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"[Embedded - Microcontrollers](#)" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

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Details

| | |
|----------------------------|---|
| Product Status | Active |
| Core Processor | ARM® Cortex®-M23 |
| Core Size | 32-Bit Single-Core |
| Speed | 32MHz |
| Connectivity | I ² C, LINbus, SPI, UART/USART |
| Peripherals | Brown-out Detect/Reset, DMA, POR, PWM, WDT |
| Number of I/O | 25 |
| Program Memory Size | 16KB (16K x 8) |
| Program Memory Type | FLASH |
| EEPROM Size | 2K x 8 |
| RAM Size | 4K x 8 |
| Voltage - Supply (Vcc/Vdd) | 1.62V ~ 3.63V |
| Data Converters | A/D 10x12b; D/A 1x10b |
| Oscillator Type | Internal |
| Operating Temperature | -40°C ~ 125°C (TA) |
| Mounting Type | Surface Mount |
| Package / Case | 32-TQFP |
| Supplier Device Package | 32-TQFP (7x7) |
| Purchase URL | https://www.e-xfl.com/product-detail/microchip-technology/atsaml10e14a-aft |

SAM L10/L11 Family

Memories

| Offset | Bit Pos. | Name | | | | | | |
|-----------|----------|--------------|----|------|---------------|------------|---------------|------------------------------|
| 0x03 | 31:24 | WDT_PER | | | WDT_ALWAYS ON | WDT_ENABLE | WDT_RUNSTD BY | BOD12 Calibration Parameters |
| 0x04 | 39:32 | WDT_EWOFFSET | | | WDT_WINDOW | | | |
| 0x05 | 47:40 | Reserved | | DXN | RXN | Reserved | BOD33_HYST | WDT_WEN |
| 0x06 | 55:48 | Reserved | | | | | | |
| 0x07 | 63:56 | Reserved | | | | | | |
| 0x08 | 71:64 | AS | | | | | | |
| 0x09 | 79:72 | Reserved | | ANSC | | | | |
| 0x0A | 87:80 | Reserved | | | DS | | | |
| 0x0B | 95:88 | Reserved | RS | | | | | |
| 0x0C | 103:96 | Reserved | | | | | | URWEN |
| 0x0D-0xF | 127:104 | Reserved | | | | | | |
| 0x10-0x13 | 159:128 | NONSECA | | | | | | |
| 0x14-0x17 | 191:160 | NONSECB | | | | | | |
| 0x18-0x1B | 223:192 | NONSECC | | | | | | |
| 0x1C-0x1F | 255:224 | USERCRC | | | | | | |

10.2.2 NVM Software Calibration Area

The NVM Software Calibration Area contains calibration data that can be used by some peripherals, such as the ADC.

Note: Calibration data are determined and written during production test and cannot be written.

The NVM Software Calibration Area can be read at address 0x00806020.

Table 10-12. NVM Software Calibration Bitfields Definition

| Bit Position | Name | Description |
|--------------|--------------------------------|--|
| 2:0 | ADC LINEARITY | ADC Linearity Calibration. Should be written to CALIB register. |
| 5:3 | ADC BIASCAL | ADC Bias Calibration. Should be written to CALIB register. |
| 8:6 | DPLLULP Division Factor in PL0 | DPLLULP Division Factor in PL0. Should be written to DPLLULPCTRL register. |
| 11:9 | DPLLULP Division Factor in PL2 | DPLLULP Division Factor in PL2. Should be written to DPLLULPCTRL register. |
| 127:12 | Reserved | Reserved |

Table 10-13. NVM Software Calibration Row Mapping

| Offset | Bit Pos. | Name | | | |
|----------|----------|--------------------------------|-------------|--------------------------------|--------------------------------|
| 0x00 | 7:0 | DPLLULP Division Factor in PL0 | ADC BIASCAL | | ADC LINEARITY |
| 0x01 | 15:8 | Reserved | | DPLLULP Division Factor in PL2 | DPLLULP Division Factor in PL0 |
| 0x02-0xF | 127:16 | Reserved | | | |

10.2.3 NVM Temperature Log Row

The NVM Temperature Log Row contains calibration data that are determined and written during production test and cannot be written.

These calibration values are required for calculating the temperature from measuring the temperature sensor in the Supply Controller (SUPC) by the ADC.

- Countermeasures against side-channel attacks for AES
- Secure Hash Algorithm 2 (SHA-256), compliant with FIPS Pub 180-4
 - Accelerates message schedule and inner compression loop
- Galois Counter Mode (GCM) encryption using AES engine and authentication
 - Accelerates the GF(2128) multiplication for AES-GCM hash function

13.3.3 CRYA APIs

The CRYA APIs which are located in a dedicated Boot ROM area are only accessible from the user application after the Boot ROM has completed. This area is an execute-only area, meaning the CPU cannot do any loads, but can call the APIs. The Boot ROM memory space is a secure area, only the secure application can directly call these APIs.

