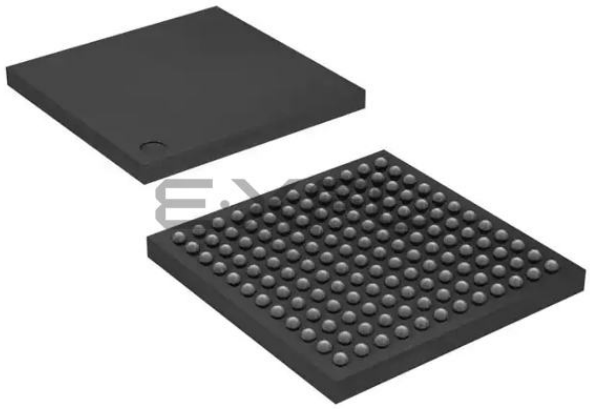

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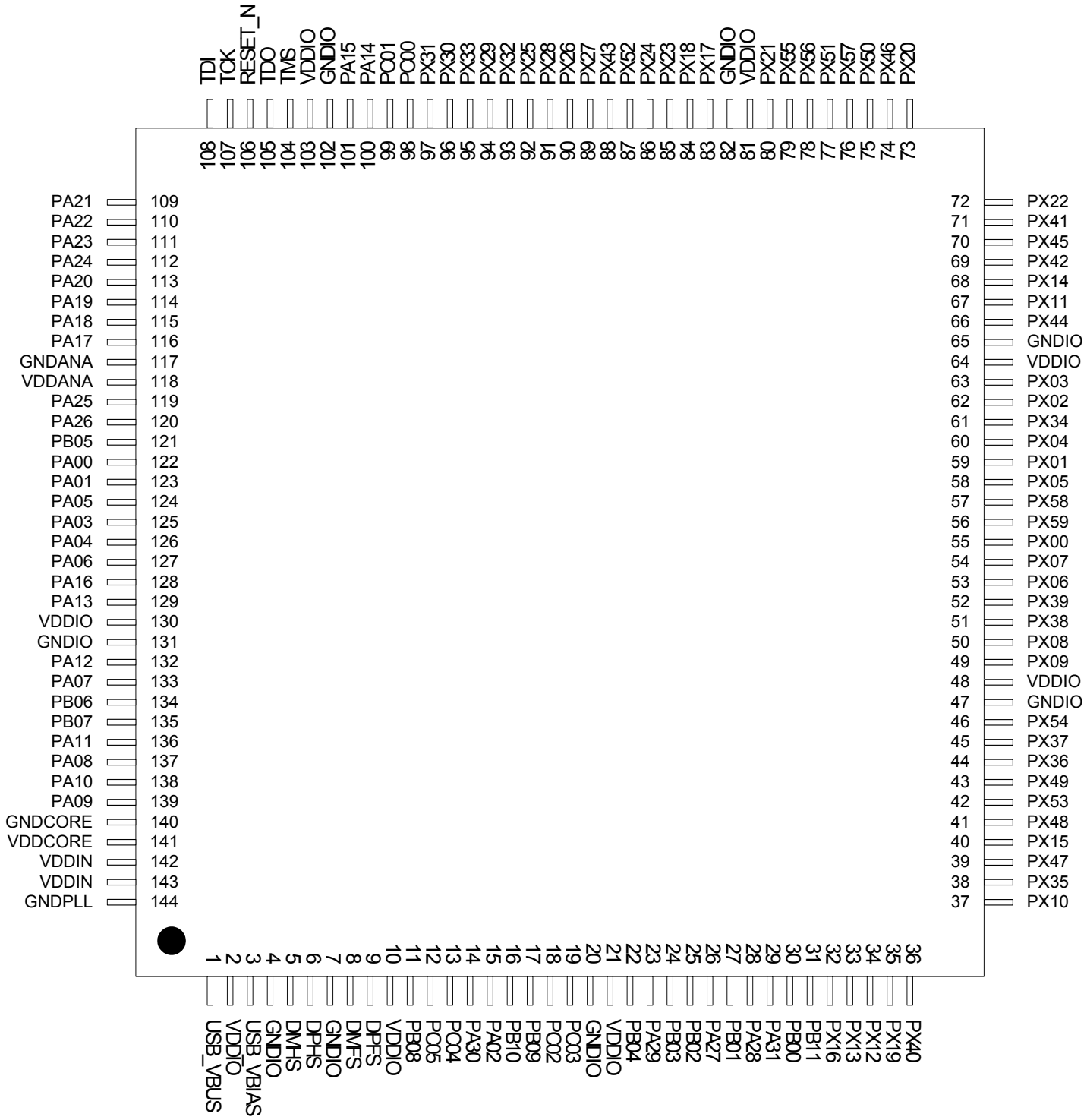
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	AVR
Core Size	32-Bit Single-Core
Speed	66MHz
Connectivity	EBI/EMI, I²C, IrDA, Memory Card, SPI, SSC, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, POR, WDT
Number of I/O	110
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	128K x 8
Voltage - Supply (Vcc/Vdd)	1.75V ~ 3.6V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	144-TFBGA
Supplier Device Package	144-FFBGA (11x11)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/at32uc3a3128s-ctut

