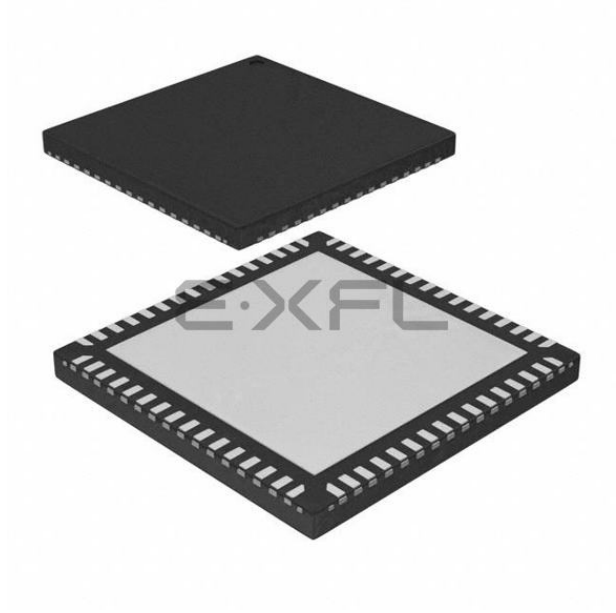

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	ARM® Cortex®-M0+
Core Size	32-Bit Single-Core
Speed	48MHz
Connectivity	I²C, LINbus, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, PWM, WDT
Number of I/O	52
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	1.62V ~ 3.6V
Data Converters	A/D 20x12b; D/A 1x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-QFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atsamd21j16b-mft

2. Configuration Summary

	SAM D21J	SAM D21G	SAM D21E
Pins	64	48 (45 for WLCSP)	32 (35 for WLCSP)
General Purpose I/O-pins (GPIOs)	52	38	26
Flash	256/128/64/32KB	256/128/64/32KB	256/128/64/32KB
SRAM	32/16/8/4KB	32/16/8/4KB	32/16/8/4KB
Timer Counter (TC) instances	5	3 (5 for WLCSP)	3
Waveform output channels per TC instance	2	2	2
Timer Counter for Control (TCC) instances	3	3	3
Waveform output channels per TCC	8/4/2	8/4/2	6/4/2
DMA channels	12	12	12
USB interface	1	1	1
Serial Communication Interface (SERCOM) instances	6	6	4
Inter-IC Sound (I^2S) interface	1	1	1
Analog-to-Digital Converter (ADC) channels	20	14	10
Analog Comparators (AC)	2	2	2
Digital-to-Analog Converter (DAC) channels	1	1	1
Real-Time Counter (RTC)	Yes	Yes	Yes
RTC alarms	1	1	1
RTC compare values	One 32-bit value or two 16-bit values	One 32-bit value or two 16-bit values	One 32-bit value or two 16-bit values
External Interrupt lines	16	16	16
Peripheral Touch Controller (PTC) X and Y lines	16x16	12x10	10x6
Maximum CPU frequency	48MHz		

Reset: 0x00000010
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
	CCLASS[3:0]				PREAMBLE[3:0]			
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	1	0	0	0	0

Bits 7:4 – CCLASS[3:0]: Component Class
These bits will always return 0x1 when read indicating that this ARM CoreSight component is ROM table (refer to the ARM Debug Interface v5 Architecture Specification at http://www.arm.com).

Bits 3:0 – PREAMBLE[3:0]: Preamble
These bits will always return 0x0 when read.

13.13.21 Component Identification 2

Name: CID2
Offset: 0x1FF8
Reset: 0x00000005
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
	PREAMBLEB2[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	1	0	1

Bits 7:0 – PREAMBLEB2[7:0]: Preamble Byte 2
These bits will always return 0x05 when read.

13.13.22 Component Identification 3

Name: CID3
Offset: 0x1FFC
Reset: 0x000000B1
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
	PREAMBLEB3[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	1	0	1	1	0	0	0	1

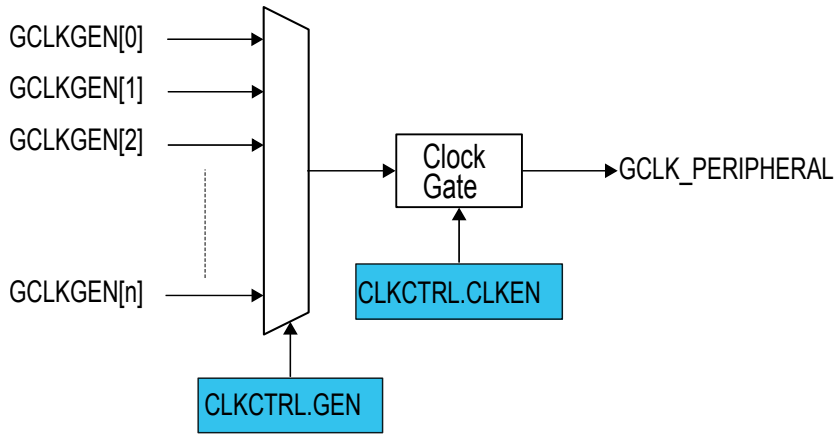
Bits 7:0 – PREAMBLEB3[7:0]: Preamble Byte 3
These bits will always return 0xB1 when read.

according to the Output Off Value bit. If the Output Off Value bit in GENCTRL (GENCTRL.OOV) is zero, the output clock will be low when generic clock generator is turned off. If GENCTRL.OOV=1, the output clock will be high when Generator is turned off.