Table 13-12. CRYA APIs Addresses

| CRYA API | Address |
|----------------|------------|
| AES Encryption | 0x02001904 |
| AES Decryption | 0x02001908 |
| SHA Process | 0x02001900 |
| GCM Process | 0x0200190C |

13.3.3.1 AES API

The AES software has two function routines to do encryption and decryption on a 128 bit block of input data.

The AES encryption function entry point is located at the Boot ROM address 0x02001904 and the encryption function parameters are:

- Src[in] : a pointer to a 128-bit data block to be encrypted
- Dst[out]: a pointer to 128 bit encrypted data
- Keys[in]: a pointer to 128 bit key
- Length[in]: Number of 32-bit words comprising the Key, 4 for 128 bits key

The AES decryption function entry point is located at the Boot ROM address 0x02001908 and the decryption function parameters are:

- Src[in] : a pointer to a 128-bit data block to be decrypted
- Dst[out]: a pointer to 128 bit decrypted data
- Keys[in]: a pointer to 128 bit key
- Length[in]: Number of 32-bit words comprising the Key, 4 for 128 bits key

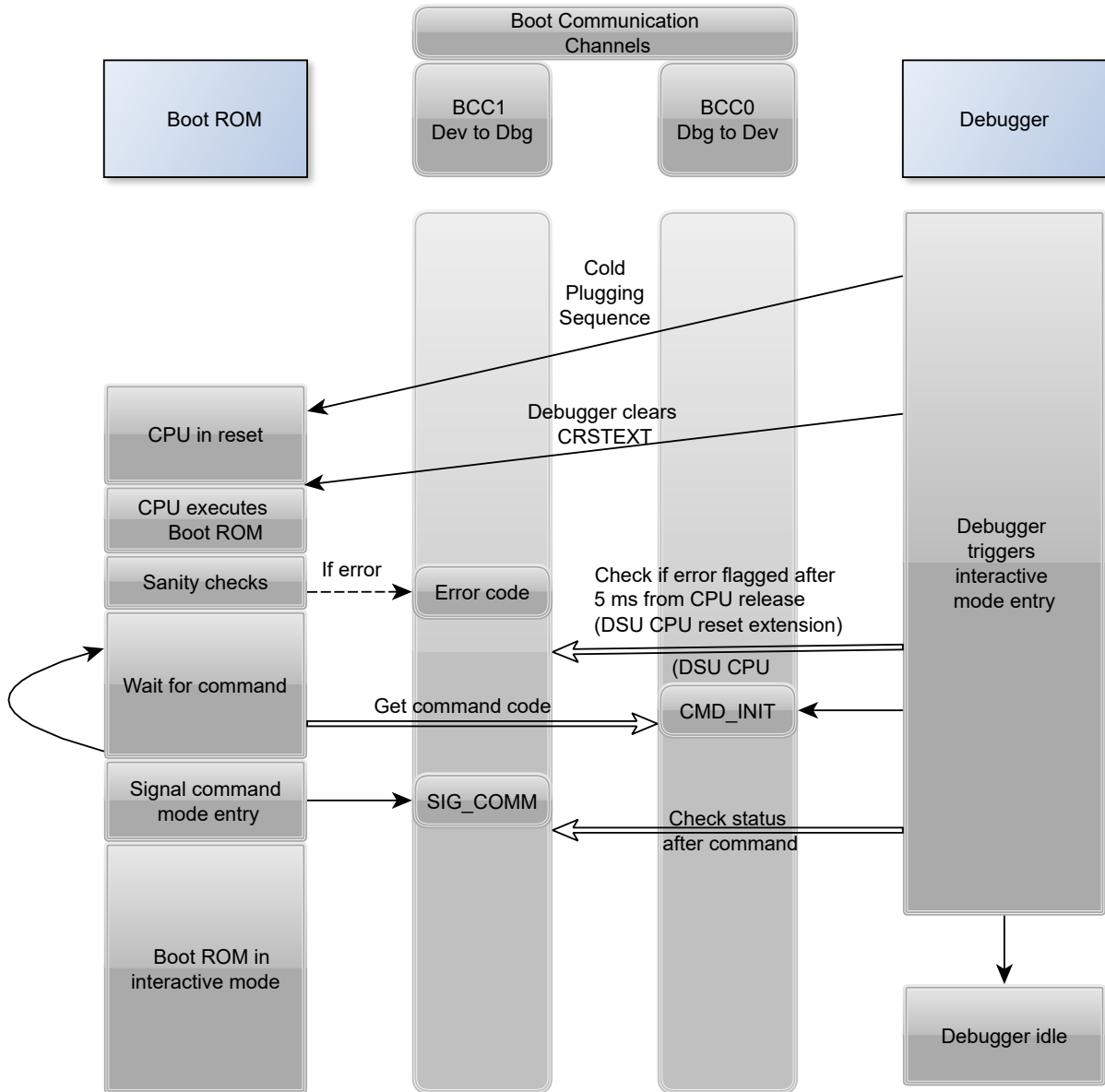
The APIs are:

```
/* Type definition for CRYA AES functions. */
typedef void (*crya_aes_encrypt_t) (const uint8_t *keys, uint32_t key_len, const
uint8_t *src, uint8_t *dst);
typedef void (*crya_aes_decrypt_t) (const uint8_t *keys, uint32_t key_len, const
uint8_t *src, uint8_t *dst);
```

```
/* AES encrypt function
* \param keys[in]: A pointer to 128-bit key
* \param key_len[in]: Number of 32-bit words comprising the key, 4 for 128-bit key
* \param src[in]: A pointer to a 128-bit data block to be encrypted
```

