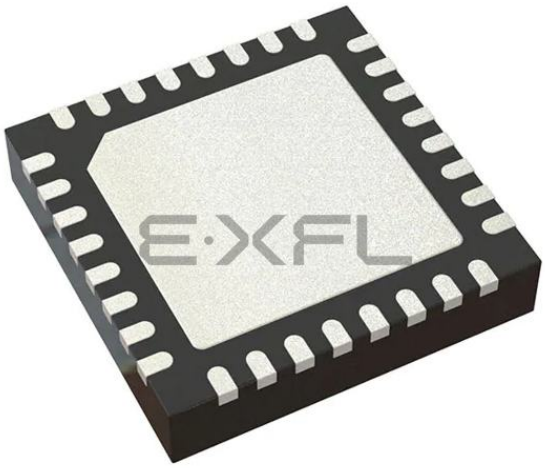

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What is "Embedded - Microcontrollers"?

"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	ARM® Cortex®-M23
Core Size	32-Bit Single-Core
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	25
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	2K x 8
RAM Size	16K 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 ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	32-VFQFN Exposed Pad
Supplier Device Package	32-VQFN (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atsaml11e16a-mut

In the data sheet, references to Synchronous Clocks are referring to the CPU and bus clocks (MCLK), while asynchronous clocks are generated by the Generic Clock Controller (GCLK).

17.3 Register Synchronization

17.3.1 Overview

All peripherals are composed of one digital bus interface connected to the APB or AHB bus and running from a corresponding clock in the Main Clock domain, and one peripheral core running from the peripheral Generic Clock (GCLK).

Communication between these clock domains must be synchronized. This mechanism is implemented in hardware, so the synchronization process takes place even if the peripheral generic clock is running from the same clock source and on the same frequency as the bus interface.

All registers in the bus interface are accessible without synchronization.

All registers in the peripheral core are synchronized when written. Some registers in the peripheral core are synchronized when read.

Each individual register description will have the properties "Read-Synchronized" and/or "Write-Synchronized" if a register is synchronized.

As shown in the figure below, each register that requires synchronization has its individual synchronizer and its individual synchronization status bit in the Synchronization Busy register (SYNCBUSY).
Note: For registers requiring both read- and write-synchronization, the corresponding bit in SYNCBUSY is shared.

25.8.1 Interrupt Enable Clear

Name: INTENCLR
Offset: 0x00
Reset: 0x00000000
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	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
					ULPVREFRDY	VCORERDY		VREGRDY
Access					R/W	R/W		R/W
Reset					0	0		0

Bit	7	6	5	4	3	2	1	0
						B33SRDY	BOD33DET	BOD33RDY
Access						R/W	R/W	R/W
Reset						0	0	0

Bit 11 – ULPVREFRDY Low Power Voltage Reference Ready Interrupt Enable
Writing a '0' to this bit has no effect.

The ULPVREFRDY bit will clear on a zero-to-one transition of the Low Power Voltage Reference Ready bit in the Status register (STATUS.ULPVREFRDY).

Value	Description
0	The Low Power Ready interrupt is disabled.
1	The Low Power Ready interrupt is enabled and an interrupt request will be generated when the ULPVREFRDY Interrupt Flag is set.

Bit 10 – VCORERDY VDDCORE Voltage Ready Interrupt Enable
Writing a '0' to this bit has no effect.

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

Value	Description
0	The VDDCORE Ready interrupt is disabled.
1	The VDDCORE Ready interrupt is enabled and an interrupt request will be generated when the VCORERDY Interrupt Flag is set.

25.8.6 Voltage Regulator System (VREG) Control

Name: VREG
Offset: 0x18
Reset: 0x00000002
Property: PAC Write-Protection

Bit	31	30	29	28	27	26	25	24
	VSPER[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

Bit	23	22	21	20	19	18	17	16
					VSVSTEP[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit	15	14	13	12	11	10	9	8
							VREFSEL	LPEFF
Access							R/W	R/W
Reset							0	0

Bit	7	6	5	4	3	2	1	0
		RUNSTDBY	STDBYPL0			SEL	ENABLE	
Access		R/W	R/W			R/W	R/W	
Reset		0	1			0	1	

Bits 31:24 – VSPER[7:0] Voltage Scaling Period
This bitfield sets the period between the voltage steps when the VDDCORE voltage is changing in µs.