In standby mode, if the clock is output (GENCTRL.OE=1), the clock on the GCLK_IO pin is frozen to the OOV value if the Run In Standby bit in GENCTRL (GENCTRL.RUNSTDBY) is zero. If GENCTRL.RUNSTDBY=1, the GCLKGEN clock is kept running and output to GCLK_IO.

15.6.3 Generic Clock

Figure 15-4. Generic Clock Multiplexer



15.6.3.1 Enabling a Generic Clock

Before a generic clock is enabled, one of the Generators must be selected as the source for the generic clock by writing to CLKCTRL.GEN. The clock source selection is individually set for each generic clock.

When a Generator has been selected, the generic clock is enabled by setting the Clock Enable bit in CLKCTRL (CLKCTRL.CLKEN=1). The CLKCTRL.CLKEN bit must be synchronized to the generic clock domain. CLKCTRL.CLKEN will continue to read as its previous state until the synchronization is complete.

15.6.3.2 Disabling a Generic Clock

A generic clock is disabled by writing CLKCTRL.CLKEN=0. The SYNCBUSY bit will be cleared when this write-synchronization is complete. CLKCTRL.CLKEN will stay in its previous state until the synchronization is complete. The generic clock is gated when disabled.

15.6.3.3 Selecting a Clock Source for the Generic Clock

When changing a generic clock source by writing to CLKCTRL.GEN, the generic clock must be disabled before being re-enabled it with the new clock source setting. This prevents glitches during the transition:

1. Write CLKCTRL.CLKEN=0
2. Assert that CLKCTRL.CLKEN reads '0'
3. Change the source of the generic clock by writing CLKCTRL.GEN
4. Re-enable the generic clock by writing CLKCTRL.CLKEN=1

15.6.3.4 Configuration Lock

The generic clock configuration can be locked for further write accesses by setting the Write Lock bit in the CLKCTRL register (CLKCTRL.WRTLOCK). All writes to the CLKCTRL register will be ignored. It can only be unlocked by a Power Reset.

The Generator source of a locked generic clock are also locked, too: The corresponding GENCTRL and GENDIV are locked, and can be unlocked only by a Power Reset.

GCLK Generator ID	Reset Value after a User Reset
0x04	0x00000004 if the generator is not used by the RTC and not a source of a 'locked' generic clock No change if the generator is used by the RTC or used by a GCLK with a WRTLOCK as one
0x05	0x00000005 if the generator is not used by the RTC and not a source of a 'locked' generic clock No change if the generator is used by the RTC or used by a GCLK with a WRTLOCK as one
0x06	0x00000006 if the generator is not used by the RTC and not a source of a 'locked' generic clock No change if the generator is used by the RTC or used by a GCLK with a WRTLOCK as one
0x07	0x00000007 if the generator is not used by the RTC and not a source of a 'locked' generic clock No change if the generator is used by the RTC or used by a GCLK with a WRTLOCK as one
0x08	0x00000008 if the generator is not used by the RTC and not a source of a 'locked' generic clock No change if the generator is used by the RTC or used by a GCLK with a WRTLOCK as one

APBCDIV[2:0]	Name	Description
0x2	DIV4	Divide by 4
0x3	DIV8	Divide by 8
0x4	DIV16	Divide by 16
0x5	DIV32	Divide by 32
0x6	DIV64	Divide by 64
0x7	DIV128	Divide by 128

16.8.7 AHB Mask

Name: AHBMASK
Offset: 0x14
Reset: 0x0000007F
Property: Write-Protected

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
		USB	DMAC	NVMCTRL	DSU	HPB2	HPB1	HPB0
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		1	1	1	1	1	1	1

Bit 6 – USB: USB AHB Clock Mask

Value	Description
0	The AHB clock for the USB is stopped.
1	The AHB clock for the USB is enabled.

Bit 5 – DMAC: DMAC AHB Clock Mask

Value	Description
0	The AHB clock for the DMAC is stopped.
1	The AHB clock for the DMAC is enabled.

Bit 1 – XOSC32KRDY: XOSC32K Ready
This flag is cleared by writing a one to it.

This flag is set on a zero-to-one transition of the XOSC32K Ready bit in the Status register (PCLKSR.XOSC32KRDY) and will generate an interrupt request if INTENSET.XOSC32KRDY is one.

Writing a zero to this bit has no effect.

Writing a one to this bit clears the XOSC32K Ready interrupt flag.

Bit 0 – XOSCRDY: XOSC Ready
This flag is cleared by writing a one to it.

This flag is set on a zero-to-one transition of the XOSC Ready bit in the Status register (PCLKSR.XOSCRDY) and will generate an interrupt request if INTENSET.XOSCRDY is one.