Figure 3-2. LQFP144 Pinout



3.2 Peripheral Multiplexing on I/O lines

3.2.1 Multiplexed Signals

Each GPIO line can be assigned to one of the peripheral functions. The following table describes the peripheral signals multiplexed to the GPIO lines.

Note that GPIO 44 is physically implemented in silicon but it must be kept unused and configured in input mode.

Table 3-1. GPIO Controller Function Multiplexing

BGA 144	QFP 144	BGA 100	PIN	GPIO	Supply	PIN Type [2]	GPIO function			
							A	B	C	D
G11	122	G8[1]	PA00	0	VDDIO	x3	USART0 - RTS	TC0 - CLK1	SPI1 - NPCS[3]	
G12	123	G10[1]	PA01	1	VDDIO	x1	USART0 - CTS	TC0 - A1	USART2 - RTS	
D8	15	E1[1]	PA02	2	VDDIO	x1	USART0 - CLK	TC0 - B1	SPI0 - NPCS[0]	
G10	125	F9	PA03	3	VDDIO	x1	USART0 - RXD	EIC - EXTINT[4]	ABDAC - DATA[0]	
F9	126	E9	PA04	4	VDDIO	x1	USART0 - TXD	EIC - EXTINT[5]	ABDAC - DATAN[0]	
F10	124	G9	PA05	5	VDDIO	x1	USART1 - RXD	TC1 - CLK0	USB - ID	
F8	127	E8[1]	PA06	6	VDDIO	x1	USART1 - TXD	TC1 - CLK1	USB - VBOF	
E10	133	H10[1]	PA07	7	VDDIO	x1	SPI0 - NPCS[3]	ABDAC - DATAN[0]	USART1 - CLK	
C11	137	F8	PA08	8	VDDIO	x3	SPI0 - SPCK	ABDAC - DATA[0]	TC1 - B1	
B12	139	D8	PA09	9	VDDIO	x2	SPI0 - NPCS[0]	EIC - EXTINT[6]	TC1 - A1	
C12	138	C10	PA10	10	VDDIO	x2	SPI0 - MOSI	USB - VBOF	TC1 - B0	
D10	136	C9	PA11	11	VDDIO	x2	SPI0 - MISO	USB - ID	TC1 - A2	
E12	132	G7[1]	PA12	12	VDDIO	x1	USART1 - CTS	SPI0 - NPCS[2]	TC1 - A0	
F11	129	E8[1]	PA13	13	VDDIO	x1	USART1 - RTS	SPI0 - NPCS[1]	EIC - EXTINT[7]	
J6	100	K7[1]	PA14	14	VDDIO	x1	SPI0 - NPCS[1]	TWIMS0 - TWALM	TWIMS1 - TWCK	
J7	101	J7[1]	PA15	15	VDDIO	x1	MCI - CMD[1]	SPI1 - SPCK	TWIMS1 - TWD	
F12	128	E7	PA16	16	VDDIO	x1	MCI - DATA[11]	SPI1 - MOSI	TC1 - CLK2	
H7	116	G10[1]	PA17	17	VDDANA	x1	MCI - DATA[10]	SPI1 - NPCS[1]	ADC - AD[7]	
K8	115	G8[1]	PA18	18	VDDANA	x1	MCI - DATA[9]	SPI1 - NPCS[2]	ADC - AD[6]	
J8	114	H10[1]	PA19	19	VDDANA	x1	MCI - DATA[8]	SPI1 - MISO	ADC - AD[5]	
J9	113	H9[1]	PA20	20	VDDANA	x1	EIC - NMI	SSC - RX_FRAME_SYNC	ADC - AD[4]	
H9	109	K10[1]	PA21	21	VDDANA	x1	ADC - AD[0]	EIC - EXTINT[0]	USB - ID	
H10	110	H6[1]	PA22	22	VDDANA	x1	ADC - AD[1]	EIC - EXTINT[1]	USB - VBOF	
G8	111	G6[1]	PA23	23	VDDANA	x1	ADC - AD[2]	EIC - EXTINT[2]	ABDAC - DATA[1]	
G9	112	J10[1]	PA24	24	VDDANA	x1	ADC - AD[3]	EIC - EXTINT[3]	ABDAC - DATAN[1]	
E9	119	G7[1]	PA25	25	VDDIO	x1	TWIMS0 - TWD	TWIMS1 - TWALM	USART1 - DCD	
D9	120	F7[1])	PA26	26	VDDIO	x1	TWIMS0 - TWCK	USART2 - CTS	USART1 - DSR	
A4	26	A2	PA27	27	VDDIO	x2	MCI - CLK	SSC - RX_DATA	USART3 - RTS	MSI - SCLK
A3	28	A1	PA28	28	VDDIO	x1	MCI - CMD[0]	SSC - RX_CLOCK	USART3 - CTS	MSI - BS
A6	23	B4	PA29	29	VDDIO	x1	MCI - DATA[0]	USART3 - TXD	TC0 - CLK0	MSI - DATA[0]