14.4.5.1.1 CMD_INIT

Figure 14-7. CMD_INIT Flow diagram



14.4.5.2 Exit Interactive Mode (CMD_EXIT)

This command allows exiting the Boot Interactive mode.

Exiting the Boot Interactive mode allows to jump to one of the following:

- The Application
- The CPU Park Mode

19.8.6 AHB Mask

Name: AHBMASK
Offset: 0x10
Reset: 0x000001FFF
Property: PAC Write-Protection

| | | | | | | | | |
|--------|---------|-----|----------|------|----------|----------|----------|----------|
| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| | | | | | | | | |
| Access | | | | | | | | |
| Reset | | | | | | | | |
| Bit | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| | | | | | | | | |
| Access | | | | | | | | |
| Reset | | | | | | | | |
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | | | | TRAM | Reserved | Reserved | Reserved | Reserved |
| Access | | | | R/W | R/W | R/W | R/W | R/W |
| Reset | | | | 1 | 1 | 1 | 1 | 1 |
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NVMCTRL | PAC | Reserved | DSU | DMAC | APBC | APBB | APBA |
| Access | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| Reset | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Bit 12 – TRAM TRAM AHB Clock Enable

| Value | Description |
|-------|---------------------------------------|
| 0 | The AHB clock for the TRAM is stopped |
| 1 | The AHB clock for the TRAM is enabled |

Bit 11 – Reserved Must Be Set to 1

Bit 11 must always be set to ‘1’ when programming the AHBMASK register.

Bit 10 – Reserved Must Be Set to 1

Bit 10 must always be set to ‘1’ when programming the AHBMASK register.

Bit 9 – Reserved Must Be Set to 1

Bit 9 must always be set to ‘1’ when programming the AHBMASK register.

Bit 8 – Reserved Must Be Set to 1

Bit 8 must always be set to ‘1’ when programming the AHBMASK register.

Bit 7 – NVMCTRL NVMCTRL AHB Clock Enable

23.8.14 DFLLULP Synchronization Busy

Name: DFLLULPSYNCBUSY
Offset: 0x28
Reset: 0x00000000
Property: -

| | | | | | | | | |
|--------|----|----|----|----|-------|----|--------|----|
| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| | | | | | | | | |
| Access | R | R | R | R | R | R | R | R |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| | | | | | | | | |
| Access | R | R | R | R | R | R | R | R |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | | | | | | | | |
| Access | R | R | R | R | R | R | R | R |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | DELAY | | ENABLE | |
| Access | R | R | R | R | R | | R | R |
| Reset | 0 | 0 | 0 | 0 | 0 | | 0 | 0 |

Bit 3 – DELAY Delay Register Synchronization Busy

This bit is cleared when the synchronization of DFLLULPDLY is complete.

This bit is set when the synchronization of DFLLULPDLY is started.

Writing this bit has no effect.

Bit 1 – ENABLE Enable Bit Synchronization Busy

This bit is cleared when the synchronization of DFLLULPCTRL.ENABLE is complete.

This bit is set when the synchronization of DFLLULPCTRL.ENABLE is started.

Writing this bit has no effect.

24.5.9 Analog Connections

The external 32.768kHz crystal must be connected between the XIN32 and XOUT32 pins, along with any required load capacitors. For details on recommended oscillator characteristics and capacitor load, refer to the related links.

24.6 Functional Description

24.6.1 Principle of Operation

XOSC32K and OSCULP32K are configured via OSC32KCTRL control registers. Through this interface, the sub-peripherals are enabled, disabled, or have their calibration values updated.

The STATUS register gathers different status signals coming from the sub-peripherals of OSC32KCTRL. The status signals can be used to generate system interrupts, and in some cases wake up the system from standby mode, provided the corresponding interrupt is enabled.

24.6.2 32KHz External Crystal Oscillator (XOSC32K) Operation

The XOSC32K can operate in two different modes:

- External clock, with an external clock signal connected to XIN32
- Crystal oscillator, with an external 32.768kHz crystal connected between XIN32 and XOUT32

At reset, the XOSC32K is disabled, and the XIN32/XOUT32 pins can either be used as General Purpose I/O (GPIO) pins or by other peripherals in the system.

When XOSC32K is enabled, the operating mode determines the GPIO usage. When in crystal oscillator mode, the XIN32 and XOUT32 pins are controlled by the OSC32KCTRL, and GPIO functions are overridden on both pins. When in external clock mode, the only XIN32 pin will be overridden and controlled by the OSC32KCTRL, while the XOUT32 pin can still be used as a GPIO pin.

