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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®-M0+
Core Size	32-Bit Single-Core
Speed	48MHz
Connectivity	I ² C, LINbus, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, DMA, I ² S, POR, PWM, WDT
Number of I/O	26
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	1.62V ~ 3.6V
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/atsamd21e17a-mu

21.6. Functional Description.....	307
21.7. Register Summary.....	311
21.8. Register Description.....	312
22. NVMCTRL – Non-Volatile Memory Controller.....	320
22.1. Overview.....	320
22.2. Features.....	320
22.3. Block Diagram.....	320
22.4. Signal Description.....	321
22.5. Product Dependencies.....	321
22.6. Functional Description.....	322
22.7. Register Summary.....	329
22.8. Register Description.....	329
23. PORT - I/O Pin Controller.....	339
23.1. Overview.....	339
23.2. Features.....	339
23.3. Block Diagram.....	340
23.4. Signal Description.....	340
23.5. Product Dependencies.....	340
23.6. Functional Description.....	342
23.7. Register Summary.....	348
23.8. Register Description.....	350
24. EVSYS – Event System.....	363
24.1. Overview.....	363
24.2. Features.....	363
24.3. Block Diagram.....	363
24.4. Signal Description.....	364
24.5. Product Dependencies.....	364
24.6. Functional Description.....	365
24.7. Register Summary.....	370
24.8. Register Description.....	370
25. SERCOM – Serial Communication Interface.....	382
25.1. Overview.....	382
25.2. Features.....	382
25.3. Block Diagram.....	383
25.4. Signal Description.....	383
25.5. Product Dependencies.....	383
25.6. Functional Description.....	385
26. SERCOM USART – SERCOM Universal Synchronous and Asynchronous Receiver and Transmitter.....	391
26.1. Overview.....	391
26.2. USART Features.....	391
26.3. Block Diagram.....	392
26.4. Signal Description.....	392

8.4.1 Power-On Reset on VDDANA

POR monitors VDDANA. It is always activated and monitors voltage at startup and also during all the sleep modes. If VDDANA goes below the threshold voltage, the entire chip is reset.

8.4.2 Brown-Out Detector on VDDANA

BOD33 monitors VDDANA. Refer to *SYSCTRL – System Controller* for details.

Related Links

[SYSCTRL – System Controller](#)

8.4.3 Brown-Out Detector on VDDCORE

Once the device has started up, BOD12 monitors the internal VDDCORE.

Table 17-7. Start-Up Time for 32kHz Internal Oscillator

STARTUP[2:0]	Number of OSC32K clock cycles	Approximate Equivalent Time (OSCULP= 32 kHz) ⁽¹⁾⁽²⁾⁽³⁾
0x0	3	92µs
0x1	4	122µs
0x2	6	183µs
0x3	10	305µs
0x4	18	549µs
0x5	34	1038µs
0x6	66	2014µs
0x7	130	3967µs

Notes: 1. Number of cycles for the start-up counter.

2. Number of cycles for the synchronization delay, before PCLKSR.OSC32KRDY is set.

3. Start-up time is n OSC32K cycles + 2 OSC32K cycles.

Bit 7 – ONDEMAND: On Demand Control

The On Demand operation mode allows an oscillator to be enabled or disabled depending on peripheral clock requests.

In On Demand operation mode, i.e., if the ONDEMAND bit has been previously written to one, the oscillator will only be running when requested by a peripheral. If there is no peripheral requesting the oscillator's clock source, the oscillator will be in a disabled state.

If On Demand is disabled the oscillator will always be running when enabled.

In standby sleep mode, the On Demand operation is still active if the OSC32K.RUNSTDBY bit is one. If OSC32K.RUNSTDBY is zero, the oscillator is disabled.

Value	Description
0	The oscillator is always on, if enabled.
1	The oscillator is enabled when a peripheral is requesting the oscillator to be used as a clock source. The oscillator is disabled if no peripheral is requesting the clock source.

