interrupt Status Reset Register High	Bit Field	RSTR	RIDLE	RWH E	RCHE	0	RTRP F	RT13 PM	RT13 CM
		Type	w	w	w	w	r	w	w	w
$A6_H$	**CCU6_CMPMODIFL Reset: 00_H** Compare State Modification Register Low	Bit Field	0	MCC6 3S	0			MCC6 2S	MCC6 1S	MCC6 0S
		Type	r	w	r			w	w	w
$A7_H$	**CCU6_CMPMODIFH Reset: 00_H** Compare State Modification Register High	Bit Field	0	MCC6 3R	0			MCC6 2R	MCC6 1R	MCC6 0R
		Type	r	w	r			w	w	w

Table 13 CCU6 Register Overview (cont'd)

Addr	Register Name	Bit	7	6	5	4	3	2	1	0
FA_H	**CCU6_CC60SRL Reset: 00_H** Capture/Compare Shadow Register for Channel CC60 Low	Bit Field	CC60SL							
		Type	rwh							
FB_H	**CCU6_CC60SRH Reset: 00_H** Capture/Compare Shadow Register for Channel CC60 High	Bit Field	CC60SH							
		Type	rwh							
FC_H	**CCU6_CC61SRL Reset: 00_H** Capture/Compare Shadow Register for Channel CC61 Low	Bit Field	CC61SL							
		Type	rwh							
FD_H	**CCU6_CC61SRH Reset: 00_H** Capture/Compare Shadow Register for Channel CC61 High	Bit Field	CC61SH							
		Type	rwh							
FE_H	**CCU6_CC62SRL Reset: 00_H** Capture/Compare Shadow Register for Channel CC62 Low	Bit Field	CC62SL							
		Type	rwh							
FF_H	**CCU6_CC62SRH Reset: 00_H** Capture/Compare Shadow Register for Channel CC62 High	Bit Field	CC62SH							
		Type	rwh							
RMAP = 0, PAGE 1										
$9A_H$	**CCU6_CC63RL Reset: 00_H** Capture/Compare Register for Channel CC63 Low	Bit Field	CC63VL							
		Type	rh							
$9B_H$	**CCU6_CC63RH Reset: 00_H** Capture/Compare Register for Channel CC63 High	Bit Field	CC63VH							
		Type	rh							
$9C_H$	**CCU6_T12PRL Reset: 00_H** Timer T12 Period Register Low	Bit Field	T12PVL							
		Type	rwh							
$9D_H$	**CCU6_T12PRH Reset: 00_H** Timer T12 Period Register High	Bit Field	T12PVH							
		Type	rwh							
$9E_H$	**CCU6_T13PRL Reset: 00_H** Timer T13 Period Register Low	Bit Field	T13PVL							
		Type	rwh							
$9F_H$	**CCU6_T13PRH Reset: 00_H** Timer T13 Period Register High	Bit Field	T13PVH							
		Type	rwh							
$A4_H$	**CCU6_T12DTCL Reset: 00_H** Dead-Time Control Register for Timer T12 Low	Bit Field	DTM							
		Type	rw							
$A5_H$	**CCU6_T12DTCH Reset: 00_H** Dead-Time Control Register for Timer T12 High	Bit Field	0	DTR2	DTR1	DTR0	0	DTE2	DTE1	DTE0
		Type	r	rh	rh	rh	r	rw	rw	rw
$A6_H$	**CCU6_TCTR0L Reset: 00_H** Timer Control Register 0 Low	Bit Field	CTM	CDIR	STE12	T12R	T12PRE	T12CLK		
		Type	rw	rh	rh	rh	rw	rw		
$A7_H$	**CCU6_TCTR0H Reset: 00_H** Timer Control Register 0 High	Bit Field	0		STE13	T13R	T13PRE	T13CLK		
		Type	r		rh	rh	rw	rw		
FA_H	**CCU6_CC60RL Reset: 00_H** Capture/Compare Register for Channel CC60 Low	Bit Field	CC60VL							
		Type	rh							

3.3.3 Flash Programming Width

For the P-Flash banks, a programmed wordline (WL) must be erased before it can be reprogrammed as the Flash cells can only withstand one gate disturb. This means that the entire sector containing the WL must be erased since it is impossible to erase a single WL.

