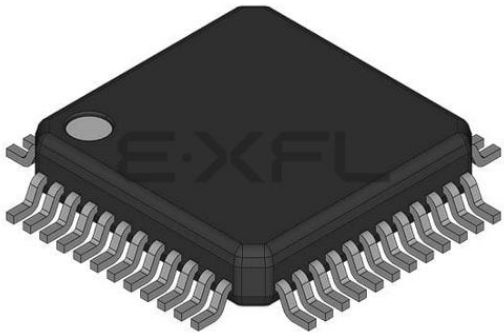

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NOTE

Setting DIV32 (bit 4) in MCGC3 is strongly recommended for FLL external modes when using a high frequency range (RANGE = 1) external reference clock.

3 Example # 1: Moving from FEI to PEE Mode: External Crystal = 8 MHz, Bus Frequency = 16 MHz

Location:	Section 8.5.3.1, Page 189

The first statement in step 2b should be “BLPE/PBE: MCGC3 = 0x48 (%01001000)”, and the second bullet in step 2b should be "DIV32 (bit 4) must be cleared when PLLS is set." The correct content should be:

a) BLPE: If a transition through BLPE mode is desired, first set LP (bit 3) in MCGC2 to 1.

b) BLPE/PBE: MCGC3 = 0x48 (%01001000)

- PLLS (bit 6) set to 1, selects the PLL. At this time, with an RDIV value of %011, the FLL reference divider of 256 is switched to the PLL reference divider of 8 (see Table 8-3), resulting in a reference frequency of 8 MHz/ 8 = 1 MHz. In BLPE mode,changing the PLLS bit only prepares the MCG for PLL usage in PBE mode
- DIV32 (bit 4) must be cleared when PLLS is set.
- VDIV (bits 3-0) set to %1000, or multiply-by-32 because 1 MHz reference * 32= 32MHz. In BLPE mode, the configuration of the VDIV bits does not matter because the PLL is disabled. Changing them only sets up the multiply value for PLL usage in PBE mode

4 Flowchart of FEI to PEE Mode Transition using an 8 MHz crystal

Location:	Section 8.5.3.1, Page 190

The "MCGC3 = $58" in top right box of flowchart should be"MCGC3 = $48". The correct figure should be:

Chapter 8
Multi-Purpose Clock Generator (S08MCGV2)

Chapter 9
5-V Analog Comparator (S08ACMPV3)

Table 4-3. High-Page Register Summary (Sheet 2 of 5)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x181A	DBGCCX	RWCEN	RWC	PAGSEL	0	0	0	0	Bit 16
0x181B	DBGFX	PPACC	0	0	0	0	0	0	Bit 16
0x181C	DBGC	DBGEN	ARM	TAG	BRKEN	0	0	0	LOOP1
0x181D	DBGT	TRGSEL	BEGIN	0	0	TRG			
0x181E	DBGS	AF	BF	CF	0	0	0	0	ARMF
0x181F	DBGCNT	0	0	0	0	CNT			
0x1820	FCDIV	DIVLD	PRDIV8	DIV					
0x1821	FOPT	KEYEN	FNORED	EPGMOD	0	0	0	SEC	
0x1822	Reserved	—	—	—	—	—	—	—	—
0x1823	FCNFG	0	EPGSEL	KEYACC	1	0	0	0	1
0x1824	FPROT	EPS		FPS					FPOP
0x1825	FSTAT	FCBEF	FCCF	FPVIOL	FACCERR	0	FBLANK	0	0
0x1826	FCMD	FCMD							
0x1827–0x182F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1830	SPI2C1	SPIE	SPE	SPTIE	MSTR	CPOL	CPHA	SSOE	LSBFE
0x1831	SPI2C2	0	0	0	MODFEN	BIDIROE	0	SPISWAI	SPC0
0x1832	SPI2BR	0	SPPR2	SPPR1	SPPR0	0	SPR2	SPR1	SPR0
0x1833	SPI2S	SPRF	0	SPTEF	MODF	0	0	0	0
0x1834	Reserved	0	0	0	0	0	0	0	0
0x1835	SPI2D	Bit 7	6	5	4	3	2	1	Bit 0
0x1836–0x1837	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1838	PTKPE	PTKPE7	PTKPE6	PTKPE5	PTKPE4	PTKPE3	PTKPE2	PTKPE1	PTKPE0
0x1839	PTKSE	PTKSE7	PTKSE6	PTKSE5	PTKSE4	PTKSE3	PTKSE2	PTKSE1	PTKSE0
0x183A	PTKDS	PTKDS7	PTKDS6	PTKDS5	PTKDS4	PTKDS3	PTKDS2	PTKDS1	PTKDS0
0x183B	Reserved	—	—	—	—	—	—	—	—
0x183C	PTLPE	PTLPE7	PTLPE6	PTLPE5	PTLPE4	PTLPE3	PTLPE2	PTLPE1	PTLPE0
0x183D	PTLSE	PTLSE7	PTLSE6	PTLSE5	PTLSE4	PTLSE3	PTLSE2	PTLSE1	PTLSE0
0x183E	PTLDS	PTLDS7	PTLDS6	PTLDS5	PTLDS4	PTLDS3	PTLDS2	PTLDS1	PTLDS0
0x183F	Reserved	—	—	—	—	—	—	—	—
0x1840	PTAPE	PTAPE7	PTAPE6	PTAPE5	PTAPE4	PTAPE3	PTAPE2	PTAPE1	PTAPE0
0x1841	PTASE	PTASE7	PTASE6	PTASE5	PTASE4	PTASE3	PTASE2	PTASE1	PTASE0
0x1842	PTADS	PTADS7	PTADS6	PTADS5	PTADS4	PTADS3	PTADS2	PTADS1	PTADS0
0x1843	Reserved	—	—	—	—	—	—	—	—
0x1844	PTASC	0	0	0	0	PTAIF	PTAACK	PTAIE	PTAMOD
0x1845	PTAPS	PTAPS7	PTAPS6	PTAPS5	PTAPS4	PTAPS3	PTAPS2	PTAPS1	PTAPS0
0x1846	PTAES	PTAES7	PTAES6	PTAES5	PTAES4	PTAES3	PTAES2	PTAES1	PTAES0
0x1847	Reserved	—	—	—	—	—	—	—	—
0x1848	PTBPE	PTBPE7	PTBPE6	PTBPE5	PTBPE4	PTBPE3	PTBPE2	PTBPE1	PTBPE0