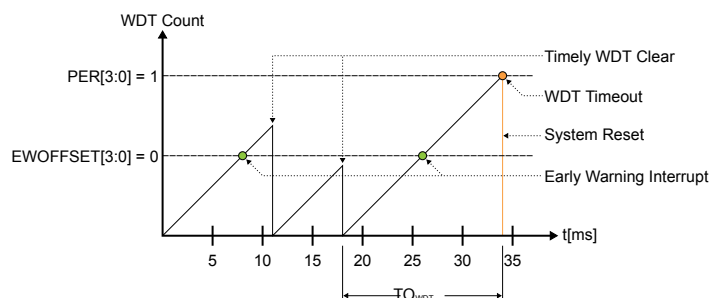
Bit 6 – RUNSTDBY: Run in Standby

This bit controls how the OSC32K behaves during standby sleep mode:

Value	Description
0	The oscillator is disabled in standby sleep mode.
1	The oscillator is not stopped in standby sleep mode. If OSC32K.ONDEMAND is one, the clock source will be running when a peripheral is requesting the clock. If OSC32K.ONDEMAND is zero, the clock source will always be running in standby sleep mode.

Bit 2 – EN32K: 32kHz Output Enable

Figure 18-2. Normal-Mode Operation

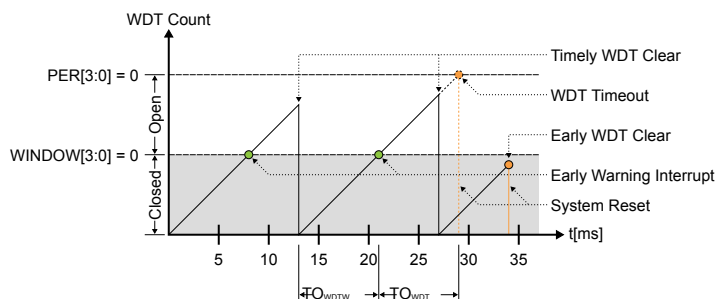


18.6.2.5 Window Mode

In Window mode operation, the WDT uses two different time specifications: the WDT can only be cleared by writing 0xA5 to the CLEAR register *after* the closed window time-out period (TO_{WDTW}), during the subsequent Normal time-out period (TO_{WDT}). If the WDT is cleared before the time window opens (before TO_{WDTW} is over), the WDT will issue a system reset. Both parameters TO_{WDTW} and TO_{WDT} are periods in a range from 8ms to 16s, so the total duration of the WDT time-out period is the sum of the two parameters. The closed window period is defined by the Window Period bits in the Configuration register (CONFIG.WINDOW), and the open window period is defined by the Period bits in the Configuration register (CONFIG.PER).

By default, the Early Warning interrupt is disabled. If it is desired, the Early Warning Interrupt Enable bit in the Interrupt Enable register (INTENSET.EW) must be written to '1'. The Early Warning Interrupt is disabled again by writing a '1' to the Early Warning Interrupt bit in the Interrupt Enable Clear (INTENCLR.EW) register. If the Early Warning interrupt is enabled in Window mode, the interrupt is generated at the start of the open window period, i.e. after TO_{WDTW} . The Window mode operation is illustrated in figure Window-Mode Operation.

Figure 18-3. Window-Mode Operation



18.6.3 Additional Features

18.6.3.1 Always-On Mode

The Always-On mode is enabled by setting the Always-On bit in the Control register (CTRLA.ALWAYSON=1). When the Always-On mode is enabled, the WDT runs continuously, regardless of the state of CTRL.ENABLE. Once written, the Always-On bit can only be cleared by a power-on reset. The Configuration (CONFIG) and Early Warning Control (EWCTRL) registers are read-only registers while the CTRL.ALWAYSON bit is set. Thus, the time period configuration bits (CONFIG.PER, CONFIG.WINDOW, EWCTRL.EWOFFSET) of the WDT cannot be changed.

Enabling or disabling Window mode operation by writing the Window Enable bit (CTRLA.WEN) is allowed while in Always-On mode, but note that CONFIG.PER cannot be changed.

2. Clock representation must be selected by writing the Clock Representation bit in the Control register (CTRL.CLKREP)
3. Prescaler value must be selected by writing the Prescaler bit group in the Control register (CTRL.PRESCALER)

The RTC prescaler divides the source clock for the RTC counter.

Note: In Clock/Calendar mode, the prescaler must be configured to provide a 1Hz clock to the counter for correct operation.