For the D-Flash bank, the same WL can be programmed twice before erasing is required as the Flash cells are able to withstand two gate disturbs. This means if the number of data bytes that needs to be written is smaller than the 32-byte minimum programming width, the user can opt to program this number of data bytes (x; where x can be any integer from 1 to 31) first and program the remaining bytes (32 - x) later. Hence, it is possible to program the same WL, for example, with 16 bytes of data two times (see **Figure 11**)

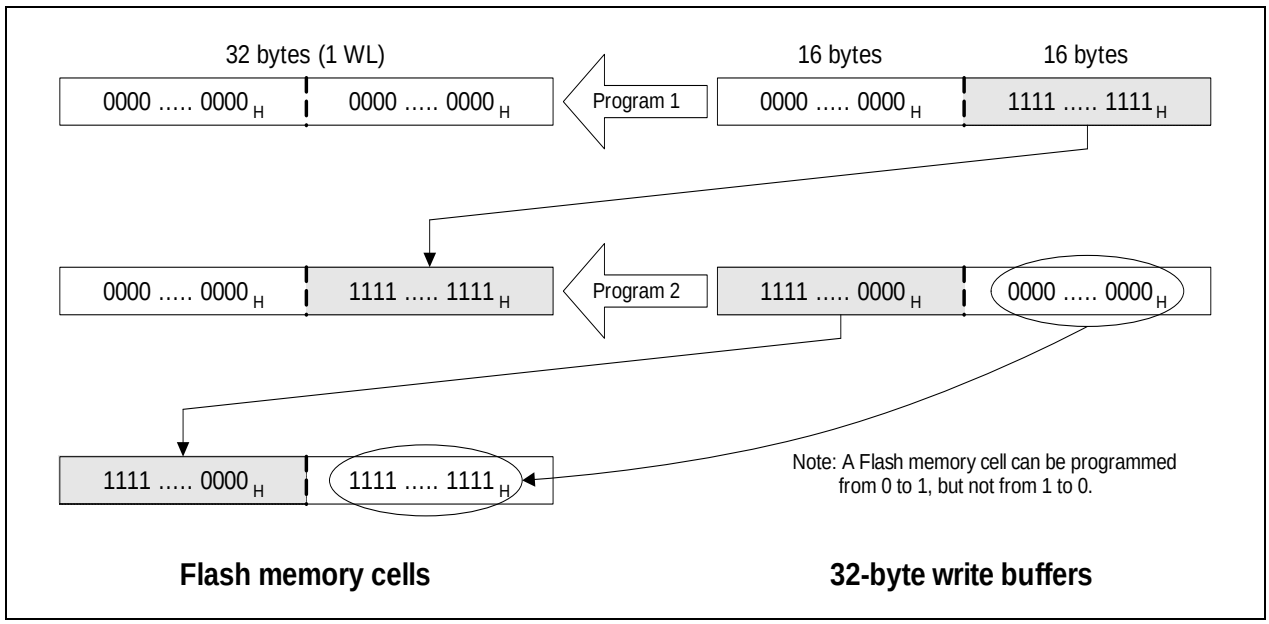

Figure 11 D-Flash Programming

Note: When programming a D-Flash WL the second time, the previously programmed Flash memory cells (whether 0s or 1s) should be reprogrammed with 0s to retain its original contents and to prevent "over-programming".