Writing a zero to this bit has no effect.

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

17.8.4 Power and Clocks Status

Name: PCLKSR
Offset: 0x0C
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
							DPLLLTO	DPLLLCKF
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
	DPLLLCKR				B33SRDY	BOD33DET	BOD33RDY	DFLLRCS
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
	DFLLLCKC	DFLLLCKF	DFLLOOB	DFLLRDY	OSC8MRDY	OSC32KRDY	XOSC32KRDY	XOSCRDY
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit 17 – DPLLLTO: DPLL Lock Timeout

Value	Description
0	DPLL Lock time-out not detected.
1	DPLL Lock time-out detected.

Name: XOSC32K
Offset: 0x14
Reset: 0x0080
Property: Write-Protected

Bit	15	14	13	12	11	10	9	8
				WRTLOCK		STARTUP[2:0]		
Access				R/W		R/W	R/W	R/W
Reset				0		0	0	0

Bit	7	6	5	4	3	2	1	0
	ONDEMAND	RUNSTDBY	AAMPEN		EN32K	XTALEN	ENABLE	
Access	R/W	R/W	R/W		R/W	R/W	R/W	
Reset	1	0	0		0	0	0	

Bit 12 – WRTLOCK: Write Lock
This bit locks the XOSC32K register for future writes to fix the XOSC32K configuration.

Value	Description
0	The XOSC32K configuration is not locked.
1	The XOSC32K configuration is locked.

Bits 10:8 – STARTUP[2:0]: Oscillator Start-Up Time
These bits select the start-up time for the oscillator.

The OSCULP32K oscillator is used to clock the start-up counter.

Table 17-6. Start-Up Time for 32kHz External Crystal Oscillator

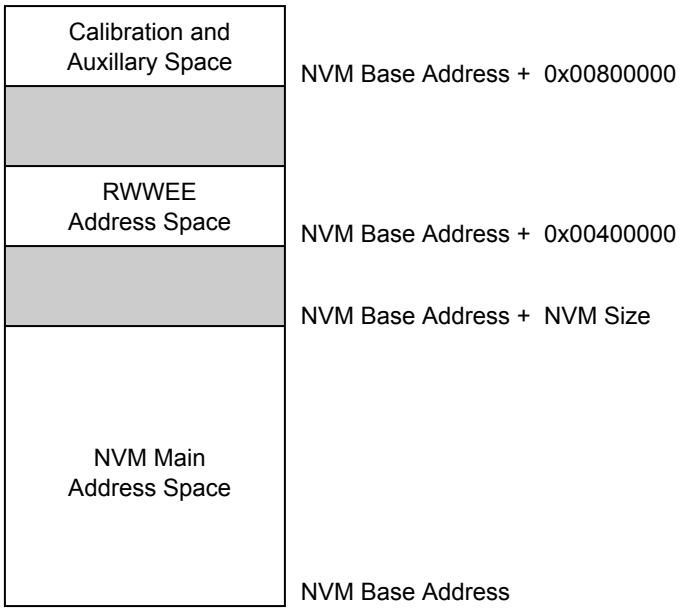
STARTUP[2:0]	Number of OSCULP32K Clock Cycles	Number of XOSC32K Clock Cycles	Approximate Equivalent Time (OSCULP = 32kHz)(1)(2)(3)
0x0	1	3	122µs
0x1	32	3	1068µs
0x2	2048	3	62592µs
0x3	4096	3	125092µs
0x4	16384	3	500092µs
0x5	32768	3	1000092µs
0x6	65536	3	2000092µs
0x7	131072	3	4000092µs