The frequency of the RTC clock (CLK_RTC_CNT) is given by the following formula:

$$f_{\text{CLK_RTC_CNT}} = \frac{f_{\text{GCLK_RTC}}}{2^{\text{PRESCALER}}}$$

The frequency of the generic clock, GCLK_RTC, is given by $f_{\text{GCLK_RTC}}$, and $f_{\text{CLK_RTC_CNT}}$ is the frequency of the internal prescaled RTC clock, CLK_RTC_CNT.

19.6.2.2 Enabling, Disabling and Resetting

The RTC is enabled by setting the Enable bit in the Control register (CTRL.ENABLE=1). The RTC is disabled by writing CTRL.ENABLE=0.

The RTC is reset by setting the Software Reset bit in the Control register (CTRL.SWRST=1). All registers in the RTC, except DEBUG, will be reset to their initial state, and the RTC will be disabled. The RTC must be disabled before resetting it.

19.6.3 Operating Modes

The RTC counter supports three RTC operating modes: 32-bit Counter, 16-bit Counter and Clock/Calendar. The operating mode is selected by writing to the Operating Mode bit group in the Control register (CTRL.MODE).

19.6.3.1 32-Bit Counter (Mode 0)

When the RTC Operating Mode bits in the Control register are zero (CTRL.MODE=00), the counter operates in 32-bit Counter mode. The block diagram of this mode is shown in [Figure 19-1](#). When the RTC is enabled, the counter will increment on every 0-to-1 transition of CLK_RTC_CNT. The counter will increment until it reaches the top value of 0xFFFFFFFF, and then wrap to 0x00000000. This sets the Overflow Interrupt flag in the Interrupt Flag Status and Clear register (INTFLAG.OVF).

The RTC counter value can be read from or written to the Counter Value register (COUNT) in 32-bit format.

The counter value is continuously compared with the 32-bit Compare register (COMP0). When a compare match occurs, the Compare 0 interrupt flag in the Interrupt Flag Status and Clear register (INTFLAG.CMP0) is set on the next 0-to-1 transition of CLK_RTC_CNT.

If the Clear on Match bit in the Control register (CTRL.MATCHCLR) is '1', the counter is cleared on the next counter cycle when a compare match with COMP0 occurs. This allows the RTC to generate periodic interrupts or events with longer periods than are possible with the prescaler events. Note that when CTRL.MATCHCLR is '1', INTFLAG.CMP0 and INTFLAG.OVF will both be set simultaneously on a compare match with COMP0.

19.6.3.2 16-Bit Counter (Mode 1)

When the RTC Operating Mode bits in the Control register (CTRL.MODE) are 1, the counter operates in 16-bit Counter mode as shown in [Figure 19-2](#). When the RTC is enabled, the counter will increment on every 0-to-1 transition of CLK_RTC_CNT. In 16-bit Counter mode, the 16-bit Period register (PER) holds the maximum value of the counter. The counter will increment until it reaches the PER value, and then

32-bit ARM-Based Microcontrollers

Bit	7	6	5	4	3	2	1	0
	PEREO7	PEREO6	PEREO5	PEREO4	PEREO3	PEREO2	PEREO1	PEREO0
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 – OVFE0: Overflow Event Output Enable

Value	Description
0	Overflow event is disabled and will not be generated.
1	Overflow event is enabled and will be generated for every overflow.

Bit 8 – CMPEO0: Compare 0 Event Output Enable

Value	Description
0	Compare 0 event is disabled and will not be generated.
1	Compare 0 event is enabled and will be generated for every compare match.

Bits 7,6,5,4,3,2,1,0 – PEREOx : Periodic Interval x Event Output Enable [x=7:0]

Value	Description
0	Periodic Interval x event is disabled and will not be generated.
1	Periodic Interval x event is enabled and will be generated.

19.8.6 Event Control - MODE1

Name: EVCTRL

Offset: 0x04

Reset: 0x0000

Property: Enable-Protected, Write-Protected

Bit	15	14	13	12	11	10	9	8
	OVFE0						CMPEO1	CMPEO0
Access	R/W						R/W	R/W
Reset	0						0	0

Bit	7	6	5	4	3	2	1	0
	PEREO7	PEREO6	PEREO5	PEREO4	PEREO3	PEREO2	PEREO1	PEREO0
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 – OVFE0: Overflow Event Output Enable

Value	Description
0	Overflow event is disabled and will not be generated.
1	Overflow event is enabled and will be generated for every overflow.