The XOSC32K is enabled by writing a '1' to the Enable bit in the 32KHz External Crystal Oscillator Control register (XOSC32K.ENABLE=1). The XOSC32K is disabled by writing a '0' to the Enable bit in the 32KHz External Crystal Oscillator Control register (XOSC32K.ENABLE=0).

To enable the XOSC32K as a crystal oscillator, the XTALEN bit in the 32KHz External Crystal Oscillator Control register must be set (XOSC32K.XTALEN=1). If XOSC32K.XTALEN is '0', the external clock input will be enabled.

The XOSC32K 32.768kHz output is enabled by setting the 32KHz Output Enable bit in the 32KHz External Crystal Oscillator Control register (XOSC32K.EN32K=1). The XOSC32K also has a 1.024kHz clock output, which can only be used by the RTC. This clock output is enabled by setting the 1KHz Output Enable bit in the 32KHz External Crystal Oscillator Control register (XOSC32K.EN1K=1).

It is also possible to lock the XOSC32K configuration by setting the Write Lock bit in the 32KHz External Crystal Oscillator Control register (XOSC32K.WRTLOCK=1). If set, the XOSC32K configuration is locked until a Power-On Reset (POR) is detected.

The XOSC32K will behave differently in different sleep modes based on the settings of XOSC32K.RUNSTDBY, XOSC32K.ONDEMAND, and XOSC32K.ENABLE. If XOSC32KCTRL.ENABLE=0, the XOSC32K will be always stopped. For XOSC32KCTRL.ENABLE=1, this table is valid:

- Up to 8 channels
 - Enable 8 independent transfers
 - Automatic descriptor fetch for each channel
 - Suspend/resume operation support for each channel
- Flexible arbitration scheme
 - 4 configurable priority levels for each channel
 - Fixed or round-robin priority scheme within each priority level
- From 1 to 256KB data transfer in a single block transfer
- Multiple addressing modes
 - Static
 - Configurable increment scheme
- Optional interrupt generation
 - On block transfer complete
 - On error detection
 - On channel suspend
- 4 event inputs
 - One event input for each of the 4 least significant DMA channels
 - Can be selected to trigger normal transfers, periodic transfers or conditional transfers
 - Can be selected to suspend or resume channel operation
- 4 event outputs
 - One output event for each of the 4 least significant DMA channels
 - Selectable generation on AHB, block, or transaction transfer complete
- Error management supported by write-back function
 - Dedicated Write-Back memory section for each channel to store ongoing descriptor transfer
- CRC polynomial software selectable to
 - CRC-16 (CRC-CCITT)
 - CRC-32 (IEEE® 802.3)

28.8.18 Channel Control A

Name: CHCTRLA
Offset: 0x40
Reset: 0x00
Property: PAC Write-Protection, Enable-Protected

This register affects the DMA channel that is selected in the Channel ID register (CHID.ID).

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------|---|----------|---|---|---|---|--------|-------|
| | | RUNSTDBY | | | | | ENABLE | SWRST |
| Access | R | R/W | R | R | R | R | R/W | R/W |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Bit 6 – RUNSTDBY Channel run in standby

This bit is used to keep the DMAC channel running in standby mode.

This bit is not enable-protected.

| Value | Description |
|-------|---|
| 0 | The DMAC channel is halted in standby. |
| 1 | The DMAC channel continues to run in standby. |

Bit 1 – ENABLE Channel Enable

Writing a '0' to this bit during an ongoing transfer, the bit will not be cleared until the internal data transfer buffer is empty and the DMA transfer is aborted. The internal data transfer buffer will be empty once the ongoing burst transfer is completed.

Writing a '1' to this bit will enable the DMA channel.

This bit is not enable-protected.

| Value | Description |
|-------|--------------------------|
| 0 | DMA channel is disabled. |
| 1 | DMA channel is enabled. |

Bit 0 – SWRST Channel Software Reset

Writing a '0' to this bit has no effect.

Writing a '1' to this bit resets the channel registers to their initial state. The bit can be set when the channel is disabled (ENABLE=0). Writing a '1' to this bit will be ignored as long as ENABLE=1. This bit is automatically cleared when the reset is completed.

| Value | Description |
|-------|--------------------------------------|
| 0 | There is no reset operation ongoing. |
| 1 | The reset operation is ongoing. |

Debug Access to the bus system can be restricted to allow only accesses to non-secure regions or reject all accesses. See the section on the *NVMCTRL Debugger Access Level* for details.

Note: Refer to the *Mix-Secure Peripherals* section in the *SAM L11 Security Features* chapter for more information.

30.5.8 Analog Connections

Not applicable.

30.6 Functional Description

30.6.1 Principle of Operation

The NVM Controller is a slave on the AHB and APB buses. It responds to commands, read requests and write requests, based on user configuration.