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

2. Number of cycles for the synchronization delay, before PCLKSR.XOSC32KRDY is set.

3. Start-up time is n OSCULP32K cycles + 3 XOSC32K cycles.

Figure 22-3. NVM Memory Organization



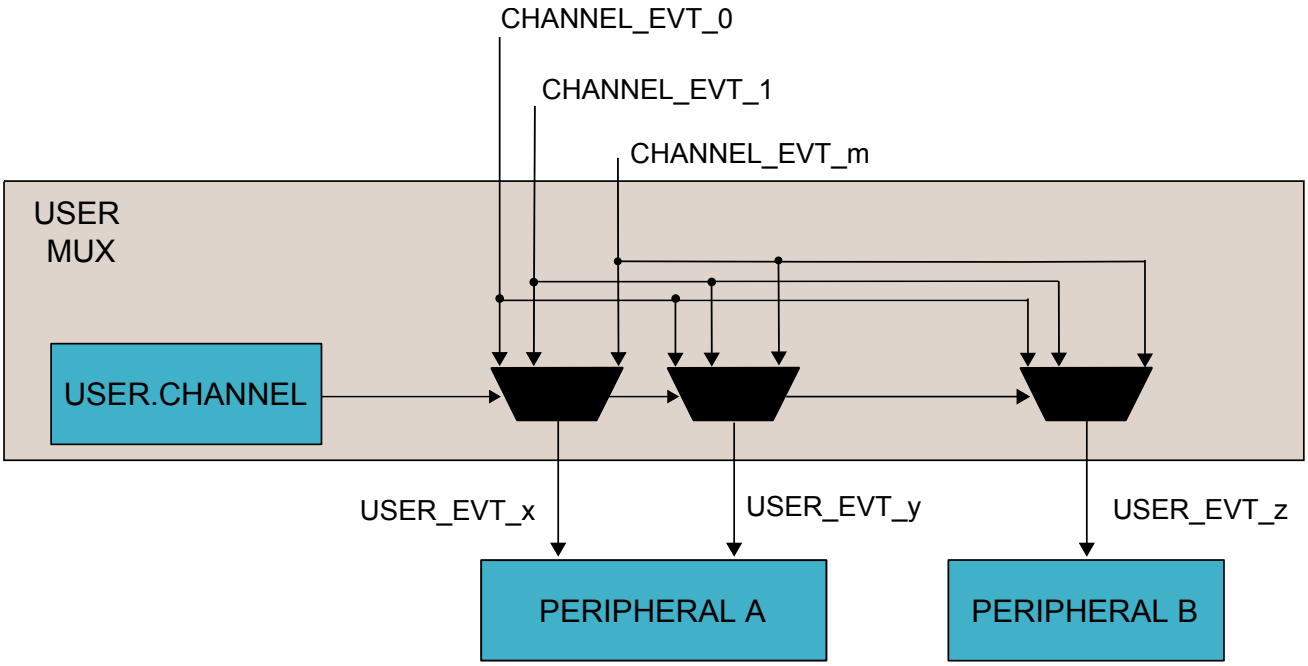
The lower rows in the NVM main address space can be allocated as a boot loader section by using the BOOTPROT fuses, and the upper rows can be allocated to EEPROM, as shown in the figure below.

The boot loader section is protected by the lock bit(s) corresponding to this address space and by the BOOTPROT[2:0] fuse. The EEPROM rows can be written regardless of the region lock status.

The number of rows protected by BOOTPROT is given in Boot Loader Size, the number of rows allocated to the EEPROM are given in EEPROM Size.

To configure a user multiplexer, the USER register must be written in a single 16-bit write. It is possible to read out the configuration of a user by first selecting the user by writing to USER.USER using an 8-bit write and then performing a read of the 16-bit USER register.

Figure 24-2. User MUX



24.6.2.4 Channel Setup

An event channel can select one event from a list of event generators. Depending on configuration, the selected event could be synchronized, resynchronized or asynchronously sent to the users. When synchronization or resynchronization is required, the channel includes an internal edge detector, allowing the Event System to generate internal events when rising, falling or both edges are detected on the selected event generator. An event channel is able to generate internal events for the specific software commands. All these configurations are available in the Channel register (CHANNEL).

To configure a channel, the Channel register must be written in a single 32-bit write. It is possible to read out the configuration of a channel by first selecting the channel by writing to CHANNEL.CHANNEL using a, 8-bit write, and then performing a read of the CHANNEL register.

24.6.2.5 Channel Path

There are three different ways to propagate the event provided by an event generator:

- Asynchronous path
- Synchronous path
- Resynchronized path

27.7 Register Summary

Offset	Name	Bit Pos.								
0x00	CTRLA	7:0	RUNSTDBY			MODE[2:0]			ENABLE	SWRST
0x01		15:8								IBON
0x02		23:16			DIPO[1:0]				DOPO[1:0]	
0x03		31:24		DORD	CPOL	CPHA	FORM[3:0]			
0x04	CTRLB	7:0		PLOADEN				CHSIZE[2:0]		
0x05		15:8	AMODE[1:0]		MSSEN				SSDE	
0x06		23:16							RXEN	
0x07		31:24								
0x08 ... 0x0B	Reserved									
0x0C	BAUD	7:0	BAUD[7:0]							
0x0D ... 0x13	Reserved									
0x14	INTENCLR	7:0	ERROR				SSL	RXC	TXC	DRE
0x15	Reserved									
0x16	INTENSET	7:0	ERROR				SSL	RXC	TXC	DRE
0x17	Reserved									
0x18	INTFLAG	7:0	ERROR				SSL	RXC	TXC	DRE
0x19	Reserved									
0x1A	STATUS	7:0						BUFOVF		
0x1B		15:8								
0x1C	SYNCBUSY	7:0						CTRLB	ENABLE	SWRST
0x1D		15:8								
0x1E		23:16								
0x1F		31:24								
0x20 ... 0x23	Reserved									
0x24	ADDR	7:0	ADDR[7:0]							
0x25		15:8								
0x26		23:16	ADDRMASK[7:0]							
0x27		31:24								
0x28	DATA	7:0	DATA[7:0]							
0x29		15:8								DATA[8:8]
0x2A ... 0x2F	Reserved									
0x30	DBGCTRL	7:0								DBGSTOP