Bits 9,8 – CMPEOx : Compare x Event Output Enable [x=1:0]

Value	Description
0	Compare x event is disabled and will not be generated.
1	Compare x event is enabled and will be generated for every compare match.

Reset: 0x00

Property: Write-Protected

Bit	7	6	5	4	3	2	1	0
	OVF	SYNCRDY						ALARM0
Access	R/W	R/W						R/W
Reset	0	0						0

Bit 7 – OVF: Overflow Interrupt Enable

Writing a zero to this bit has no effect.

Writing a one to this bit will set the Overflow Interrupt Enable bit and enable the Overflow interrupt.

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

Bit 6 – SYNCRDY: Synchronization Ready Interrupt Enable

Writing a zero to this bit has no effect.

Writing a one to this bit will set the Synchronization Ready Interrupt bit and enable the Synchronization Ready interrupt.

Value	Description
0	The synchronization ready interrupt is disabled.
1	The synchronization ready interrupt is enabled.

Bit 0 – ALARM0: Alarm 0 Interrupt Enable

Writing a zero to this bit has no effect.

Writing a one to this bit will set the Alarm 0 Interrupt Enable bit and enable the Alarm 0 interrupt.

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

19.8.14 Interrupt Flag Status and Clear - MODE0

Name: INTFLAG

Offset: 0x08

Reset: 0x00

Property: -

Bit	7	6	5	4	3	2	1	0
	OVF	SYNCRDY						CMP0
Access	R/W	R/W						R/W
Reset	0	0						0

Bit 7 – OVF: Overflow

This flag is cleared by writing a one to the flag.

32-bit ARM-Based Microcontrollers

Value	Description
0	The correction value is positive, i.e., frequency will be increased.
1	The correction value is negative, i.e., frequency will be decreased.

Bits 6:0 – VALUE[6:0]: Correction Value

These bits define the amount of correction applied to the RTC prescaler.

1–127: The RTC frequency is adjusted according to the value.

Value	Description
0	Correction is disabled and the RTC frequency is unchanged.

19.8.20 Counter Value - MODE0

Name: COUNT

Offset: 0x10

Reset: 0x00000000

Property: Read-Synchronized, Write-Protected, Write-Synchronized

Bit	31	30	29	28	27	26	25	24
	COUNT[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
	COUNT[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
	COUNT[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
	COUNT[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 – COUNT[31:0]: Counter Value

These bits define the value of the 32-bit RTC counter.

19.8.21 Counter Value - MODE1

Name: COUNT

Offset: 0x10

Reset: 0x0000

Property: Read-Synchronized, Write-Protected, Write-Synchronized

- Enable 12 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)

32-bit ARM-Based Microcontrollers

Value	Name	Description
0x0	BYTE	8-bit bus transfer
0x1	HWORD	16-bit bus transfer
0x2	WORD	32-bit bus transfer
other		Reserved

Bits 4:3 – BLOCKACT[1:0]: Block Action

These bits define what actions the DMAC should take after a block transfer has completed.

BLOCKACT[1:0]	Name	Description
0x0	NOACT	Channel will be disabled if it is the last block transfer in the transaction
0x1	INT	Channel will be disabled if it is the last block transfer in the transaction and block interrupt
0x2	SUSPEND	Channel suspend operation is completed
0x3	BOTH	Both channel suspend operation and block interrupt

Bits 2:1 – EVOSEL[1:0]: Event Output Selection

These bits define the event output selection.

EVOSEL[1:0]	Name	Description
0x0	DISABLE	Event generation disabled
0x1	BLOCK	Event strobe when block transfer complete
0x2		Reserved
0x3	BEAT	Event strobe when beat transfer complete

Bit 0 – VALID: Descriptor Valid

Writing a '0' to this bit in the Descriptor or Write-Back memory will suspend the DMA channel operation when fetching the corresponding descriptor.

The bit is automatically cleared in the Write-Back memory section when channel is aborted, when an error is detected during the block transfer, or when the block transfer is completed.

Value	Description
0	The descriptor is not valid.
1	The descriptor is valid.