PTxSC provided all enabled port inputs are at their deasserted levels. PTxIF will remain set if any enabled port pin is asserted while attempting to clear by writing a 1 to PTxACK.

6.3.3 Pull-up/Pull-down Resistors

The port interrupt pins can be configured to use an internal pull-up/pull-down resistor using the associated I/O port pull-up enable register. If an internal resistor is enabled, the PTxES register is used to select whether the resistor is a pull-up (PTxESn = 0) or a pull-down (PTxESn = 1).

6.3.4 Pin Interrupt Initialization

When an interrupt pin is first enabled, it is possible to get a false interrupt flag. To prevent a false interrupt request during pin interrupt initialization, the user should do the following:

1. Mask interrupts by clearing PTxIE in PTxSC.
2. Select the pin polarity by setting the appropriate PTxESn bits in PTxES.
3. If using internal pull-up/pull-down device, configure the associated pull enable bits in PTxPE.
4. Enable the interrupt pins by setting the appropriate PTxPSn bits in PTxPS.
5. Write to PTxACK in PTxSC to clear any false interrupts.
6. Set PTxIE in PTxSC to enable interrupts.

6.4 Pin Behavior in Stop Modes

Pin behavior following execution of a STOP instruction depends on the stop mode that is entered. An explanation of pin behavior for the various stop modes follows:

- Stop2 mode is a partial power-down mode, whereby I/O latches are maintained in their state as before the STOP instruction was executed. CPU register status and the state of I/O registers should be saved in RAM before the STOP instruction is executed to place the MCU in stop2 mode. Upon recovery from stop2 mode, before accessing any I/O, the user should examine the state of the PPDF bit in the SPMSC2 register. If the PPDF bit is 0, I/O must be initialized as if a power on reset had occurred. If the PPDF bit is 1, peripherals may require initialization to be restored to their pre-stop condition. This can be done using data previously stored in RAM if it was saved before the STOP instruction was executed. The user must then write a 1 to the PPDACK bit in the SPMSC2 register. Access to I/O is now permitted again in the user application program.
- In stop3 mode, all I/O is maintained because internal logic circuity stays powered up. Upon recovery, normal I/O function is available to the user.

6.5 Parallel I/O and Pin Control Registers

This section provides information about the registers associated with the parallel I/O ports. The data and data direction registers are located in page zero of the memory map. The pull up, slew rate, drive strength, and interrupt control registers are located in the high page section of the memory map.

Refer to tables in Chapter 4, “Memory,” for the absolute address assignments for all parallel I/O and their pin control registers. This section refers to registers and control bits only by their names. A Freescale

6.5.3 Port C Registers

Port C is controlled by the registers listed below.