If VSPER=0, the period between two voltage steps is 1µs.

Bits 19:16 – VSVSTEP[3:0] Voltage Scaling Voltage Step
This field sets the voltage step height when the VDDCORE voltage is changing to reach the target VDDCORE voltage.

The voltage step is equal to $2^{VSVSTEP*}$ min_step.

See the Electrical Characteristics chapters for the min_step voltage level.

Bit 9 – VREFSEL Voltage Regulator Voltage Reference Selection
This bit provides support of using ULPVREF during active function mode.

Value	Description
0	Selects VREF for the voltage regulator.
1	Selects ULPVREF for the voltage regulator.

Bit 8 – LPEFF Low power Mode Efficiency

26.8.2 Configuration

Name: CONFIG
Offset: 0x01
Reset: x initially determined from NVM User Row after reset
Property: PAC Write-Protection

Bit	7	6	5	4	3	2	1	0
	WINDOW[3:0]				PER[3:0]			
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 7:4 – WINDOW[3:0] Window Mode Time-Out Period
In Window mode, these bits determine the watchdog closed window period as a number of cycles of the 1.024kHz CLK_WDT_OSC clock.

These bits are loaded from NVM User Row at start-up.

Value	Name	Description
0x0	CYC8	8 clock cycles
0x1	CYC16	16 clock cycles
0x2	CYC32	32 clock cycles
0x3	CYC64	64 clock cycles
0x4	CYC128	128 clock cycles
0x5	CYC256	256 clock cycles
0x6	CYC512	512 clock cycles
0x7	CYC1024	1024 clock cycles
0x8	CYC2048	2048 clock cycles
0x9	CYC4096	4096 clock cycles
0xA	CYC8192	8192 clock cycles
0xB	CYC16384	16384 clock cycles
0xC-0xF	Reserved	Reserved

Bits 3:0 – PER[3:0] Time-Out Period
These bits determine the watchdog time-out period as a number of 1.024kHz CLK_WDTOSC clock cycles. In Window mode operation, these bits define the open window period.

These bits are loaded from NVM User Row at startup.

Value	Name	Description
0x0	CYC8	8 clock cycles
0x1	CYC16	16 clock cycles
0x2	CYC32	32 clock cycles
0x3	CYC64	64 clock cycles
0x4	CYC128	128 clock cycles
0x5	CYC256	256 clock cycles
0x6	CYC512	512 clock cycles
0x7	CYC1024	1024 clock cycles
0x8	CYC2048	2048 clock cycles

Bit 0 – SWRST Software Reset
Writing a '0' to this bit has no effect.

Writing a '1' to this bit when both the DMAC and the CRC module are disabled (DMAENABLE and CRCENABLE are '0') resets all registers in the DMAC (except DBGCTRL) to their initial state. If either the DMAC or CRC module is enabled, the Reset request will be ignored and the DMAC will return an access error.

Value	Description
0	There is no Reset operation ongoing.
1	A Reset operation is ongoing.

29.4 Signal Description

Signal Name	Type	Description
EXTINT[7..0]	Digital Input	External interrupt pin
NMI	Digital Input	Non-maskable interrupt pin

One signal may be available on several pins.

29.5 Product Dependencies

In order to use this peripheral, other parts of the system must be configured correctly, as described below.

29.5.1 I/O Lines

Using the EIC's I/O lines requires the I/O pins to be configured.

Related Links

32. PORT - I/O Pin Controller

29.5.2 Power Management

All interrupts are available down to STANDBY sleep mode, but the EIC can be configured to automatically mask some interrupts in order to prevent device wake-up.

The EIC will continue to operate in any sleep mode where the selected source clock is running. The EIC's interrupts can be used to wake up the device from sleep modes. Events connected to the Event System can trigger other operations in the system without exiting sleep modes.