29.4 Signal Description

Table 29-1. Master Mode

Pin Name	Pin Description	Type
MCKn	Master Clock for Clock Unit n	Input/Output
SCKn	Serial Clock for Clock Unit n	Input/Output
FSn	I^2S Word Select or TDM Frame Sync for Clock Unit n	Input/Output
SDm	Serial Data Input or Output for Serializer m	Input/Output

Table 29-2. Slave Mode

Pin Name	Pin Description	Type
MCKn	Master Clock	Input
SCKn	Serial Clock for Clock Unit n	Input
FSn	I^2S Word Select or TDM Frame Sync	Input
SDm	Serial Data Input or Output for Serializer m	Input/Output

Table 29-3. Controller Mode

Pin Name	Pin Description	Type
MCKn	Master Clock for Clock Unit n	Output
SCKn	Serial Clock for Clock Unit n	Output
FSn	I^2S Word Select or TDM Frame Sync	Output
SDm	Not Applicable	Not Applicable

Note: One signal can be mapped on several pins.

Related Links

I/O Multiplexing and Considerations

29.5 Product Dependencies

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

29.5.1 I/O Lines

Using the I^2S I/O lines requires the I/O pins to be configured.

The I^2S pins may be multiplexed with I/O Controller lines. The user must first program the I/O Controller to assign the desired I^2S pins to their peripheral function. If the I^2S I/O lines are not used by the application, they can be used for other purposes by the I/O Controller. It is required to enable only the I^2S inputs and outputs actually in use.

Related Links

PORT - I/O Pin Controller

DATASIZE[2:0]	Name	Description
0x6	8	8 bits
0x7	8C	8 bits compact stereo

Bit 7 – SLOTADJ: Data Slot Formatting Adjust
This field defines left or right adjustment of data samples in the slot.

SLOTADJ	Name	Description
0x0	RIGHT	Data is right adjusted in slot
0x1	LEFT	Data is left adjusted in slot

Bit 5 – CLKSEL: Clock Unit Selection.

CLKSEL	Name	Description
0x0	CLK0	Use Clock Unit 0
0x1	CLK1	Use Clock Unit 1

Bit 4 – TXSAME: Transmit Data when Underrun.

TXSAME	Name	Description
0x0	ZERO	Zero data transmitted in case of underrun
0x1	SAME	Last data transmitted in case of underrun

Bits 3:2 – TXDEFAULT[1:0]: Line Default Line when Slot Disabled
This field defines the default value driven on the SDn output pin during all disabled Slots.

TXDEFAULT[1:0]	Name	Description
0x0	ZERO	Output Default Value is 0
0x1	ONE	Output Default Value is 1
0x2		Reserved
0x3	HIZ	Output Default Value is high impedance

Bits 1:0 – SERMODE[1:0]: Serializer Mode.

SERMODE[1:0]	Name	Description
0x0	RX	Receive
0x1	TX	Transmit
0x2	PDM2	Receive one PDM data on each serial clock edge
0x3		Reserved

29.9.8 Data Holding m

Name: DATAmn

When the endpoint is enabled, the USB module then checks the Endpoint Configuration register (EPCFG) of the addressed output endpoint. If the type of the endpoint (EPCFG.EPTYPE0) is not set to OUT, the USB module returns to idle and waits for the next token packet.

The USB module then fetches the Data Buffer Address (ADDR) from the addressed endpoint's descriptor, and waits for a DATA0 or DATA1 packet. If a PID error or any other PID than DATA0 or DATA1 is detected, the USB module returns to idle and waits for the next token packet.

If EPSTATUS.STALLRQ0 in EPSTATUS is set, the incoming data is discarded. If the endpoint is not isochronous, a STALL handshake is returned to the host and the Transmit Stall Bank 0 interrupt bit in EPINTFLAG (EPINTFLAG.STALL0) is set.

For isochronous endpoints, data from both a DATA0 and DATA1 packet will be accepted. For other endpoint types the PID is checked against EPSTATUS.DTGLOUT. If a PID mismatch occurs, the incoming data is discarded, and an ACK handshake is returned to the host.

If EPSTATUS.BK0RDY is set, the incoming data is discarded, the bit Transmit Fail 0 interrupt bit in EPINTFLAG (EPINTFLAG.TRFAIL0) and the status bit STATUS_BK.ERRORFLOW are set. If the endpoint is not isochronous, a NAK handshake is returned to the host.

The incoming data is written to the data buffer pointed to by the Data Buffer Address (ADDR). If the number of received data bytes exceeds the maximum data payload specified as PCKSIZE.SIZE, the remainders of the received data bytes are discarded. The packet will still be checked for bit-stuff and CRC errors. If a bit-stuff or CRC error is detected in the packet, the USB module returns to idle and waits for the next token packet.

If the endpoint is isochronous and a bit-stuff or CRC error in the incoming data, the number of received data bytes, excluding CRC, is written to PCKSIZE.BYTE_COUNT. Finally the EPINTFLAG.TRFAIL0 and CRC Error bit in the Device Bank Status register (STATUS_BK.CRCERR) is set for the addressed endpoint.