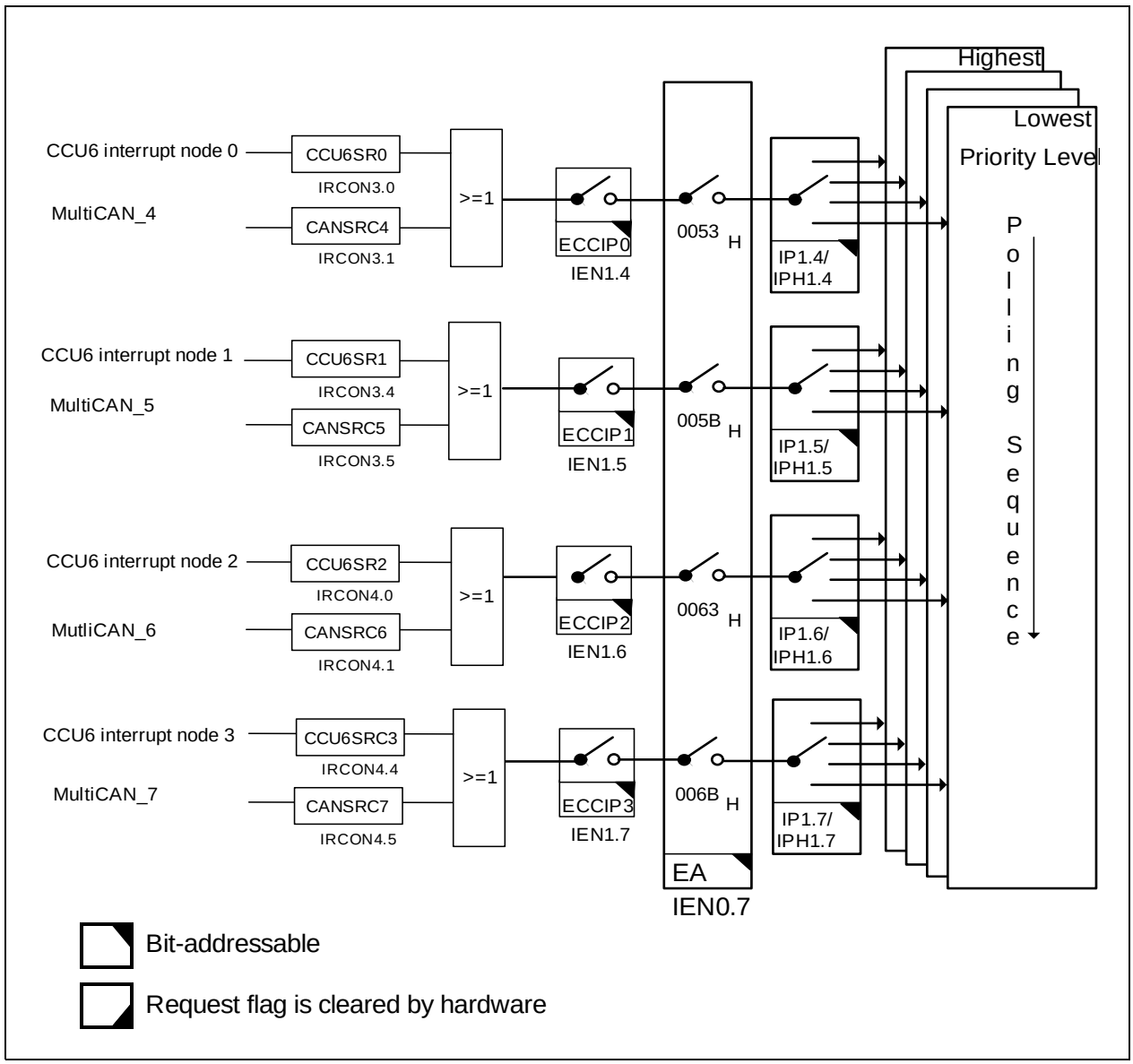

Figure 17 Interrupt Request Sources (Part 5)

Table 19 Interrupt Vector Addresses (cont'd)

Interrupt Source	Vector Address	Assignment for SAA-XC886	Enable Bit	SFR
XINTR6	0033_H	MultiCAN Nodes 1 and 2	EADC	IEN1
		ADC[1:0]		
XINTR7	$003B_H$	SSC	ESSC	
XINTR8	0043_H	External Interrupt 2	EX2	
		T21		
		CORDIC		
		UART1		
		UART1 Fractional Divider (Normal Divider Overflow)		
		MDU[1:0]		
XINTR9	$004B_H$	External Interrupt 3	EXM	
		External Interrupt 4		
		External Interrupt 5		
		External Interrupt 6		
		MultiCAN Node 3		
XINTR10	0053_H	CCU6 INP0	ECCIP0	
		MultiCAN Node 4		
XINTR11	$005B_H$	CCU6 INP1	ECCIP1	
		MultiCAN Node 5		
XINTR12	0063_H	CCU6 INP2	ECCIP2	
		MultiCAN Node 6		
XINTR13	$006B_H$	CCU6 INP3	ECCIP3	
		MultiCAN Node 7		

3.4.3 Interrupt Priority

An interrupt that is currently being serviced can only be interrupted by a higher-priority interrupt, but not by another interrupt of the same or lower priority. Hence, an interrupt of the highest priority cannot be interrupted by any other interrupt request.

If two or more requests of different priority levels are received simultaneously, the request of the highest priority is serviced first. If requests of the same priority are received simultaneously, then an internal polling sequence determines which request is serviced first. Thus, within each priority level, there is a second priority structure determined by the polling sequence shown in **Table 20**.