6.5.3.1 Port C Data Register (PTCD)

	7	6	5	4	3	2	1	0
R W	PTCD7	PTCD6	PTCD5	PTCD4	PTCD3	PTCD2	PTCD1	PTCD0
Reset:	0	0	0	0	0	0	0	0

Figure 6-19. Port C Data Register (PTCD)

Table 6-17. PTCD Register Field Descriptions

Field	Description
7:0 PTCD[7:0]	**Port C Data Register Bits** — For port C pins that are inputs, reads return the logic level on the pin. For port C pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port C pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTCD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

6.5.3.2 Port C Data Direction Register (PTCDD)

	7	6	5	4	3	2	1	0
R W	PTCDD7	PTCDD6	PTCDD5	PTCDD4	PTCDD3	PTCDD2	PTCDD1	PTCDD0
Reset:	0	0	0	0	0	0	0	0

Figure 6-20. Port C Data Direction Register (PTCDD)

Table 6-18. PTCDD Register Field Descriptions

Field	Description
7:0 PTCDD[7:0]	**Data Direction for Port C Bits** — These read/write bits control the direction of port C pins and what is read for PTCD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port C bit n and PTCD reads return the contents of PTCDn.

6.5.9.5 Port J Drive Strength Selection Register (PTJDS)

	7	6	5	4	3	2	1	0
R W	PTJDS7	PTJDS6	PTJDS5	PTJDS4	PTJDS3	PTJDS2	PTJDS1	PTJDS0
Reset:	0	0	0	0	0	0	0	0

Figure 6-56. Drive Strength Selection for Port J Register (PTJDS)

Table 6-54. PTJDS Register Field Descriptions

Field	Description
7:0 PTJDS[7:0]	**Output Drive Strength Selection for Port J Bits** — Each of these control bits selects between low and high output drive for the associated PTJ pin. For port J pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port J bit n. 1 High output drive strength selected for port J bit n.

6.5.9.6 Port J Interrupt Status and Control Register (PTJSC)

	7	6	5	4	3	2	1	0
R	0	0	0	0	PTJIF	0	PTJIE	PTJMOD
W						PTJACK		
Reset:	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 6-57. Port J Interrupt Status and Control Register (PTJSC)

Table 6-55. PTJSC Register Field Descriptions

Field	Description
3 PTJIF	**Port J Interrupt Flag** — PTJIF indicates when a port J interrupt is detected. Writes have no effect on PTJIF. 0 No port J interrupt detected. 1 Port J interrupt detected.
2 PTJACK	**Port J Interrupt Acknowledge** — Writing a 1 to PTJACK is part of the flag clearing mechanism. PTJACK always reads as 0.
1 PTJIE	**Port J Interrupt Enable** — PTJIE determines whether a port J interrupt is requested. 0 Port J interrupt request not enabled. 1 Port J interrupt request enabled.
0 PTJMOD	**Port J Detection Mode** — PTJMOD (along with the PTJES bits) controls the detection mode of the port J interrupt pins. 0 Port J pins detect edges only. 1 Port J pins detect both edges and levels.

8.5 Initialization / Application Information

This section describes how to initialize and configure the MCG module in application. The following sections include examples on how to initialize the MCG and properly switch between the various available modes.

8.5.1 MCG Module Initialization Sequence

The MCG comes out of reset configured for FEI mode with the BDIV set for divide-by-2. The internal reference will stabilize in t_{irefst} microseconds before the FLL can acquire lock. As soon as the internal reference is stable, the FLL will acquire lock in $t_{fll\_acquire}$ milliseconds.

NOTE

If the internal reference is not already trimmed, the BDIV value should not be changed to divide-by-1 without first trimming the internal reference. Failure to do so could result in the MCU running out of specification.

8.5.1.1 Initializing the MCG

Because the MCG comes out of reset in FEI mode, the only MCG modes which can be directly switched to upon reset are FEE, FBE, and FBI modes (see Figure 8-9). Reaching any of the other modes requires first configuring the MCG for one of these three initial modes. Care must be taken to check relevant status bits in the MCGSC register reflecting all configuration changes within each mode.

To change from FEI mode to FEE or FBE modes, follow this procedure:

1. Enable the external clock source by setting the appropriate bits in MCGC2.
2. If the RANGE bit (bit 5) in MCGC2 is set, set DIV32 in MCGC3 to allow access to the proper RDIV values.
3. Write to MCGC1 to select the clock mode.
   - If entering FEE mode, set RDIV appropriately, clear the IREFS bit to switch to the external reference, and leave the CLKS bits at %00 so that the output of the FLL is selected as the system clock source.
   - If entering FBE, clear the IREFS bit to switch to the external reference and change the CLKS bits to %10 so that the external reference clock is selected as the system clock source. The RDIV bits should also be set appropriately here according to the external reference frequency because although the FLL is bypassed, it is still on in FBE mode.
   - The internal reference can optionally be kept running by setting the IRCLKEN bit. This is useful if the application will switch back and forth between internal and external modes. For minimum power consumption, leave the internal reference disabled while in an external clock mode.
4. Once the proper configuration bits have been set, wait for the affected bits in the MCGSC register to be changed appropriately, reflecting that the MCG has moved into the proper mode.