Related Links

22. PM – Power Manager

29.5.3 Clocks

The EIC bus clock (CLK_EIC_APB) can be enabled and disabled by the Main Clock Controller, the default state of CLK_EIC_APB can be found in the Peripheral Clock Masking section.

Some optional functions need a peripheral clock, which can either be a generic clock (GCLK_EIC, for wider frequency selection) or a Ultra Low-Power 32 KHz clock (CLK_ULP32K, for highest power efficiency). One of the clock sources must be configured and enabled before using the peripheral:

GCLK_EIC is configured and enabled in the Generic Clock Controller.

CLK_ULP32K is provided by the internal Ultra Low-Power (OSCULP32K) Oscillator in the OSC32KCTRL module.

Both GCLK_EIC and CLK_ULP32K are asynchronous to the user interface clock (CLK_EIC_APB). Due to this asynchronicity, writes to certain registers will require synchronization between the clock domains. Refer to Synchronization for further details.

Related Links

19. MCLK – Main Clock
19.6.2.6 Peripheral Clock Masking
18. GCLK - Generic Clock Controller
24. OSC32KCTRL – 32KHz Oscillators Controller

Offset	Name	Bit Pos.								
0x0144	RAM17	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0148	RAM18	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x014C	RAM19	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0150	RAM20	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0154	RAM21	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0158	RAM22	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x015C	RAM23	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0160	RAM24	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0164	RAM25	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0168	RAM26	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x016C	RAM27	7:0	DATA[7:0]							
		15:8	DATA[15:8]							
		23:16	DATA[23:16]							
		31:24	DATA[31:24]							
0x0170	RAM28	7:0	DATA[7:0]							
		15:8	DATA[15:8]							

36.6.3 Additional Features

36.6.3.1 Address Recognition

When the SPI is configured for slave operation (CTRLA.MODE=0x2) with address recognition (CTRLA.FORM is 0x2), the SERCOM address recognition logic is enabled: the first character in a transaction is checked for an address match.

If there is a match, the Receive Complete Interrupt flag in the Interrupt Flag Status and Clear register (INTFLAG.RXC) is set, the MISO output is enabled, and the transaction is processed. If the device is in sleep mode, an address match can wake up the device in order to process the transaction.

If there is no match, the complete transaction is ignored.

If a 9-bit frame format is selected, only the lower 8 bits of the shift register are checked against the Address register (ADDR).

Preload must be disabled (CTRLB.PLOADEN=0) in order to use this mode.

Related Links

34.6.3.1 Address Match and Mask

36.6.3.2 Preloading of the Slave Shift Register

When starting a transaction, the slave will first transmit the contents of the shift register before loading new data from DATA. The first character sent can be either the reset value of the shift register (if this is the first transmission since the last reset) or the last character in the previous transmission.

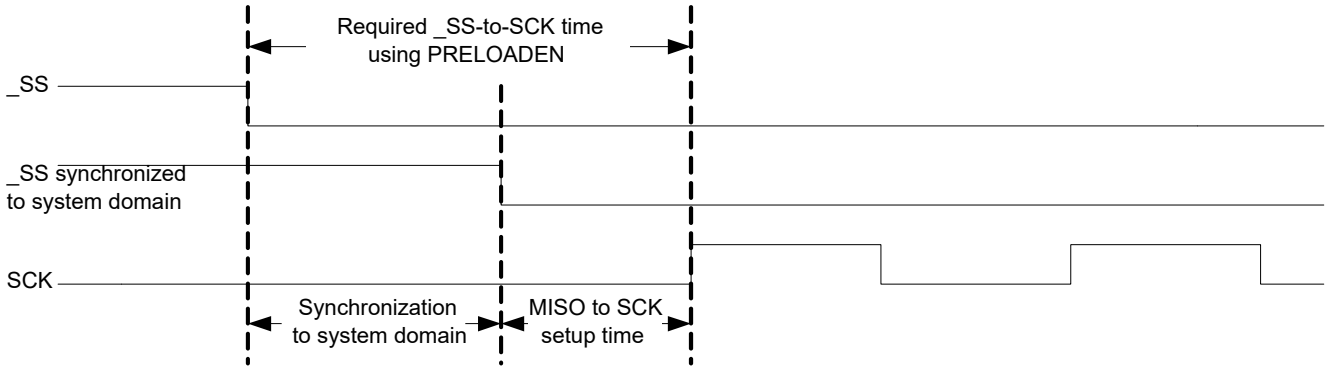
Preloading can be used to preload data into the shift register while $\overline{SS}$ is high: this eliminates sending a dummy character when starting a transaction. If the shift register is not preloaded, the current contents of the shift register will be shifted out.