30.6.1.1 Initialization

After power up, the NVM Controller goes through a power-up sequence. During this time, access to the NVM Controller from the AHB bus is halted. Upon power-up completion, the NVM Controller is operational without any need for user configuration.

30.6.2 Memory Organization

Refer to the Physical Memory Map for memory sizes and addresses for each device.

The NVM is organized into rows, where each row contains four pages, as shown in the NVM Row Organization figure. The NVM has a row-erase granularity, while the write granularity is by page. In other words, a single row erase will erase all four pages in the row, while four write operations are used to write the complete row.

Figure 30-2. NVM Row Organization

| | | | | |
|-------|----------------|----------------|----------------|----------------|
| Row n | Page (n*4) + 3 | Page (n*4) + 2 | Page (n*4) + 1 | Page (n*4) + 0 |
|-------|----------------|----------------|----------------|----------------|

The NVM block contains the AUX FLASH which contain calibration and system configuration, the FLASH area intended to store code and a separate array dedicated to data storage called Data FLASH that can be modified while the FLASH is read (no bus stall). All these areas are memory mapped. Refer to the NVM Organization figure below for details.

The calibration and auxiliary space contains factory calibration and system configuration information. These spaces can be read from the AHB bus in the same way as the FLASH. Note that Data FLASH requires more cycles to be read. The Data FLASH are can be executable, however this is not recommended as it can weaken an application security and also affect performances.

32.8.7 Data Output Value Set

Name: OUTSET
Offset: 0x18
Reset: 0x00000000
Property: PAC Write-Protection, Mix-Secure



Important: For **SAM L11 Non-Secure** accesses, read and write accesses (RW*) are allowed only if the security attribution for the corresponding I/O pin is set as Non-Secured in the NONSEC register.

This register allows the user to set one or more output I/O pin drive levels high, without doing a read-modify-write operation. Changes in this register will also be reflected in the Data Output Value (OUT), Data Output Value Toggle (OUTTGL) and Data Output Value Clear (OUTCLR) registers.



Tip: The I/O pins are assembled in pin groups ("PORT groups") with up to 32 pins. Group 0 consists of the PA pins, group 1 is for the PB pins, etc. Each pin group has its own PORT registers, with a 0x80 address spacing. For example, the register address offset for the Data Direction (DIR) register for group 0 (PA00 to PA31) is 0x00, and the register address offset for the DIR register for group 1 (PB00 to PB31) is 0x80.

| | | | | | | | | |
|--------|---------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| | OUTSET[31:24] | | | | | | | |
| Access | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| | OUTSET[23:16] | | | | | | | |
| Access | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | OUTSET[15:8] | | | | | | | |
| Access | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | OUTSET[7:0] | | | | | | | |
| Access | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW | RW/RW*/RW |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Bits 31:0 – OUTSET[31:0] PORT Data Output Value Set
 Writing '0' to a bit has no effect.

SAM L10/L11 Family

SERCOM USART - SERCOM Synchronous and Asyn...

Writing '1' to CTRLB.TXEN when the USART is enabled will set SYNCBUSY.CTRLB, which will remain set until the transmitter is enabled, and CTRLB.TXEN will read back as '1'.

This bit is not enable-protected.

| Value | Description |
|-------|--|
| 0 | The transmitter is disabled or being enabled. |
| 1 | The transmitter is enabled or will be enabled when the USART is enabled. |

Bit 13 – PMODE Parity Mode

This bit selects the type of parity used when parity is enabled (CTRLA.FORM is '1'). The transmitter will automatically generate and send the parity of the transmitted data bits within each frame. The receiver will generate a parity value for the incoming data and parity bit, compare it to the parity mode and, if a mismatch is detected, STATUS.PERR will be set.

This bit is not synchronized.

| Value | Description |
|-------|--------------|
| 0 | Even parity. |
| 1 | Odd parity. |

Bit 10 – ENC Encoding Format

This bit selects the data encoding format.

This bit is not synchronized.

| Value | Description |
|-------|-----------------------|
| 0 | Data is not encoded. |
| 1 | Data is IrDA encoded. |

Bit 9 – SFDE Start of Frame Detection Enable

This bit controls whether the start-of-frame detector will wake up the device when a start bit is detected on the RxD line.

This bit is not synchronized.

| SFDE | INTENSET.RXS | INTENSET.RXC | Description |
|------|--------------|--------------|---|
| 0 | X | X | Start-of-frame detection disabled. |
| 1 | 0 | 0 | Reserved |
| 1 | 0 | 1 | Start-of-frame detection enabled. RXC wakes up the device from all sleep modes. |
| 1 | 1 | 0 | Start-of-frame detection enabled. RXS wakes up the device from all sleep modes. |
| 1 | 1 | 1 | Start-of-frame detection enabled. Both RXC and RXS wake up the device from all sleep modes. |

Bit 8 – COLDEN Collision Detection Enable

This bit enables collision detection.

This bit is not synchronized.