9.2 External Signal Description

The ACMP has two analog input pins, ACMPx+ and ACMPx- and one digital output pin ACMPxO. Each of these pins can accept an input voltage that varies across the full operating voltage range of the MCU. As shown in Figure 9-2, the ACMPx- pin is connected to the inverting input of the comparator, and the ACMPx+ pin is connected to the comparator non-inverting input if ACBGS is a 0. As shown in Figure 9-2, the ACMPxO pin can be enabled to drive an external pin.

The signal properties of ACMP are shown in Table 9-1.

Table 9-1. Signal Properties

Signal	Function	I/O
ACMPx-	Inverting analog input to the ACMP. (Minus input)	I
ACMPx+	Non-inverting analog input to the ACMP. (Positive input)	I
ACMPxO	Digital output of the ACMP.	O

9.3 Memory Map

9.3.1 Register Descriptions

The ACMP includes one register:

- An 8-bit status and control register

Refer to the direct-page register summary in the memory section of this data sheet for the absolute address assignments for all ACMP registers.This section refers to registers and control bits only by their names .

Some MCUs may have more than one ACMP, so register names include placeholder characters to identify which ACMP is being referenced.

Arbitration is lost in the following circumstances:

- SDA sampled as a low when the master drives a high during an address or data transmit cycle.
- SDA sampled as a low when the master drives a high during the acknowledge bit of a data receive cycle.
- A start cycle is attempted when the bus is busy.
- A repeated start cycle is requested in slave mode.
- A stop condition is detected when the master did not request it.

This bit must be cleared by software writing a 1 to it.

11.7 Initialization/Application Information

Module Initialization (Slave)

1. Write: IICC2
   — to enable or disable general call
   — to select 10-bit or 7-bit addressing mode
2. Write: IICA
   — to set the slave address
3. Write: IICC1
   — to enable IIC and interrupts
4. Initialize RAM variables (IICEN = 1 and IICIE = 1) for transmit data
5. Initialize RAM variables used to achieve the routine shown in Figure 11-12

Module Initialization (Master)

1. Write: IICF
   — to set the IIC baud rate (example provided in this chapter)
2. Write: IICC1
   — to enable IIC and interrupts
3. Initialize RAM variables (IICEN = 1 and IICIE = 1) for transmit data
4. Initialize RAM variables used to achieve the routine shown in Figure 11-12
5. Write: IICC1
   — to enable TX
6. Write: IICC1
   — to enable MST (master mode)
7. Write: IICD
   — with the address of the target slave. (The lsb of this byte determines whether the communication is master receive or transmit.)

Module Use

The routine shown in Figure 11-12 can handle both master and slave IIC operations. For slave operation, an incoming IIC message that contains the proper address begins IIC communication. For master operation, communication must be initiated by writing to the IICD register.

Register Model

IICA	AD[7:1]							0
	When addressed as a slave (in slave mode), the module responds to this address							
IICF	MULT		ICR					
	Baud rate = BUSCLK / (2 x MULT x (SCL DIVIDER))							
IICC1	IICEN	IICIE	MST	TX	TXAK	RSTA	0	0
	Module configuration							
IICS	TCF	IAAS	BUSY	ARBL	0	SRW	IICIF	RXAK
	Module status flags							
IICD	DATA							
	Data register; Write to transmit IIC data read to read IIC data							
IICC2	GCAEN	ADEXT	0	0	0	AD10	AD9	AD8
	Address configuration							

Figure 11-11. IIC Module Quick Start

13.5.2 SPI Interrupts

There are three flag bits, two interrupt mask bits, and one interrupt vector associated with the SPI system. The SPI interrupt enable mask (SPIE) enables interrupts from the SPI receiver full flag (SPRF) and mode fault flag (MODF). The SPI transmit interrupt enable mask (SPTIE) enables interrupts from the SPI transmit buffer empty flag (SPTEF). When one of the flag bits is set, and the associated interrupt mask bit is set, a hardware interrupt request is sent to the CPU. If the interrupt mask bits are cleared, software can poll the associated flag bits instead of using interrupts. The SPI interrupt service routine (ISR) should check the flag bits to determine what event caused the interrupt. The service routine should also clear the flag bit(s) before returning from the ISR (usually near the beginning of the ISR).