Only one data character will be preloaded into the shift register while the synchronized $\overline{SS}$ signal is high. If the next character is written to DATA before $\overline{SS}$ is pulled low, the second character will be stored in DATA until transfer begins.

For proper preloading, sufficient time must elapse between $\overline{SS}$ going low and the first SCK sampling edge, as in Timing Using Preloading. See also the *Electrical Characteristics* chapters for timing details.

Preloading is enabled by writing '1' to the Slave Data Preload Enable bit in the CTRLB register (CTRLB.PLOADEN).

Figure 36-4. Timing Using Preloading



36.6.3.3 Master with Several Slaves

Master with multiple slaves in parallel is only available when Master Slave Select Enable (CTRLB.MSSEN) is set to zero and hardware $\overline{SS}$ control is disabled. If the bus consists of several SPI

AMODE[1:0]	Name	Description
0x0	MASK	ADDRMASK is used as a mask to the ADDR register
0x1	2_ADDRS	The slave responds to the two unique addresses in ADDR and ADDRMASK
0x2	RANGE	The slave responds to the range of addresses between and including ADDR and ADDRMASK. ADDR is the upper limit
0x3	-	Reserved

Bit 13 – MSSEN Master Slave Select Enable
This bit enables hardware slave select ($\overline{SS}$) control.

Value	Description
0	Hardware $\overline{SS}$ control is disabled.
1	Hardware $\overline{SS}$ control is enabled.

Bit 9 – SSDE Slave Select Low Detect Enable
This bit enables wake up when the slave select ($\overline{SS}$) pin transitions from high to low.

Value	Description
0	$\overline{SS}$ low detector is disabled.
1	$\overline{SS}$ low detector is enabled.

Bit 6 – PLOADEN Slave Data Preload Enable
Setting this bit will enable preloading of the slave shift register when there is no transfer in progress. If the $\overline{SS}$ line is high when DATA is written, it will be transferred immediately to the shift register.

Bits 2:0 – CHSIZE[2:0] Character Size

CHSIZE[2:0]	Name	Description
0x0	8BIT	8 bits
0x1	9BIT	9 bits
0x2-0x7	-	Reserved

36.8.3 Baud Rate

Name: BAUD
Offset: 0x0C
Reset: 0x00
Property: PAC Write-Protection, Enable-Protected

Bit	7	6	5	4	3	2	1	0
	BAUD[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 7:0 – BAUD[7:0] Baud Register
These bits control the clock generation, as described in the *SERCOM Clock Generation – Baud-Rate Generator*.

Related Links

34.6.2.3 Clock Generation – Baud-Rate Generator
34.6.2.3.1 Asynchronous Arithmetic Mode BAUD Value Selection

Bits 21:20 – SDAHOLD[1:0] SDA Hold Time
These bits define the SDA hold time with respect to the negative edge of SCL.

These bits are not synchronized.

Value	Name	Description
0x0	DIS	Disabled
0x1	75NS	50-100ns hold time
0x2	450NS	300-600ns hold time
0x3	600NS	400-800ns hold time

Bit 16 – PINOUT Pin Usage
This bit set the pin usage to either two- or four-wire operation:

This bit is not synchronized.

Value	Description
0	4-wire operation disabled.
1	4-wire operation enabled.