20.10.2 Block Transfer Count

The BTCNT register offset is relative to (BASEADDR or WRBADDR) + Channel Number * 0x10

Name: BTCNT

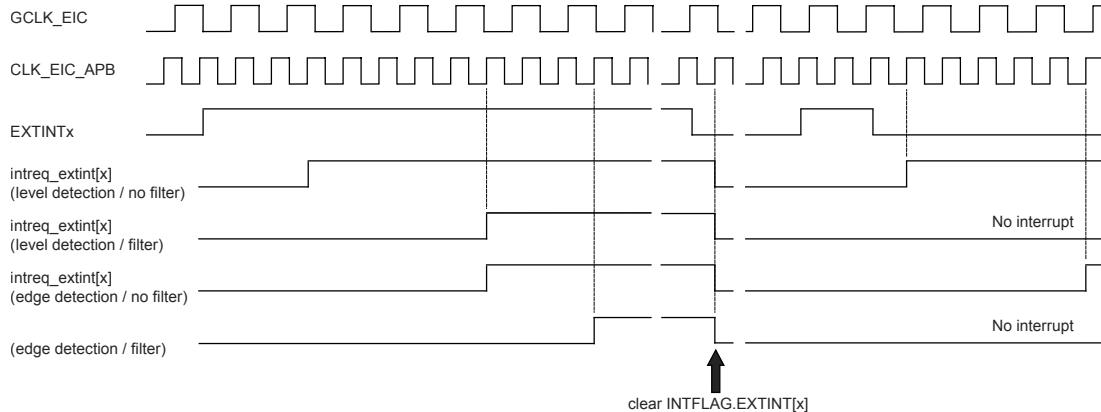
Offset: 0x02

Reset: -

Property: -

When an external interrupt is configured for level detection and when filtering is disabled, detection is done asynchronously. Asynchronous detection does not require GCLK_EIC, but interrupt and events can still be generated. If filtering or edge detection is enabled, the EIC automatically requests GCLK_EIC to operate. GCLK_EIC must be enabled in the GCLK module.

Figure 21-2. Interrupt Detections



The detection delay depends on the detection mode.

Table 21-2. Interrupt Latency

Detection mode	Latency (worst case)
Level without filter	Three CLK_EIC_APB periods
Level with filter	Four GCLK_EIC periods + Three CLK_EIC_APB periods
Edge without filter	Four GCLK_EIC periods + Three CLK_EIC_APB periods
Edge with filter	Six GCLK_EIC periods + Three CLK_EIC_APB periods

Related Links

[GCLK - Generic Clock Controller](#)

21.6.4 Additional Features

21.6.4.1 Non-Maskable Interrupt (NMI)

The non-maskable interrupt pin can also generate an interrupt on edge or level detection, but it is configured with the dedicated NMI Control register (NMICTRL). To select the sense for NMI, write to the NMISENSE bit group in the NMI Control register (NMICTRL.NMISENSE). NMI filtering is enabled by writing a '1' to the NMI Filter Enable bit (NMICTRL.NMIFILTEN).

If edge detection or filtering is required, enable GCLK_EIC or CLK_ULP32K.

NMI detection is enabled only by the NMICTRL.NMISENSE value, and the EIC is not required to be enabled.

When an NMI is detected, the non-maskable interrupt flag in the NMI Flag Status and Clear register is set (NMIFLAG.NMI). NMI interrupt generation is always enabled, and NMIFLAG.NMI generates an interrupt request when set.

21.6.5 DMA Operation

Not applicable.

Property: -

Bit	7	6	5	4	3	2	1	0
	ERROR				SSL	RXC	TXC	DRE
Access	R/W				R/W	R	R/W	R
Reset	0				0	0	0	0

Bit 7 – ERROR: Error

This flag is cleared by writing '1' to it.

This bit is set when any error is detected. Errors that will set this flag have corresponding status flags in the STATUS register. The BUFOVF error will set this interrupt flag.

Writing '0' to this bit has no effect.

Writing '1' to this bit will clear the flag.

Bit 3 – SSL: Slave Select Low

This flag is cleared by writing '1' to it.

This bit is set when a high to low transition is detected on the _SS pin in slave mode and Slave Select Low Detect (CTRLB.SSDE) is enabled.

Writing '0' to this bit has no effect.

Writing '1' to this bit will clear the flag.

Bit 2 – RXC: Receive Complete

This flag is cleared by reading the Data (DATA) register or by disabling the receiver.

This flag is set when there are unread data in the receive buffer. If address matching is enabled, the first data received in a transaction will be an address.

Writing '0' to this bit has no effect.

Writing '1' to this bit has no effect.