13.5.3 Mode Fault Detection

A mode fault occurs and the mode fault flag (MODF) becomes set when a master SPI device detects an error on the $\overline{SS}$ pin (provided the $\overline{SS}$ pin is configured as the mode fault input signal). The $\overline{SS}$ pin is configured to be the mode fault input signal when MSTR = 1, mode fault enable is set (MODFEN = 1), and slave select output enable is clear (SSOE = 0).

The mode fault detection feature can be used in a system where more than one SPI device might become a master at the same time. The error is detected when a master's $\overline{SS}$ pin is low, indicating that some other SPI device is trying to address this master as if it were a slave. This could indicate a harmful output driver conflict, so the mode fault logic is designed to disable all SPI output drivers when such an error is detected.

When a mode fault is detected, MODF is set and MSTR is cleared to change the SPI configuration back to slave mode. The output drivers on the SPSCK, MOSI, and MISO (if not bidirectional mode) are disabled.

MODF is cleared by reading it while it is set, then writing to the SPI control register 1 (SPIxC1). User software should verify the error condition has been corrected before changing the SPI back to master mode.

Table 14-8. SCIxC3 Field Descriptions (continued)

Field	Description
4 TXINV[1]	**Transmit Data Inversion** — Setting this bit reverses the polarity of the transmitted data output. 0 Transmit data not inverted 1 Transmit data inverted
3 ORIE	**Overrun Interrupt Enable** — This bit enables the overrun flag (OR) to generate hardware interrupt requests. 0 OR interrupts disabled (use polling). 1 Hardware interrupt requested when OR = 1.
2 NEIE	**Noise Error Interrupt Enable** — This bit enables the noise flag (NF) to generate hardware interrupt requests. 0 NF interrupts disabled (use polling). 1 Hardware interrupt requested when NF = 1.
1 FEIE	**Framing Error Interrupt Enable** — This bit enables the framing error flag (FE) to generate hardware interrupt requests. 0 FE interrupts disabled (use polling). 1 Hardware interrupt requested when FE = 1.
0 PEIE	**Parity Error Interrupt Enable** — This bit enables the parity error flag (PF) to generate hardware interrupt requests. 0 PF interrupts disabled (use polling). 1 Hardware interrupt requested when PF = 1.

1 Setting TXINV inverts the TxD output for all cases: data bits, start and stop bits, break, and idle.

14.2.7 SCI Data Register (SCIxD)

This register is actually two separate registers. Reads return the contents of the read-only receive data buffer and writes go to the write-only transmit data buffer. Reads and writes of this register are also involved in the automatic flag clearing mechanisms for the SCI status flags.

	7	6	5	4	3	2	1	0
R	R7	R6	R5	R4	R3	R2	R1	R0
W	T7	T6	T5	T4	T3	T2	T1	T0
Reset	0	0	0	0	0	0	0	0

Figure 14-11. SCI Data Register (SCIxD)

14.3 Functional Description

The SCI allows full-duplex, asynchronous, NRZ serial communication among the MCU and remote devices, including other MCUs. The SCI comprises a baud rate generator, transmitter, and receiver block. The transmitter and receiver operate independently, although they use the same baud rate generator. During normal operation, the MCU monitors the status of the SCI, writes the data to be transmitted, and processes received data. The following describes each of the blocks of the SCI.

14.3.1 Baud Rate Generation

As shown in Figure 14-12, the clock source for the SCI baud rate generator is the bus-rate clock.

message characters. At the end of a message, or at the beginning of the next message, all receivers automatically force RWU to 0 so all receivers wake up in time to look at the first character(s) of the next message.

14.3.3.2.1 Idle-Line Wakeup

When WAKE = 0, the receiver is configured for idle-line wakeup. In this mode, RWU is cleared automatically when the receiver detects a full character time of the idle-line level. The M control bit selects 8-bit or 9-bit data mode that determines how many bit times of idle are needed to constitute a full character time (10 or 11 bit times because of the start and stop bits).

When RWU is one and RWUID is zero, the idle condition that wakes up the receiver does not set the IDLE flag. The receiver wakes up and waits for the first data character of the next message which will set the RDRF flag and generate an interrupt if enabled. When RWUID is one, any idle condition sets the IDLE flag and generates an interrupt if enabled, regardless of whether RWU is zero or one.

The idle-line type (ILT) control bit selects one of two ways to detect an idle line. When ILT = 0, the idle bit counter starts after the start bit so the stop bit and any logic 1s at the end of a character count toward the full character time of idle. When ILT = 1, the idle bit counter does not start until after a stop bit time, so the idle detection is not affected by the data in the last character of the previous message.