Bit 7 – RUNSTDBY Run in Standby
This bit defines the functionality in standby sleep mode.

This bit is not synchronized.

Value	Description
0	GCLK_SERCOMx_CORE is disabled and the I^2C master will not operate in standby sleep mode.
1	GCLK_SERCOMx_CORE is enabled in all sleep modes.

Bits 4:2 – MODE[2:0] Operating Mode
These bits must be written to 0x5 to select the I^2C master serial communication interface of the SERCOM.

These bits are not synchronized.

Bit 1 – ENABLE Enable
Due to synchronization, there is delay from writing CTRLA.ENABLE until the peripheral is enabled/disabled. The value written to CTRL.ENABLE will read back immediately and the Synchronization Enable Busy bit in the Synchronization Busy register (SYNCBUSY.ENABLE) will be set. SYNCBUSY.ENABLE will be cleared when the operation is complete.

This bit is not enable-protected.

Value	Description
0	The peripheral is disabled or being disabled.
1	The peripheral is enabled.

Bit 0 – SWRST Software Reset
Writing '0' to this bit has no effect.

Writing '1' to this bit resets all registers in the SERCOM, except DBGCTRL, to their initial state, and the SERCOM will be disabled.

Writing a '1' to an Event Output bit in the Event Control register (EVCTRL.MCEOx) enables the corresponding output event. The output event is disabled by writing EVCTRL.MCEOx=0.

One of the following event actions can be selected by the Event Action bit group in the Event Control register (EVCTRL.EVACT):

- Disable event action (OFF)
- Start TC (START)
- Re-trigger TC (RETRIGGER)
- Count on event (COUNT)
- Capture time stamp (STAMP)
- Capture Period (PPW and PWP)
- Capture Pulse Width (PW)

Writing a '1' to the TC Event Input bit in the Event Control register (EVCTRL.TCEI) enables input events to the TC. Writing a '0' to this bit disables input events to the TC. The TC requires only asynchronous event inputs. For further details on how configuring the asynchronous events, refer to *EVSYS - Event System*.

Related Links

33. EVSYS – Event System

38.6.7 Sleep Mode Operation

The TC can be configured to operate in any sleep mode. To be able to run in standby, the RUNSTDBY bit in the Control A register (CTRLA.RUNSTDBY) must be '1'. This peripheral can wake up the device from any sleep mode using interrupts or perform actions through the Event System.

If the On Demand bit in the Control A register (CTRLA.ONDEMAND) is written to '1', the module stops requesting its peripheral clock when the STOP bit in STATUS register (STATUS.STOP) is set to '1'. When a re-trigger or start condition is detected, the TC requests the clock before the operation starts.

38.6.8 Synchronization

Due to asynchronicity between the main clock domain and the peripheral clock domains, some registers need to be synchronized when written or read.

The following bits are synchronized when written:

- Software Reset and Enable bits in Control A register (CTRLA.SWRST and CTRLA.ENABLE)
- Capture Channel Buffer Valid bit in STATUS register (STATUS.CCBUFVx)

The following registers are synchronized when written:

- Control B Clear and Control B Set registers (CTRLBCLR and CTRLBSET)
- Count Value register (COUNT)
- Period Value and Period Buffer Value registers (PER and PERBUF)
- Channel x Compare/Capture Value and Channel x Compare/Capture Buffer Value registers (CCx and CCBUFx)

The following registers are synchronized when read:

- Count Value register (COUNT): synchronization is done on demand through READSYNC command (CTRLBSET.CMD).

Required write-synchronization is denoted by the "Write-Synchronized" property in the register description.

38.7.2.6 Interrupt Enable Set

Name: INTENSET
Offset: 0x09
Reset: 0x00
Property: PAC Write-Protection

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

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 set the corresponding Match or Capture Channel x Interrupt Enable bit, which enables 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 Enable
Writing a '0' to this bit has no effect.

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

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

Bit 0 – OVF Overflow Interrupt Enable
Writing a '0' to this bit has no effect.