37.8.7 Synchronization Busy

Name: SYNCBUSY
Offset: 0x1C
Reset: 0x00000000
Property: -

| | | | | | | | | |
|--------|----|----|----|----|----|----|----|----|
| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| | | | | | | | | |
| Access | | | | | | | | |
| Reset | | | | | | | | |

| | | | | | | | | |
|--------|----|----|----|----|----|----|----|----|
| Bit | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| | | | | | | | | |
| Access | | | | | | | | |
| Reset | | | | | | | | |

| | | | | | | | | |
|--------|----|----|----|----|----|----|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | | | | | | | | |
| Access | | | | | | | | |
| Reset | | | | | | | | |

| | | | | | | | | |
|--------|---|---|---|---|---|---|--------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | ENABLE | SWRST |
| Access | | | | | | | R | R |
| Reset | | | | | | | 0 | 0 |

Bit 1 – ENABLE SERCOM Enable Synchronization Busy

Enabling and disabling the SERCOM (CTRLA.ENABLE) requires synchronization. When written, the SYNCBUSY.ENABLE bit will be set until synchronization is complete.

| Value | Description |
|-------|-------------------------------------|
| 0 | Enable synchronization is not busy. |
| 1 | Enable synchronization is busy. |

Bit 0 – SWRST Software Reset Synchronization Busy

Resetting the SERCOM (CTRLA.SWRST) requires synchronization. When written, the SYNCBUSY.SWRST bit will be set until synchronization is complete.

| Value | Description |
|-------|------------------------------------|
| 0 | SWRST synchronization is not busy. |
| 1 | SWRST synchronization is busy. |

38.7.1.5 Interrupt Enable Clear

Name: INTENCLR
Offset: 0x08
Reset: 0x00
Property: PAC Write-Protection

This register allows the user to disable an interrupt without doing a read-modify-write operation. Changes in this register will also be reflected in the Interrupt Enable Set register (INTENSET).

| | | | | | | | | |
|--------|---|---|---|-----|---|---|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | MCx | | | ERR | OVF |
| Access | | | | R/W | | | R/W | R/W |
| Reset | | | | 0 | | | 0 | 0 |

Bit 4 – MCx Match or Capture Channel x Interrupt Enable

Writing a '0' to these bits has no effect.

Writing a '1' to MCx will clear the corresponding Match or Capture Channel x Interrupt Enable bit, which disables the Match or Capture Channel x interrupt.

| Value | Description |
|-------|---|
| 0 | The Match or Capture Channel x interrupt is disabled. |
| 1 | The Match or Capture Channel x interrupt is enabled. |

Bit 1 – ERR Error Interrupt Disable

Writing a '0' to this bit has no effect.

Writing a '1' to this bit will clear the Error Interrupt Enable bit, which disables the Error interrupt.

| Value | Description |
|-------|----------------------------------|
| 0 | The Error interrupt is disabled. |
| 1 | The Error interrupt is enabled. |

Bit 0 – OVF Overflow Interrupt Disable

Writing a '0' to this bit has no effect.

Writing a '1' to this bit will clear the Overflow Interrupt Enable bit, which disables the Overflow interrupt request.

| Value | Description |
|-------|-------------------------------------|
| 0 | The Overflow interrupt is disabled. |
| 1 | The Overflow interrupt is enabled. |

38.7.3.17 Channel x Compare Buffer Value, 32-bit Mode

Name: CCBUFx
Offset: 0x30 + x*0x04 [x=0..1]
Reset: 0x00000000
Property: Write-Synchronized

| | | | | | | | | |
|--------|--------------|-----|-----|-----|-----|-----|-----|-----|
| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| | CCBUF[31:24] | | | | | | | |
| Access | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| | CCBUF[23:16] | | | | | | | |
| Access | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | CCBUF[15:8] | | | | | | | |
| Access | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | CCBUF[7:0] | | | | | | | |
| Access | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Bits 31:0 – CCBUF[31:0] Channel x Compare Buffer Value

These bits hold the value of the Channel x Compare Buffer Value. When the buffer valid flag is '1' and double buffering is enabled (CTRLBCLR.LUPD=1), the data from buffer registers will be copied into the corresponding CCx register under UPDATE condition (CTRLBSET.CMD=0x3), including the software update command.

39.8.3 Interrupt Enable Clear

Name: INTENCLR
Offset: 0x08
Reset: 0x00
Property: PAC Write-Protection

This register allows the user to disable an interrupt without doing a read-modify-write operation. Changes in this register will also be reflected in the Interrupt Enable Set (INTENSET) register.

| | | | | | | | | |
|--------|---|---|---|---|---|---|---|---------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | DATARDY |
| Access | | | | | | | | R/W |
| Reset | | | | | | | | 0 |

Bit 0 – DATARDY Data Ready Interrupt Enable

Writing a '1' to this bit will clear the Data Ready Interrupt Enable bit, which disables the corresponding interrupt request.

| Value | Description |
|-------|------------------------------------|
| 0 | The DATARDY interrupt is disabled. |
| 1 | The DATARDY interrupt is enabled. |

41.8.8 Sequence Status

Name: SEQSTATUS
Offset: 0x07
Reset: 0x00
Property: -

| | | | | | | | | |
|--------|---------|---|---|---------------|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | SEQBUSY | | | SEQSTATE[4:0] | | | | |
| Access | R | | | R | R | R | R | R |
| Reset | 0 | | | 0 | 0 | 0 | 0 | 0 |

Bit 7 – SEQBUSY Sequence busy

This bit is set when the sequence start.