Bit 1 – TXC: Transmit Complete

This flag is cleared by writing '1' to it or by writing new data to DATA.

In master mode, this flag is set when the data have been shifted out and there are no new data in DATA.

In slave mode, this flag is set when the _SS pin is pulled high. If address matching is enabled, this flag is only set if the transaction was initiated with an address match.

Writing '0' to this bit has no effect.

Writing '1' to this bit will clear the flag.

Bit 0 – DRE: Data Register Empty

This flag is cleared by writing new data to DATA.

This flag is set when DATA is empty and ready for new data to transmit.

Writing '0' to this bit has no effect.

Writing '1' to this bit has no effect.

Each interrupt can be individually enabled by writing a '1' to the corresponding bit in the Interrupt Enable Set register (INTENSET), and disabled by writing a '1' to the corresponding bit in the Interrupt Enable Clear register (INTENCLR).

An interrupt request is generated when the interrupt flag is set and the corresponding interrupt is enabled. The interrupt request remains active until either the interrupt flag is cleared, the interrupt is disabled, or the TC is reset. on how to clear interrupt flags.

The TC has one common interrupt request line for all the interrupt sources. The user must read the INTFLAG register to determine which interrupt condition is present.

Note that interrupts must be globally enabled for interrupt requests to be generated. Refer to *Nested Vector Interrupt Controller* for details.

Related Links

[Nested Vector Interrupt Controller](#)

30.6.4.3 Events

The TC can generate the following output events:

- Overflow/Underflow (OVF)
- Match or Capture (MC)

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):

- Start TC (START)
- Re-trigger TC (RETRIGGER)
- Increment or decrement counter (depends on counter direction)
- Count on event (COUNT)
- 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

[EVSYS – Event System](#)

30.6.5 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 written to one. The TC can wake up the device using interrupts from any sleep mode or perform actions through the Event System.

30.6.6 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 bit in the Control A register (CTRLA.SWRST)

32-bit ARM-Based Microcontrollers

Bit	7	6	5	4	3	2	1	0
	BYTE_COUNT[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	x

Bit 31 – AUTO_ZLP: Automatic Zero Length Packet

This bit defines the automatic Zero Length Packet mode of the endpoint.

When enabled, the USB module will manage the ZLP handshake by hardware. This bit is for IN endpoints only. When disabled the handshake should be managed by firmware.

Value	Description
0	Automatic Zero Length Packet is disabled.
1	Automatic Zero Length Packet is enabled.

Bits 30:28 – SIZE[2:0]: Endpoint size

These bits contains the maximum packet size of the endpoint.

Value	Description
0x0	8 Byte
0x1	16 Byte
0x2	32 Byte
0x3	64 Byte
0x4	128 Byte ⁽¹⁾
0x5	256 Byte ⁽¹⁾
0x6	512 Byte ⁽¹⁾
0x7	1023 Byte ⁽¹⁾

(1) for Isochronous endpoints only.

Bits 27:14 – MULTI_PACKET_SIZE[13:0]: Multiple Packet Size

These bits define the 14-bit value that is used for multi-packet transfers.

For IN endpoints, MULTI_PACKET_SIZE holds the total number of bytes sent. MULTI_PACKET_SIZE should be written to zero when setting up a new transfer.

For OUT endpoints, MULTI_PACKET_SIZE holds the total data size for the complete transfer. This value must be a multiple of the maximum packet size.

Bits 13:0 – BYTE_COUNT[13:0]: Byte Count

These bits define the 14-bit value that is used for the byte count.

For IN endpoints, BYTE_COUNT holds the number of bytes to be sent in the next IN transaction.

For OUT endpoint or SETUP endpoints, BYTE_COUNT holds the number of bytes received upon the last OUT or SETUP transaction.

32.8.4.4 Extended Register

Name: EXTREG

32-bit ARM-Based Microcontrollers

If the host controller is in operational state (VBUSOK is one) and an device connection is detected.

In all cases it will generate an interrupt if INTENCLR/SET.WAKEUP is one.

Writing a zero to this bit has no effect.

Bit 3 – RST: Bus Reset Interrupt Flag

This flag is cleared by writing a one to the flag.

This flag is set when a Bus “Reset” has been sent to the Device and will generate an interrupt if INTENCLR/SET.RST is one.