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

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

42.8.5 Interrupt Enable Set

Name: INTENSET
Offset: 0x05
Reset: 0x00
Property: PAC Write-Protection

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

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 enables 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 will set the Ready interrupt bit and enable the Ready interrupt.

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

43.8.6 Interrupt Flag Status and Clear

Name: INTFLAG
Offset: 0x06
Reset: 0x00
Property: PAC Write-Protection

Bit	7	6	5	4	3	2	1	0
							EMPTY	UNDERRUN
Access							R/W	R/W
Reset							0	0

Bit 1 – EMPTY Data Buffer Empty
This flag is cleared by writing a '1' to it or by writing new data to DATABUF.

This flag is set when data is transferred from DATABUF to DATA, and the DAC is ready to receive new data in DATABUF, and will generate an interrupt request if INTENCLR/SET.EMPTY is one.

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

Writing a '1' to this bit will clear the Data Buffer Empty interrupt flag.

Bit 0 – UNDERRUN Underrun
This flag is cleared by writing a '1' to it.

This flag is set when a start conversion event occurs when DATABUF is empty, and will generate an interrupt request if INTENCLR/SET.UNDERRUN is one.

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

Writing a '1' to this bit will clear the Underrun interrupt flag.

43.8.7 Status

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

Bit	7	6	5	4	3	2	1	0
								READY
Access								R
Reset								0

Bit 0 – READY DAC Ready

Value	Description
0	DAC is not ready for conversion.
1	Startup time has elapsed, DAC is ready for conversion.

Mode	Conditions	Regulator Mode	Vcc	Ta	Typ.	Max.	Units
	12 kB RAM retained,PDSW domain in retention	LPVREG with LPEFF Disable	1.8V	25°C	0.6	1.1	
				85°C	4.7	13.6	
		LPVREG with LPEFF Enable	3.3V	25°C	0.5	1.0	
				85°C	4.0	11.1	
		BUCK in standby with MAINVREG in PL0 mode (VREG.RUNSTDBY=1 and VREG.STDBYPL0=1)	1.8V	25°C	0.7	1.1	
				85°C	4.1	11.0	
			3.3V	25°C	0.8	1.5	
				85°C	3.2	8.0	
	8kB RAM retained,PDSW domain in retention	LPVREG with LPEFF Disable	1.8V	25°C	0.5	1.0	
				85°C	4.4	12.6	
		LPVREG with LPEFF Enable	3.3V	25°C	0.5	0.9	
				85°C	3.8	10.3	
		BUCK in standby with MAINVREG in PL0 mode (VREG.RUNSTDBY=1 and VREG.STDBYPL0=1)	1.8V	25°C	0.7	1.0	
				85°C	3.8	10.1	
			3.3V	25°C	0.7	1.4	
				85°C	3.0	7.9	
	4kB RAM retained,PDSW domain in retention	LPVREG with LPEFF Disable	1.8V	25°C	0.5	0.9	
				85°C	4.0	11.2	
		LPVREG with LPEFF Enable	3.3V	25°C	0.5	0.9	
				85°C	3.5	9.3	
		BUCK in standby with MAINVREG in PL0 mode (VREG.RUNSTDBY=1 and VREG.STDBYPL0=1)	1.8V	25°C	0.7	1.0	
				85°C	3.5	9.1	
			3.3V	25°C	0.8	1.5	
				85°C	2.9	6.8	
	4kB RAM retained,PDSW domain in retention and RTC running on XOSC32K	LPVREG with LPEFF Disable	1.8V	25°C	0.9	1.3	
				85°C	4.5	11.7	
		LPVREG with LPEFF Enable	3.3V	25°C	0.8	1.2	
				85°C	4.0	9.8	
		BUCK in standby with MAINVREG in PL0 mode (VREG.RUNSTDBY=1 and VREG.STDBYPL0=1)	1.8V	25°C	1.0	1.3	
				85°C	4.0	9.6	
			3.3V	25°C	1.1	1.7	
				85°C	3.3	7.3	