This bit is clear when the last conversion in a sequence is done.

Bits 4:0 – SEQSTATE[4:0] Sequence State

These bit fields are the pointer of sequence. This value identifies the last conversion done in the sequence.

SAM L10/L11 Family

ADC – Analog-to-Digital Converter

| Value | Name | Description |
|----------------|---------------|---------------------------|
| 0x07 | AIN7 | ADC AIN7 pin |
| 0x08 | AIN8 | ADC AIN8 pin |
| 0x09 | AIN9 | ADC AIN9 pin |
| 0x0A – 0x17 | - | Reserved |
| 0x18 | TEMP | Temperature Sensor |
| 0x19 | BANDGAP | INTREF Voltage Reference |
| 0x1A | SCALEDVDDCORE | 1/4 Scaled VDDCORE Supply |
| 0x1B | SCALEDVDDANA | 1/4 Scaled VDDANA Supply |
| 0x1C | DAC | DAC Output |
| 0x1D | SCALEDVDDIO | 1/4 Scaled VDDIO Supply |
| 0x1E | OPAMP01 | OPAMP0 or OPAMP1 output |
| 0x1F | OPAMP2 | OPAMP2 output |

42.8.4 Interrupt Enable Clear

Name: INTENCLR
Offset: 0x04
Reset: 0x00
Property: PAC Write-Protection

This register allows the user to disable an interrupt without doing a read-modify-write operation. Changes in this register will also be reflected in the Interrupt Enable Set register (INTENSET).

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------|---|---|---|------|---|---|-------|-------|
| | | | | WIN0 | | | COMPx | COMPx |
| Access | | | | R/W | | | R/W | R/W |
| Reset | | | | 0 | | | 0 | 0 |

Bit 4 – WIN0 Window 0 Interrupt Enable

Reading this bit returns the state of the Window 0 interrupt enable.

Writing a '0' to this bit has no effect.

Writing a '1' to this bit disables the Window 0 interrupt.

| Value | Description |
|-------|-------------------------------------|
| 0 | The Window 0 interrupt is disabled. |
| 1 | The Window 0 interrupt is enabled. |

Bits 1,0 – COMPx Comparator x Interrupt Enable

Reading this bit returns the state of the Comparator x interrupt enable.

Writing a '0' to this bit has no effect.

Writing a '1' to this bit disables the Comparator x interrupt.

| Value | Description |
|-------|---|
| 0 | The Comparator x interrupt is disabled. |
| 1 | The Comparator x interrupt is enabled. |

Figure 47-2. SPI Timing Requirements in Master Mode

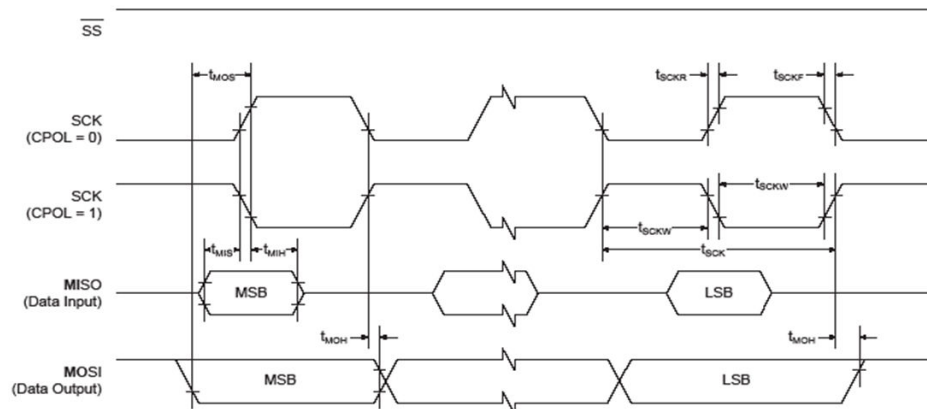
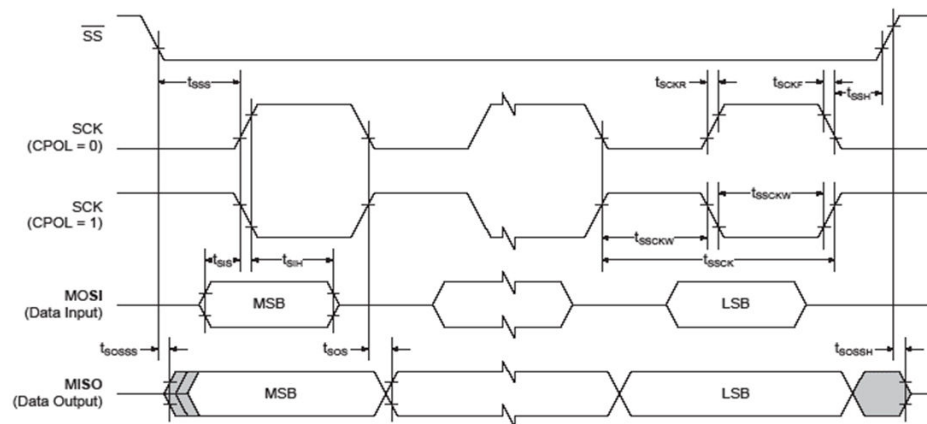