Table 20 Priority Structure within Interrupt Level

Source	Level
Non-Maskable Interrupt (NMI)	(highest)
External Interrupt 0	1
Timer 0 Interrupt	2
External Interrupt 1	3
Timer 1 Interrupt	4
UART Interrupt	5
Timer 2,UART Normal Divider Overflow, MultiCAN, LIN Interrupt	6
ADC, MultiCAN Interrupt	7
SSC Interrupt	8
External Interrupt 2, Timer 21, UART1, UART1 Normal Divider Overflow, MDU, CORDIC Interrupt	9
External Interrupt [6:3], MultiCAN Interrupt	10
CCU6 Interrupt Node Pointer 0, MultiCAN interrupt	11
CCU6 Interrupt Node Pointer 1, MultiCAN Interrupt	12
CCU6 Interrupt Node Pointer 2, MultiCAN Interrupt	13
CCU6 Interrupt Node Pointer 3, MultiCAN Interrupt	14

Figure 19 shows the structure of an input-only port pin.

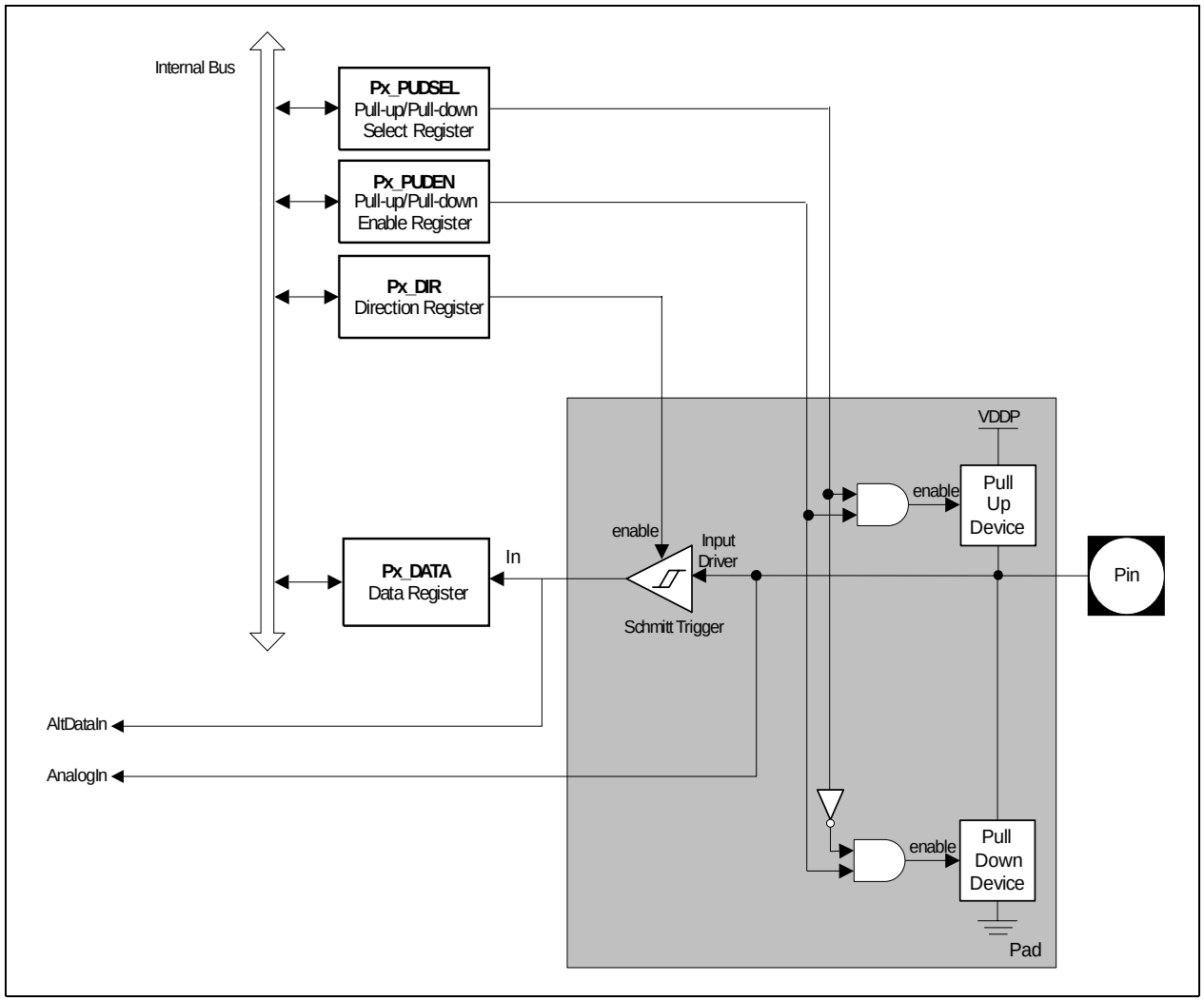

Figure 19 General Structure of Input Port

3.9 Power Saving Modes

The power saving modes of the SAA-XC886 provide flexible power consumption through a combination of techniques, including:

- Stopping the CPU clock
- Stopping the clocks of individual system components
- Reducing clock speed of some peripheral components
- Power-down of the entire system with fast restart capability

After a reset, the active mode (normal operating mode) is selected by default (see **Figure 26**) and the system runs in the main system clock frequency. From active mode, different power saving modes can be selected by software. They are:

- Idle mode
- Slow-down mode
- Power-down mode

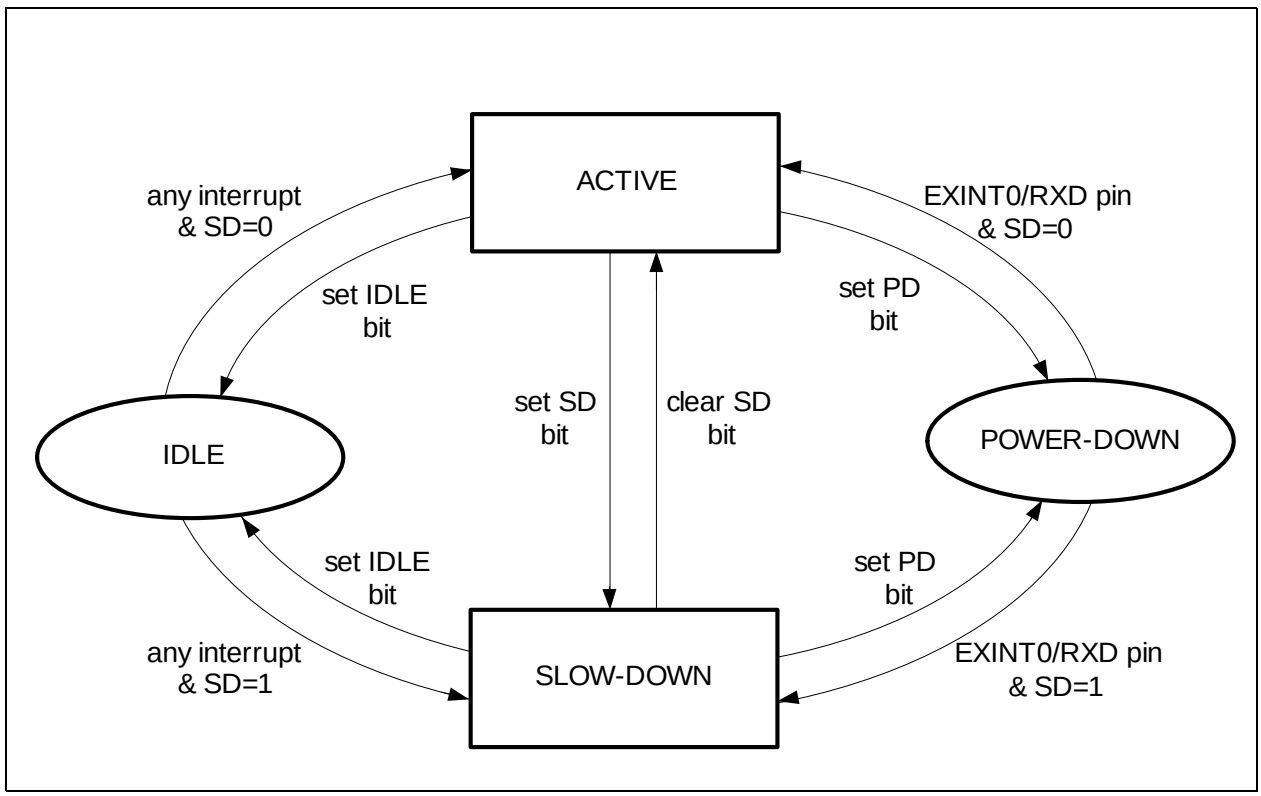

Figure 26 Transition between Power Saving Modes

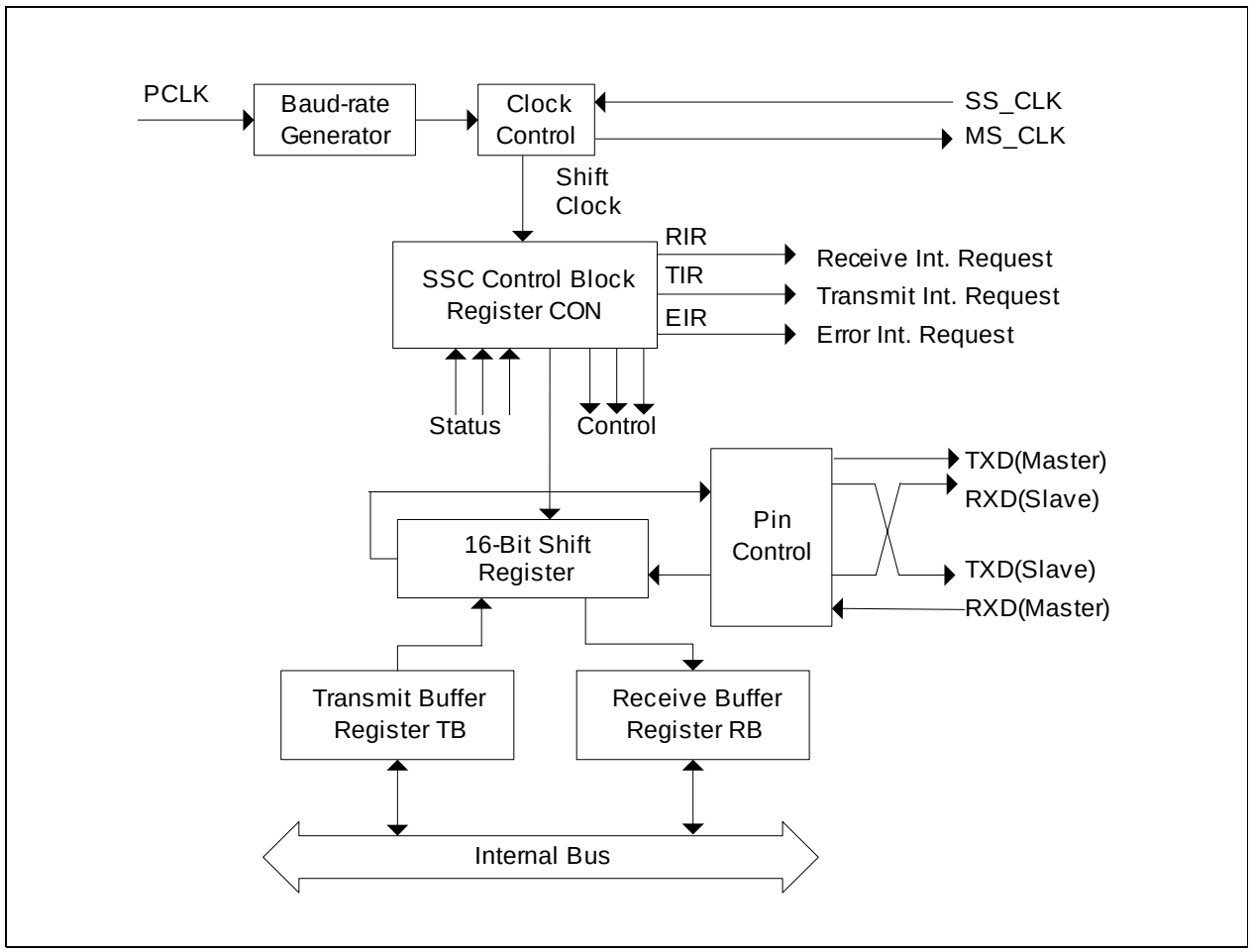

Figure 31 SSC Block Diagram

3.18 Timer 2 and Timer 21

Timer 2 and Timer 21 are 16-bit general purpose timers (THL2) that are fully compatible and have two modes of operation, a 16-bit auto-reload mode and a 16-bit one channel capture mode, see **Table 32**. As a timer, the timers count with an input clock of PCLK/12 (if prescaler is disabled). As a counter, they count 1-to-0 transitions on pin T2. In the counter mode, the maximum resolution for the count is PCLK/24 (if prescaler is disabled).