3.2.4 JTAG port connections

Table 3-4. JTAG Pinout

TFBGA144	QFP144	VFBGA100	Pin name	JTAG pin
K12	107	K9	TCK	TCK
L12	108	K8	TDI	TDI
J11	105	J8	TDO	TDO
J10	104	H7	TMS	TMS

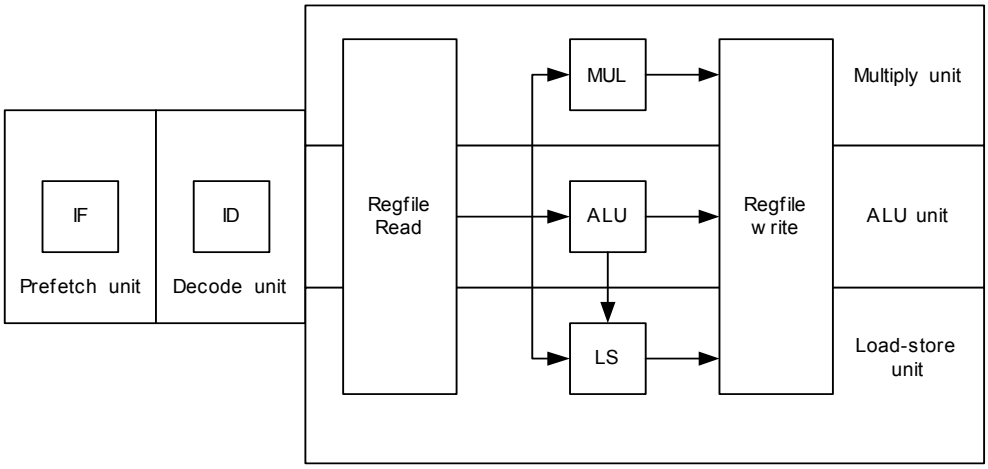
3.2.5 Nexus OCD AUX port connections

If the OCD trace system is enabled, the trace system will take control over a number of pins, irrespective of the GPIO configuration. Three differents OCD trace pin mappings are possible, depending on the configuration of the OCD AXS register. For details, see the AVR32 UC Technical Reference Manual.

Table 3-5. Nexus OCD AUX port connections

Pin	AXS=0	AXS=1	AXS=2
EVTI_N	PB05	PA08	PX00
MDO[5]	PA00	PX56	PX06
MDO[4]	PA01	PX57	PX05
MDO[3]	PA03	PX58	PX04
MDO[2]	PA16	PA24	PX03
MDO[1]	PA13	PA23	PX02
MDO[0]	PA12	PA22	PX01
MSEO[1]	PA10	PA07	PX08
MSEO[0]	PA11	PX55	PX07
MCKO	PB07	PX00	PB09
EVTO_N	PB06	PB06	PB06

Figure 4-2. The AVR32UC Pipeline



4.3.2 AVR32A Microarchitecture Compliance

AVR32UC implements an AVR32A microarchitecture. The AVR32A microarchitecture is targeted at cost-sensitive, lower-end applications like smaller microcontrollers. This microarchitecture does not provide dedicated hardware registers for shadowing of register file registers in interrupt contexts. Additionally, it does not provide hardware registers for the return address registers and return status registers. Instead, all this information is stored on the system stack. This saves chip area at the expense of slower interrupt handling.

Upon interrupt initiation, registers R8-R12 are automatically pushed to the system stack. These registers are pushed regardless of the priority level of the pending interrupt. The return address and status register are also automatically pushed to stack. The interrupt handler can therefore use R8-R12 freely. Upon interrupt completion, the old R8-R12 registers and status register are restored, and execution continues at the return address stored popped from stack.