14.3.3.2.2 Address-Mark Wakeup

When WAKE = 1, the receiver is configured for address-mark wakeup. In this mode, RWU is cleared automatically when the receiver detects a logic 1 in the most significant bit of a received character (eighth bit in M = 0 mode and ninth bit in M = 1 mode).

Address-mark wakeup allows messages to contain idle characters but requires that the MSB be reserved for use in address frames. The logic 1 MSB of an address frame clears the RWU bit before the stop bit is received and sets the RDRF flag. In this case the character with the MSB set is received even though the receiver was sleeping during most of this character time.

14.3.4 Interrupts and Status Flags

The SCI system has three separate interrupt vectors to reduce the amount of software needed to isolate the cause of the interrupt. One interrupt vector is associated with the transmitter for TDRE and TC events. Another interrupt vector is associated with the receiver for RDRF, IDLE, RXEDGIF and LBKDIF events, and a third vector is used for OR, NF, FE, and PF error conditions. Each of these ten interrupt sources can be separately masked by local interrupt enable masks. The flags can still be polled by software when the local masks are cleared to disable generation of hardware interrupt requests.

The SCI transmitter has two status flags that optionally can generate hardware interrupt requests. Transmit data register empty (TDRE) indicates when there is room in the transmit data buffer to write another transmit character to SCIxD. If the transmit interrupt enable (TIE) bit is set, a hardware interrupt will be requested whenever TDRE = 1. Transmit complete (TC) indicates that the transmitter is finished transmitting all data, preamble, and break characters and is idle with TxD at the inactive level. This flag is often used in systems with modems to determine when it is safe to turn off the modem. If the transmit complete interrupt enable (TCIE) bit is set, a hardware interrupt will be requested whenever TC = 1.

16.3 Register Definition

This section consists of register descriptions in address order. A typical MCU system may contain multiple TPMs, and each TPM may have one to eight channels, so register names include placeholder characters to identify which TPM and which channel is being referenced. For example, TPMxCnSC refers to timer (TPM) x, channel n. TPM1C2SC would be the status and control register for channel 2 of timer 1.

16.3.1 TPM Status and Control Register (TPMxSC)

TPMxSC contains the overflow status flag and control bits used to configure the interrupt enable, TPM configuration, clock source, and prescale factor. These controls relate to all channels within this timer module.

	7	6	5	4	3	2	1	0
R	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
W	0							
Reset	0	0	0	0	0	0	0	0

Figure 16-7. TPM Status and Control Register (TPMxSC)

Table 16-2. TPMxSC Field Descriptions

Field	Description
7 TOF	Timer overflow flag. This read/write flag is set when the TPM counter resets to 0x0000 after reaching the modulo value programmed in the TPM counter modulo registers. Clear TOF by reading the TPM status and control register when TOF is set and then writing a logic 0 to TOF. If another TPM overflow occurs before the clearing sequence is complete, the sequence is reset so TOF would remain set after the clear sequence was completed for the earlier TOF. This is done so a TOF interrupt request cannot be lost during the clearing sequence for a previous TOF. Reset clears TOF. Writing a logic 1 to TOF has no effect. 0 TPM counter has not reached modulo value or overflow 1 TPM counter has overflowed
6 TOIE	Timer overflow interrupt enable. This read/write bit enables TPM overflow interrupts. If TOIE is set, an interrupt is generated when TOF equals one. Reset clears TOIE. 0 TOF interrupts inhibited (use for software polling) 1 TOF interrupts enabled
5 CPWMS	Center-aligned PWM select. When present, this read/write bit selects CPWM operating mode. By default, the TPM operates in up-counting mode for input capture, output compare, and edge-aligned PWM functions. Setting CPWMS reconfigures the TPM to operate in up/down counting mode for CPWM functions. Reset clears CPWMS. 0 All channels operate as input capture, output compare, or edge-aligned PWM mode as selected by the MSnB:MSnA control bits in each channel's status and control register. 1 All channels operate in center-aligned PWM mode.

All TPM interrupts are listed in Table 16-8 which shows the interrupt name, the name of any local enable that can block the interrupt request from leaving the TPM and getting recognized by the separate interrupt processing logic.

Table 16-8. Interrupt Summary

Interrupt	Local Enable	Source	Description
TOF	TOIE	Counter overflow	Set each time the timer counter reaches its terminal count (at transition to next count value which is usually 0x0000)
CHnF	CHnIE	Channel event	An input capture or output compare event took place on channel n

The TPM module will provide a high-true interrupt signal. Vectors and priorities are determined at chip integration time in the interrupt module so refer to the user's guide for the interrupt module or to the chip's complete documentation for details.