Table 32 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

However, it is important to note that the conversion error could increase due to loss of charges on the capacitors, if f_{ADC} becomes too low during slow-down mode.

3.21.2 ADC Conversion Sequence

The analog-to-digital conversion procedure consists of the following phases:

- Synchronization phase (t_{SYN})
- Sample phase (t_S)
- Conversion phase
- Write result phase (t_{WR})

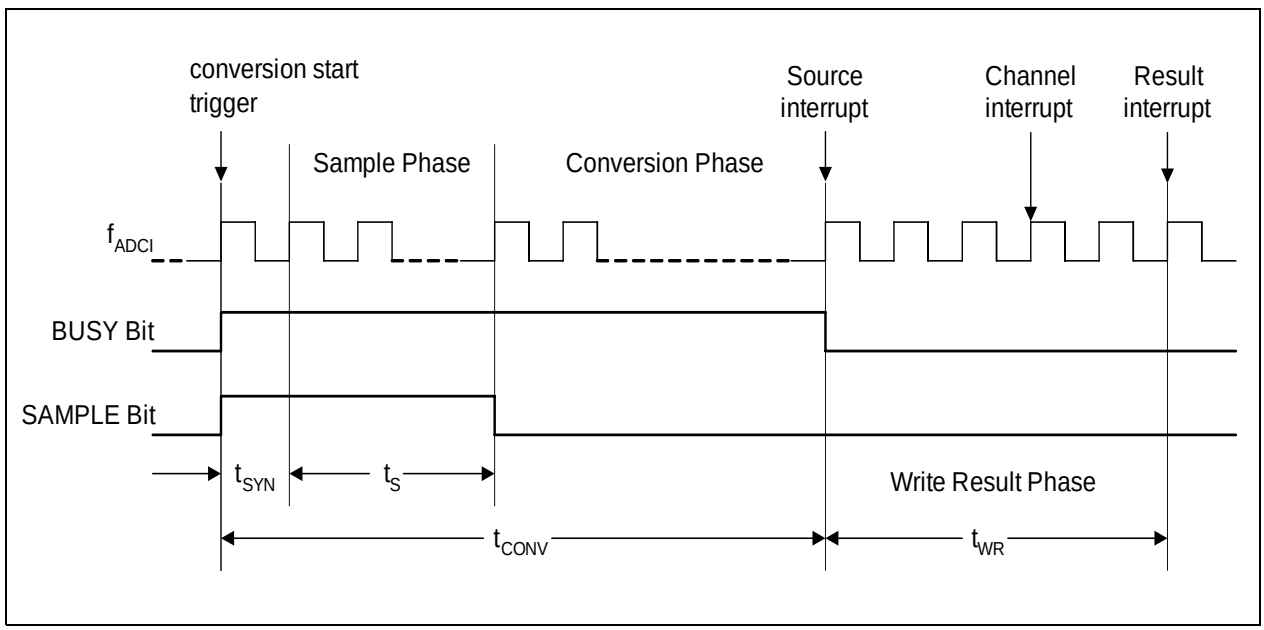

Figure 35 ADC Conversion Timing

4.1.2 Absolute Maximum Rating

Maximum ratings are the extreme limits to which the SAA-XC886 can be subjected to without permanent damage.

Table 36 Absolute Maximum Rating Parameters

Parameter	Symbol	Limit Values		Unit	Notes
		min.	max.		
Ambient temperature	T_A	-40	140	°C	under bias
Storage temperature	T_{ST}	-65	150	°C	1)
Junction temperature	T_J	-40	150	°C	under bias1)
Voltage on power supply pin with respect to V_{SS}	V_{DDP}	-0.5	6	V	1)
Voltage on any pin with respect to V_{SS}	V_{IN}	-0.5	V_{DDP} + 0.5 or max. 6	V	whichever is lower1)
Input current on any pin during overload condition	I_{IN}	-10	10	mA	1)
Absolute sum of all input currents during overload condition	$\Sigma\|I_{IN}\|$	–	50	mA	1)

1) Not subjected to production test, verified by design/characterization.

Note: Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these or any other conditions above those indicated in the operational sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability. During absolute maximum rating overload conditions ($V_{IN} > V_{DDP}$ or $V_{IN} < V_{SS}$) the voltage on V_{DDP} pin with respect to ground (V_{SS}) must not exceed the values defined by the absolute maximum ratings.