If data was successfully received, an ACK handshake is returned to the host if the endpoint is not isochronous, and the number of received data bytes, excluding CRC, is written to PCKSIZE.BYTE_COUNT. If the number of received data bytes is the maximum data payload specified by PCKSIZE.SIZE no CRC data bytes are written to the data buffer. If the number of received data bytes is the maximum data payload specified by PCKSIZE.SIZE minus one, only the first CRC data byte is written to the data buffer If the number of received data is equal or less than the data payload specified by PCKSIZE.SIZE minus two, both CRC data bytes are written to the data buffer.

Finally in EPSTATUS for the addressed output endpoint, EPSTATUS.BK0RDY is set and EPSTATUS.DTGLOUT is toggled if the endpoint is not isochronous. The flag Transmit Complete 0 interrupt bit in EPINTFLAG (EPINTFLAG.TRCPT0) is set for the addressed endpoint.

32.6.2.8 Multi-Packet Transfers for OUT Endpoint

The number of data bytes received is stored in endpoint PCKSIZE.BYTE_COUNT as for normal operation. Since PCKSIZE.BYTE_COUNT is updated after each transaction, it must be set to zero when setting up a new transfer. The total number of bytes to be received must be written to PCKSIZE.MULTI_PACKET_SIZE. This value must be a multiple of PCKSIZE.SIZE, otherwise excess data may be written to SRAM locations used by other parts of the application.

EPSTATUS.DTGLOUT management for non-isochronous packets and EPINTFLAG.BK1RDY/BK0RDY management are as for normal operation.

If a maximum payload size packet is received, PCKSIZE.BYTE_COUNT will be incremented by PCKSIZE.SIZE after the transaction has completed, and EPSTATUS.DTGLOUT will be toggled if the endpoint is not isochronous. If the updated PCKSIZE.BYTE_COUNT is equal to

Figure 33-5. ADC Timing for Free Running in Differential Mode without Gain

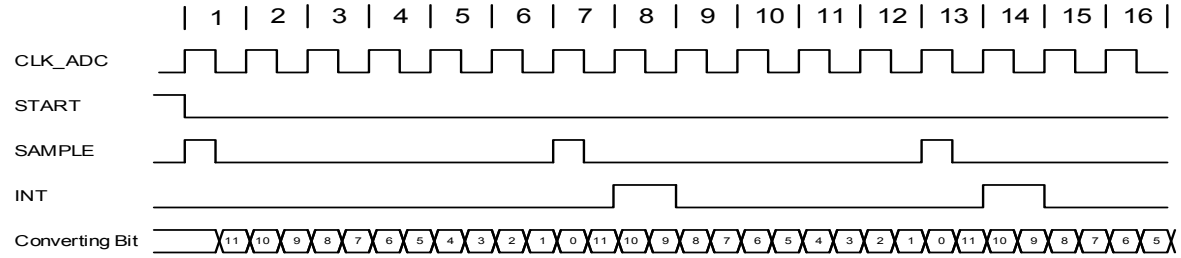


Figure 33-6. ADC Timing for One Conversion in Single-Ended Mode without Gain

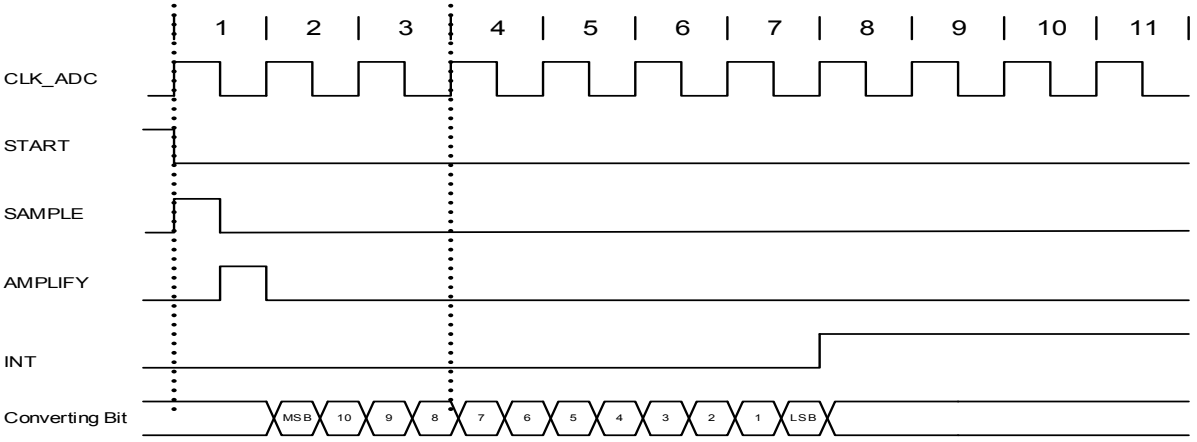
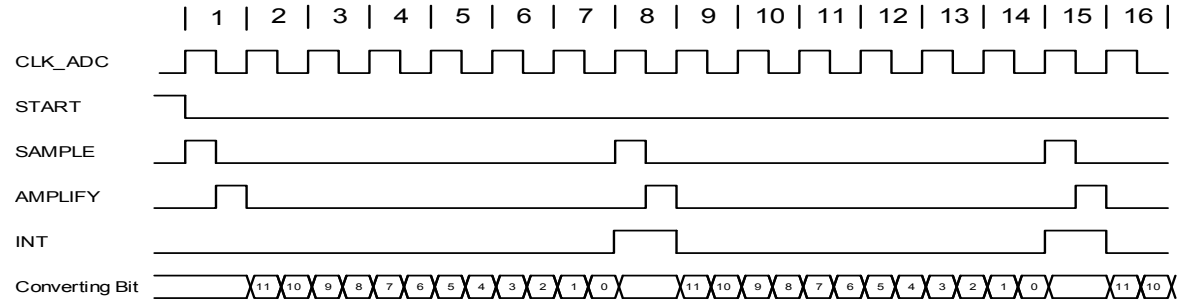