Writing a zero to this bit has no effect.

Bit 2 – HSOF: Host Start-of-Frame Interrupt Flag

This flag is cleared by writing a one to the flag.

This flag is set when a USB “Host Start-of-Frame” in Full Speed/High Speed or a keep-alive in Low Speed has been sent (every 1 ms) and will generate an interrupt if INTENCLR/SET.HSOF is one.

The value of the FNUM register is updated.

Writing a zero to this bit has no effect.

32.8.5.9 Pipe Interrupt Summary

Name: PINTSMRY

Offset: 0x20

Reset: 0x0000

Property: Read-only

Bit	15	14	13	12	11	10	9	8
	PINT[15:8]							
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
	PINT[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – PINT[15:0]

The flag PINT[n] is set when an interrupt is triggered by the pipe n. See [PINTFLAG](#) register in the Host Pipe Register section.

This bit will be cleared when there are no interrupts pending for Pipe n.

Writing to this bit has no effect.

32.8.6 Host Registers - Pipe

32.8.6.1 Host Pipe n Configuration

Name: PCFGn

Offset: 0x100 + (n x 0x20)

Reset: 0x00

Writing a one to this bit clears the Synchronization Ready interrupt flag.

Bit 2 – WINMON: Window Monitor

This flag is cleared by writing a one to the flag or by reading the RESULT register.

This flag is set on the next GCLK_ADC cycle after a match with the window monitor condition, and an interrupt request will be generated if INTENCLR/SET.WINMON is one.

Writing a zero to this bit has no effect.

Writing a one to this bit clears the Window Monitor interrupt flag.

Bit 1 – OVERRUN: Overrun

This flag is cleared by writing a one to the flag.

This flag is set if RESULT is written before the previous value has been read by CPU, and an interrupt request will be generated if INTENCLR/SET.OVERRUN is one.

Writing a zero to this bit has no effect.

Writing a one to this bit clears the Overrun interrupt flag.

Bit 0 – RESRDY: Result Ready

This flag is cleared by writing a one to the flag or by reading the RESULT register.

This flag is set when the conversion result is available, and an interrupt will be generated if INTENCLR/SET.RESRDY is one.

Writing a zero to this bit has no effect.

Writing a one to this bit clears the Result Ready interrupt flag.

33.8.13 Status

Name: STATUS

Offset: 0x19

Reset: 0x00

Property: -

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

Bit 7 – SYNCBUSY: Synchronization Busy

This bit is cleared when the synchronization of registers between the clock domains is complete.

This bit is set when the synchronization of registers between clock domains is started.

33.8.14 Result

Name: RESULT

Offset: 0x1A

Reset: 0x0000

39. Schematic Checklist

39.1 Introduction

This chapter describes a common checklist which should be used when starting and reviewing the schematics for a SAM D21 design. This chapter illustrates a recommended power supply connection, how to connect external analog references, programmer, debugger, oscillator and crystal.

39.1.1 Operation in Noisy Environment

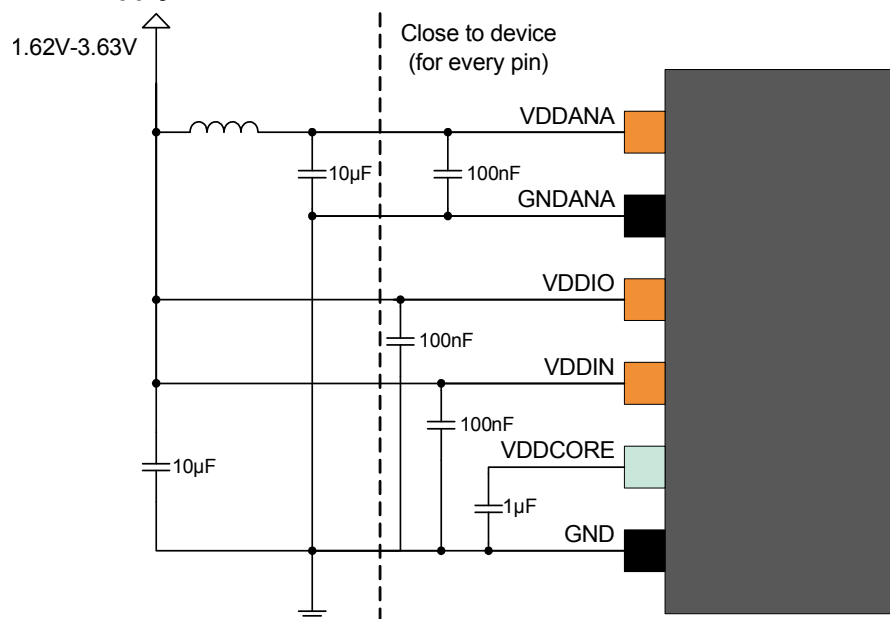
If the device is operating in an environment with much electromagnetic noise it must be protected from this noise to ensure reliable operation. In addition to following best practice EMC design guidelines, the recommendations listed in the schematic checklist sections must be followed. In particular placing decoupling capacitors very close to the power pins, a RC-filter on the $\overline{\text{RESET}}$ pin, and a pull-up resistor on the SWCLK pin is critical for reliable operations. It is also relevant to eliminate or attenuate noise in order to avoid that it reaches supply pins, I/O pins and crystals.