Figure 47-3. SPI Timing Requirements in Slave Mode



Maximum SPI Frequency

- Master mode:
 $f_{SCKmax} = 1/2 * (t_{MIS} + t_{valid})$, where t_{valid} is the slave time response to output data after detecting an SCK edge. For a non-volatile memory with $t_{valid} = 12 \text{ ns Max}$, $f_{SPCKMax} = 3.7 \text{ MHz @ VDDIO} > 2.7V$
- Slave mode:
 $f_{SCKmax} = 1/2 * (t_{SOV} + t_{su})$, where t_{su} is the setup time from the master before sampling data. With a perfect master ($t_{su}=0$), $f_{SPCKMax} = 6 \text{ MHz @ VDDIO} > 2.7V$

47.6.2 SERCOM in SPI Mode in PL2

Table 47-27. SPI Timing Characteristics and Requirements ⁽¹⁾

| Symbol | Parameter | Conditions | | Min. | Typ. | Max. | Units |
|--------|--|------------|--------------|--|------------------|------|-------|
| tSCK | SCK period when tSOV=0 on the slave side | Master | Reception | $2 * (t_{MIS} + t_{SLAVE_OUT})^{(3)}$ | - | - | ns |
| | | Master | Transmission | $2 * (t_{MOV} + t_{SLAVE_IN})^{(4)}$ | - | - | |
| tSCKW | SCK high/low width | Master | | - | $0,5 * t_{SCK}$ | - | |
| tSCKR | SCK rise time ⁽²⁾ | Master | | - | $0,25 * t_{SCK}$ | - | |

SAM L10/L11 Family

125°C Electrical Characteristics

| Symbol | Parameter | Conditions | | Min. | Typ. | Max. | Units |
|--------|---|-------------------|--------------|---|-----------|------|-------|
| tSCKF | SCK fall time ⁽²⁾ | Master | | - | 0,25*tSCK | - | ns |
| tMIS | MISO setup to SCK | Master, VDD>2,70V | | 43.8 | - | - | |
| | | Master, VDD>1,62V | | 54.1 | - | - | |
| tMIH | MISO hold after SCK | Master, VDD>2,70V | | 0 | - | - | |
| | | Master, VDD>1,62V | | 0 | - | - | |
| tMOV | MOSI output valid after SCK | Master, VDD>2,70V | | - | - | 17.5 | |
| | | Master, VDD>1,62V | | - | - | 21.2 | |
| tMOH | MOSI hold after SCK | Master, VDD>2,70V | | 6.32 | - | - | |
| | | Master, VDD>1,62V | | 6.32 | - | - | |
| tSSCK | Slave SCK Period when tMIS=0 on the master side | Slave | Reception | 2*(tSIS + tMASTER_OUT) ⁽⁵⁾ | - | - | |
| | | Slave | Transmission | 2*(tSOV + tMASTER_IN) ⁽⁶⁾ | - | - | |
| tSSCKW | SCK high/low width | Slave | | - | 0,5*tSCK | - | ns |
| tSSCKR | SCK rise time ⁽²⁾ | Slave | | - | 0,25*tSCK | - | |
| tSSCKF | SCK fall time ⁽²⁾ | Slave | | - | 0,25*tSCK | - | |
| tSIS | MOSI setup to SCK | Slave, VDD>2,70V | | 10.7 | - | - | |
| | | Slave, VDD>1,62V | | 11.4 | - | - | |
| tSIH | MOSI hold after SCK | Slave, VDD>2,70V | | 6.4 | - | - | |
| | | Slave, VDD>1,62V | | 7.1 | - | - | |
| tSSS | SS setup to SCK | Slave | PRELOADEN=1 | tSOSS+tEXT_MIS + 2*tAPBC ^{(8) (9)} | - | - | |
| | | | PRELOADEN=0 | tSOSS+tEXT_MIS ⁽⁸⁾ | - | - | |
| tSSH | SS hold after SCK | Slave | | 0.5*tSSCK | - | - | |
| tSOV | MISO output valid after SCK | Slave, VDD>2,70V | | - | - | 36.1 | ns |
| | | Slave, VDD>1,62V | | - | - | 46.4 | |
| tSOH | MISO hold after SCK | Slave, VDD>2,70V | | 13.4 | - | - | ns |