Mode	Conditions	Regulator Mode	Vcc	Ta	Typ.	Max.	Units
OFF			1.8V	25°C	34.6	54.4	nA
				85°C	595.7	1197.3	
			3.3V	25°C	61.2	89.1	
				85°C	796.1	1622.8	

46.8 Wake-Up Time

Conditions:

- VDDIO/VDDANA = 3.3V
- LDO Regulation mode
- CPU clock = OSC16M @ 4 MHz
- One Wait-state
- Cache enabled
- Flash Fast Wake-up enabled (NVMCTRL.CTRLB.FWUP = 1)
- Flash in WAKEUPINSTANT mode (NVMCTRL.CTRLB.SLEEPPRM = 1)

Measurement Method:

For Idle and Standby, the CPU sets an I/O by writing PORT->IOBUS without jumping in an interrupt handler (Cortex M23 register PRIMASK = 1). The wake-up time is measured between the edge of the wake-up input signal and the edge of the GPIO pin.

For Off mode, the exit of the mode is done through the reset pin, the time is measured between the falling edge of the RESETN signal (with the minimum reset pulse length), and the set of the I/O which is done by the first executed instructions after Reset.

Table 46-10. Wake-Up Timing (1)

Sleep Mode	Condition		Typ	Unit
Idle	PL2 or PL0		1.5	µs
Standby	PL0	PDSW domain in retention	5.3	
		PDSW domain in active	2.6	
	PL2 Voltage scaling at default values: SUPC >VREG.VSVSTEP=0 SUPC > VREG.VSPER=0	PDSW domain in retention	76	
		PDSW domain in active	75	
	PL2 Voltage scaling at fastest setting: SUPC > VREG.VSVSTEP=15 SUPC > VREG.VSPER=0	PDSW domain in retention	16	
		PDSW domain in active	15	
OFF	L10 with BOOTOPT=0		3.2	ms

Symbol	Parameter	Conditions		Min.	Typ.	Max.	Units
tSOSH	MISO hold after SS high	Slave, VDD>2,70V		15	-	-	
		Slave, VDD>1,62V		15	-	-	

Note:

1. These values are based on simulation. These values are not covered by test limits in production.
2. See I/O Pin Characteristics.
3. Where tSLAVE_OUT is the slave external device output response time, generally tEXT_SOV +tLINE_DELAY. (7)
4. Where tSLAVE_IN is the slave external device input constraint, generally tEXT_SIS+tLINE_DELAY. (7)
5. Where tMASTER_OUT is the master external device output response time, generally tEXT_MOV +tLINE_DELAY. (7)
6. Where tMASTER_IN is the master external device input constraint, generally tEXT_MIS +tLINE_DELAY. (7)
7. tLINE_DELAY is the transmission line time delay.
8. tEXT_MIS is the input constraint for the master external device.
9. tAPBC is the APB period for SERCOM.