Figure 33-7. ADC Timing for Free Running in Single-Ended Mode without Gain



33.6.6 Accumulation

The result from multiple consecutive conversions can be accumulated. The number of samples to be accumulated is specified by the Number of Samples to be Collected field in the Average Control register (AVGCTRL.SAMPLENUM). When accumulating more than 16 samples, the result will be too large to match the 16-bit RESULT register size. To avoid overflow, the result is right shifted automatically to fit within the available register size. The number of automatic right shifts is specified in the table below.

Note: To perform the accumulation of two or more samples, the Conversion Result Resolution field in the Control B register (CTRLB.RESSEL) must be set.

Table 33-2. Accumulation

Number of Accumulated Samples	AVGCTRL. SAMPLENUM	Intermediate Result Precision	Number of Automatic Right Shifts	Final Result Precision	Automatic Division Factor
1	0x0	12 bits	0	12 bits	0
2	0x1	13 bits	0	13 bits	0

PRESCALER[2:0]	Name	Description
0x2	DIV16	Peripheral clock divided by 16
0x3	DIV32	Peripheral clock divided by 32
0x4	DIV64	Peripheral clock divided by 64
0x5	DIV128	Peripheral clock divided by 128
0x6	DIV256	Peripheral clock divided by 256
0x7	DIV512	Peripheral clock divided by 512

Bits 5:4 – RESSEL[1:0]: Conversion Result Resolution
These bits define whether the ADC completes the conversion at 12-, 10- or 8-bit result resolution.

RESSEL[1:0]	Name	Description
0x0	12BIT	12-bit result
0x1	16BIT	For averaging mode output
0x2	10BIT	10-bit result
0x3	8BIT	8-bit result

Bit 3 – CORREN: Digital Correction Logic Enabled

Value	Description
0	Disable the digital result correction.
1	Enable the digital result correction. The ADC conversion result in the RESULT register is then corrected for gain and offset based on the values in the GAINCAL and OFFSETCAL registers. Conversion time will be increased by X cycles according to the value in the Offset Correction Value bit group in the Offset Correction register.

Bit 2 – FREERUN: Free Running Mode

Value	Description
0	The ADC run is single conversion mode.
1	The ADC is in free running mode and a new conversion will be initiated when a previous conversion completes.

Bit 1 – LEFTADJ: Left-Adjusted Result

Value	Description
0	The ADC conversion result is right-adjusted in the RESULT register.
1	The ADC conversion result is left-adjusted in the RESULT register. The high byte of the 12-bit result will be present in the upper part of the result register. Writing this bit to zero (default) will right-adjust the value in the RESULT register.

Bit 0 – DIFFMODE: Differential Mode

Value	Description
0	The ADC is running in singled-ended mode.
1	The ADC is running in differential mode. In this mode, the voltage difference between the MUXPOS and MUXNEG inputs will be converted by the ADC.

34.8.5 Interrupt Enable Set

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).

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

Bit	7	6	5	4	3	2	1	0
				WIN0			COMP1	COMP0
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.

34.8.6 Interrupt Flag Status and Clear

Name: INTFLAG
Offset: 0x06
Reset: 0x00
Property: –

Bit	7	6	5	4	3	2	1	0
				WIN0			COMP1	COMP0
Access				R/W			R/W	R/W
Reset				0			0	0

Bit 4 – WIN0: Window 0
This flag is set according to the Window 0 Interrupt Selection bit group in the WINCTRL register (WINCTRL.WINTSELx) and will generate an interrupt if INTENCLR/SET.WINx is also one.

Table 37-28. Averaging Feature (Device Variant B and C)

Average Number	Conditions	SNR (dB)	SINAD (dB)	SFDR (dB)	ENOB (bits)
1	In differential mode, 1x gain, V_{DDANA}=3.0V, V_{REF}=1.0V, 350kSps at 25°C	66.0	65.0	72.8	10.5
8		67.6	65.8	75.1	10.62
32		69.7	67.1	75.3	10.85
128		70.4	67.5	75.5	10.91

37.10.4.2 Performance with the hardware offset and gain correction

Inherent gain and offset errors affect the absolute accuracy of the ADC. The offset error cancellation is handled by the Offset Correction register (OFFSETCORR) and the gain error cancellation, by the Gain Correction register (GAINCORR). The offset and gain correction value is subtracted from the converted data before writing the Result register (RESULT).