16.6.2 Description of Interrupt Operation

For each interrupt source in the TPM, a flag bit is set upon recognition of the interrupt condition such as timer overflow, channel-input capture, or output-compare events. This flag may be read (polled) by software to determine that the action has occurred, or an associated enable bit (TOIE or CHnIE) can be set to enable hardware interrupt generation. While the interrupt enable bit is set, a static interrupt will generate whenever the associated interrupt flag equals one. The user's software must perform a sequence of steps to clear the interrupt flag before returning from the interrupt-service routine.

TPM interrupt flags are cleared by a two-step process including a read of the flag bit while it is set (1) followed by a write of zero (0) to the bit. If a new event is detected between these two steps, the sequence is reset and the interrupt flag remains set after the second step to avoid the possibility of missing the new event.

16.6.2.1 Timer Overflow Interrupt (TOF) Description

The meaning and details of operation for TOF interrupts varies slightly depending upon the mode of operation of the TPM system (general purpose timing functions versus center-aligned PWM operation). The flag is cleared by the two step sequence described above.

16.6.2.1.1 Normal Case

Normally TOF is set when the timer counter changes from 0xFFFF to 0x0000. When the TPM is not configured for center-aligned PWM (CPWMS=0), TOF gets set when the timer counter changes from the terminal count (the value in the modulo register) to 0x0000. This case corresponds to the normal meaning of counter overflow.

- DBGCAX=0x00, DBGCAH=0xFF, DBGCAL=0xFE so comparator A is set to match when the 16-bit CPU address 0xFFFE appears during the reset vector fetch
- DBGC=0xC0 to enable and arm the DBG module
- DBGT=0x40 to select a force-type trigger, a BEGIN trigger, and A-only trigger mode

18.6 Interrupts

The DBG contains no interrupt source.

18.7 Electrical Specifications

The DBG module contain no electrical specifications.

Table A-10. 5 Volt 12-bit ADC Characteristics (V_{REFH} = V_{DDA}, V_{REFL} = V_{SSA}) (continued)

Characteristic	Conditions	C	Symb	Min	Typ[1]	Max	Unit	Comment
Full-Scale Error	12 bit mode	T	E_{FS}	—	±1	±4.0	LSB[2]	V_{ADIN} = V_{DDAD}
	10 bit mode	T		—	±0.5	±1		
	8 bit mode	T		—	±0.5	±0.5		
Quantization Error	12 bit mode	D	E_Q	—	-1 to 0	-1 to 0	LSB[2]	
	10 bit mode			—	—	±0.5		
	8 bit mode			—	—	±0.5		
Input Leakage Error	12 bit mode	D	E_{IL}	—	±1	±10.0	LSB[2]	Pad leakage[4] * R_{AS}
	10 bit mode			—	±0.2	±2.5		
	8 bit mode			—	±0.1	±1		
Temp Sensor Slope	-40°C– 25°C	D	m	—	3.266	—	mV/°C	
	25°C– 125°C			—	3.638	—		
Temp Sensor Voltage	25°C	D	V_{TEMP25}	—	1.396	—	V	

1 Typical values assume V_{DDAD} = 5.0V, Temp = 25C, f_{ADCK}=1.0MHz unless otherwise stated. Typical values are for reference only and are not tested in production.