39.2 Power Supply

The SAM D21 supports a single power supply from 1.62V - 3.63V.

39.2.1 Power Supply Connections

Figure 39-1. Power Supply Schematic



32-bit ARM-Based Microcontrollers

Abbreviation	Description
INT	Interrupt
MBIST	Memory built-in self-test
MEM-AP	Memory Access Port
MTB	Micro Trace Buffer
NMI	Non-maskable interrupt
NVIC	Nested Vector Interrupt Controller
NVM	Non-Volatile Memory
NVMCTRL	Non-Volatile Memory Controller
OSC	Oscillator
PAC	Peripheral Access Controller
PC	Program Counter
PER	Period
PM	Power Manager
POR	Power-on reset
PORT	I/O Pin Controller
PTC	Peripheral Touch Controller
PWM	Pulse Width Modulation
RAM	Random-Access Memory
REF	Reference
RTC	Real-Time Counter
RX	Receiver/Receive
SERCOM	Serial Communication Interface
SMBus™	System Management Bus
SP	Stack Pointer
SPI	Serial Peripheral Interface
SRAM	Static Random-Access Memory
SUPC	Supply Controller
SWD	Serial Wire Debug
TC	Timer/Counter
TCC	Timer/Counter for Control Applications
TRNG	True Random Number Generator
TX	Transmitter/Transmit

Table 44-20. Operating Conditions⁽¹⁾(Device Variant B)

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Units
V _{DDANA}	Analog supply voltage		1.62	-	3.63	V
AV _{REF}	External reference voltage		1.0	-	V _{DDANA} -0.6	V
	Internal reference voltage 1		-	1	-	V
	Internal reference voltage 2		-	V _{DDANA}	-	V
	Linear output voltage range		0.05	-	V _{DDANA} -0.05	V
	Minimum resistive load		5	-	-	kΩ
	Maximum capacitance load		-	-	100	pF
I _{DD}	DC supply current ⁽²⁾	Voltage pump disabled	-	160	283	μA

1. These values are based on specifications otherwise noted.

2. These values are based on characterization. These values are not covered by test limits in production.

Table 44-21. Clock and Timing⁽¹⁾

Symbol	Parameter	Conditions		Min.	Typ.	Max.	Units
	Conversion rate	C _{load} =100pF R _{load} > 5kΩ	Normal mode	-	-	350	ksps
			For Δ _{DATA} =+/-1	-	-	1000	
	Startup time	V _{DDNA} > 2.6V		-	-	2.85	μs
		V _{DDNA} < 2.6V		-	-	10	μs

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

Table 44-22. Accuracy Characteristics⁽¹⁾(Device Variant A)

Symbol	Parameter	Conditions		Min.	Typ.	Max.	Units
RES	Input resolution			-	-	10	Bits
INL	Integral non-linearity	V _{REF} = Ext 1.0V	V _{DD} = 1.6V	0.75	1.1	2.0	LSB
			V _{DD} = 3.6V	0.6	1.2	2.5	
		V _{REF} = V _{DDANA}	V _{DD} = 1.6V	1.4	2.2	3.5	
			V _{DD} = 3.6V	0.9	1.4	1.5	
		V _{REF} = INT1V	V _{DD} = 1.6V	0.75	1.3	2.5	
			V _{DD} = 3.6V	0.8	1.2	1.5	

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