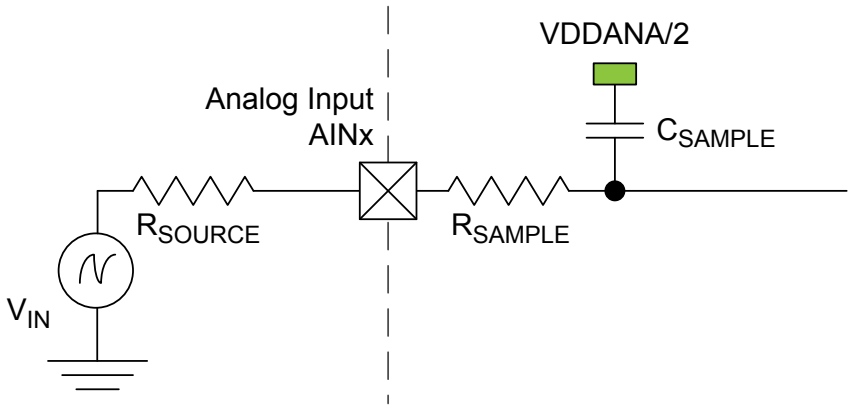
Table 37-29. Offset and Gain correction feature

Gain Factor	Conditions	Offset Error (mV)	Gain Error (mV)	Total Unadjusted Error (LSB)
0.5x	In differential mode, 1x gain, V_{DDANA}=3.0V, V_{REF}=1.0V, 350kSps at 25°C	0.25	1.0	2.4
1x		0.20	0.10	1.5
2x		0.15	-0.15	2.7
8x		-0.05	0.05	3.2
16x		0.10	-0.05	6.1

37.10.4.3 Inputs and Sample and Hold Acquisition Times

The analog voltage source must be able to charge the sample and hold (S/H) capacitor in the ADC in order to achieve maximum accuracy. Seen externally the ADC input consists of a resistor (R_{SAMPLE}) and a capacitor (C_{SAMPLE}). In addition, the source resistance (R_{SOURCE}) must be taken into account when calculating the required sample and hold time. The next figure shows the ADC input channel equivalent circuit.

Figure 37-5. ADC Input



To achieve n bits of accuracy, the C_{SAMPLE} capacitor must be charged at least to a voltage of

- Oscillators
  - XOSC (crystal oscillator) stopped
  - XOSC32K (32 kHz crystal oscillator) running with external 32kHz crystal
  - DFLL48M using XOSC32K as reference and running at 48 MHz
- Clocks
  - DFLL48M used as main clock source, except otherwise specified
  - CPU, AHB clocks undivided
  - APBA clock divided by 4
  - APBB and APBC bridges off
- The following AHB module clocks are running: NVMCTRL, APBA bridge
  - All other AHB clocks stopped
- The following peripheral clocks running: PM, SYSCTRL, RTC
  - All other peripheral clocks stopped
- I/Os are inactive with internal pull-up
- CPU is running on flash with 1 wait states
- Cache enabled
- BOD33 disabled

44.7 NVM Characteristics

Table 44-28. Maximum Operating Frequency

V_{DD} range	NVM Wait States	Maximum Operating Frequency	Units
1.62V to 2.7V	0	14	MHz
	1	28	
	2	40	
2.7V to 3.63V	0	24	
	1	40	

Note that on this flash technology, a max number of 8 consecutive write is allowed per row. Once this number is reached, a row erase is mandatory.

Table 44-29. Flash Endurance and Data Retention

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Units
Ret_{NVM25k}	Retention after up to 25k	Average ambient 55°C	10	50	-	Years
$Ret_{NVM2.5k}$	Retention after up to 2.5k	Average ambient 55°C	20	100	-	Years
Ret_{NVM100}	Retention after up to 100	Average ambient 55°C	25	>100	-	Years
Cyc_{NVM}	Cycling Endurance(1)	-40°C < Ta < 85°C	25k	150k	-	Cycles

Note: 1. An endurance cycle is a write and an erase operation.

Table 44-30. EEPROM Emulation(1) Endurance and Data Retention

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Units
$Ret_{EEPROM100k}$	Retention after up to 100k	Average ambient 55°C	10	50	-	Years
$Ret_{EEPROM10k}$	Retention after up to 10k	Average ambient 55°C	20	100	-	Years
Cyc_{EEPROM}	Cycling Endurance(2)	-40°C < Ta < 85°C	100k	600k	-	Cycles

Notes: 1. The EEPROM emulation is a software emulation described in the App note AT03265.

2. An endurance cycle is a write and an erase operation.

Table 44-31. NVM Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Units
t_{FPP}	Page programming time	-	-	-	2.5	ms
t_{FRE}	Row erase time	-	-	-	6	ms
t_{FCE}	DSU chip erase time (CHIP_ERASE)	-	-	-	240	ms