2 1 LSB = (V_{REFH} - V_{REFL})/2^N

3 Monotonicity and No-Missing-Codes guaranteed in 10 bit and 8 bit modes

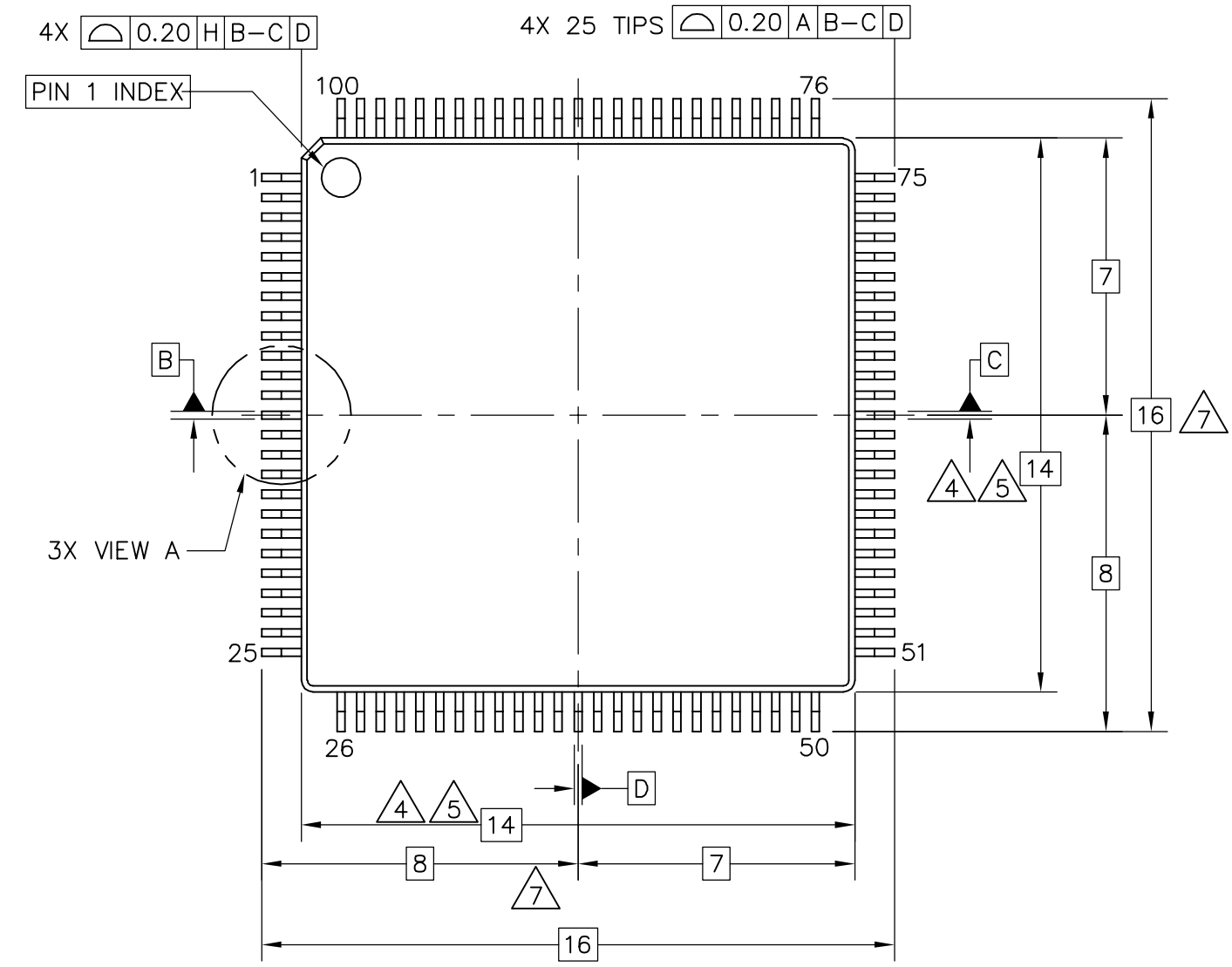
4 Based on input pad leakage current. Refer to pad electricals.

B.2 Mechanical Drawings

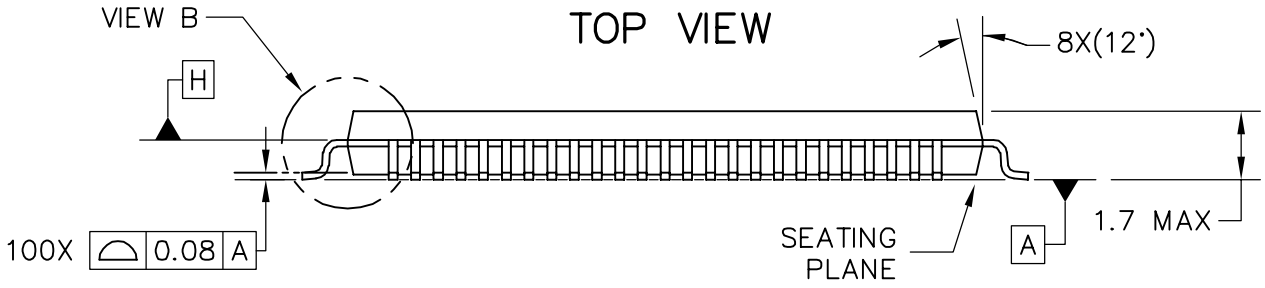
The following pages are mechanical drawings for the packages described in the following table:

Table B-2. Package Descriptions

Pin Count	Type	Abbreviation	Designator	Document No.
100	Low-profile Quad Flat Package	LQFP	LL	98ASS23308W
64	Low-profile Quad Flat Package	LQFP	LH	98ASS23234W
48	Low-profile Quad Flat Package	LQFP	LF	98ASH00962A



TOP VIEW



SIDE VIEW

	MECHANICAL OUTLINE	PRINT VERSION NOT TO SCALE
TITLE: 100 LEAD LQFP 14 X 14, 0.5 PITCH, 1.4 THICK	DOCUMENT NO: 98ASS23308W	REV: H
	CASE NUMBER: 983–02	25 MAY 2005
	STANDARD: NON–JEDEC	

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