Figure 46-5. SPI Timing Requirements in Master Mode

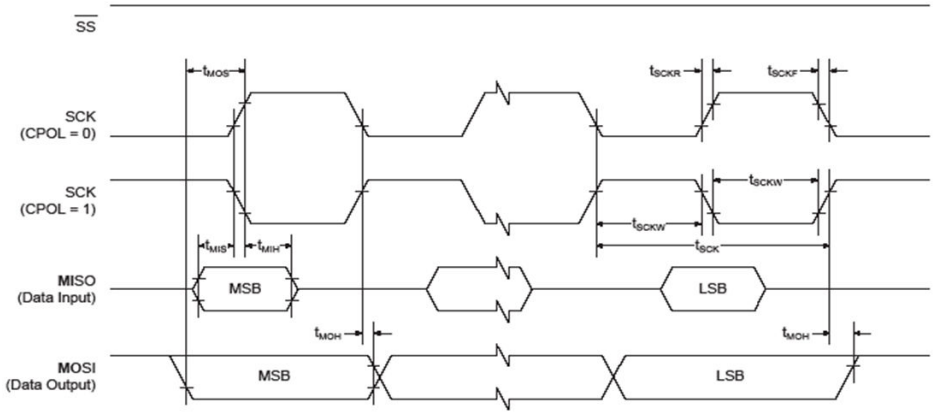
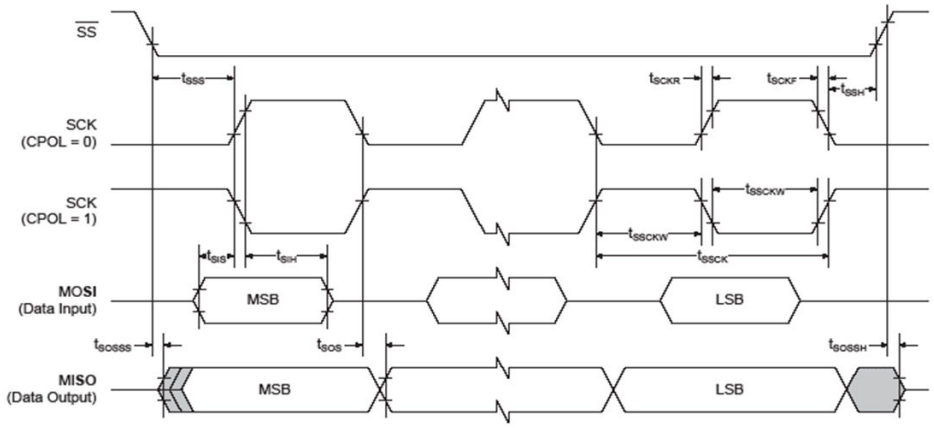


Figure 46-6. SPI Timing Requirements in Slave Mode



Maximum SPI Frequency

Symbol	Parameters	Conditions	Min.	Typ	Max.	Unit
T_{pd}	Propagation Delay $V_{cm}=V_{ddana}/2$, V_{in}= +-100mV overdrive from V_{CM}	COMPCTRLn.SPEED=0x0	-	4	12.3	µs
		COMPCTRLn.SPEED=0x1	-	0.97	2.6	
		COMPCTRLn.SPEED=0x2	-	0.56	1.4	
		COMPCTRLn.SPEED=0x3	-	0.33	0.77	
T_{start}	Start-up time	COMPCTRLn.SPEED=0x0	-	17	71	µs
		COMPCTRLn.SPEED=0x1	-	0.85	4.5(1)	
		COMPCTRLn.SPEED=0x2	-	0.55	3.2(1)	
		COMPCTRLn.SPEED=0x3	-	0.45	2.7(1)	
V_{scale}	INL		-	0.4	-	LSB
	DNL		-	0.1	-	
	Offset Error		-	0.1	-	
	Gain Error		-	1.3	-	

Note:

1. These values are based on simulation. They are not covered by production test limits or characterization.

Table 47-14. Power Consumption

Symbol	Parameters	Conditions	Ta	Min.	Typ	Max.	Unit
I_{DDANA}	Current consumption $V_{CM}=V_{DDANA}/2$, +/-100mV overdrive from V_{CM}, Voltage scaler disabled	COMPCTRLn.SPEED=0x0, V_{DDANA}=3.3V	Max.125°C Typ.25°C	-	51	232	nA
		COMPCTRLn.SPEED=0x1, V_{DDANA}=3.3V		-	233	604	
		COMPCTRLn.SPEED=0x2, V_{DDANA}=3.3V		-	456	1009	
		COMPCTRLn.SPEED=0x3, V_{DDANA}=3.3V		-	879	1756	
	Current consumption Voltage Scaler only	V_{DDANA}=3.3V		-	13	19	µA

47.4.5 DETREF Characteristics

Table 47-15. Reference Voltage Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Units
ADC/DAC Ref	ADC/DAC internal reference	nom. 1.0V, V_{CC}=3.0V, T= 25°C	0.976	1.0	1.022	V
		nom. 1.1V, V_{CC}=3.0V, T= 25°C	1.077	1.1	1.127	
		nom. 1.2V, V_{CC}=3.0V, T= 25°C	1.174	1.2	1.234	