The stack is also used to store the status register and return address for exceptions and *scall*. Executing the *rete* or *rets* instruction at the completion of an exception or system call will pop this status register and continue execution at the popped return address.

4.3.3 Java Support

AVR32UC does not provide Java hardware acceleration.

4.3.4 Memory Protection

The MPU allows the user to check all memory accesses for privilege violations. If an access is attempted to an illegal memory address, the access is aborted and an exception is taken. The MPU in AVR32UC is specified in the AVR32UC Technical Reference manual.

4.3.5 Unaligned Reference Handling

AVR32UC does not support unaligned accesses, except for doubleword accesses. AVR32UC is able to perform word-aligned *st.d* and *ld.d*. Any other unaligned memory access will cause an address exception. Doubleword-sized accesses with word-aligned pointers will automatically be performed as two word-sized accesses.

The following table shows the instructions with support for unaligned addresses. All other instructions require aligned addresses.

Table 4-1. Instructions with Unaligned Reference Support

Instruction	Supported alignment
ld.d	Word
st.d	Word

4.3.6 Unimplemented Instructions

The following instructions are unimplemented in AVR32UC, and will cause an Unimplemented Instruction Exception if executed:

- All SIMD instructions
- All coprocessor instructions if no coprocessors are present
- retj, incjosp, popjc, pushjc
- tlbr, tlbs, tlbw
- cache

4.3.7 CPU and Architecture Revision

Three major revisions of the AVR32UC CPU currently exist.

The Architecture Revision field in the CONFIG0 system register identifies which architecture revision is implemented in a specific device.

AVR32UC CPU revision 3 is fully backward-compatible with revisions 1 and 2, ie. code compiled for revision 1 or 2 is binary-compatible with revision 3 CPUs.

4.4 Programming Model

4.4.1 Register File Configuration

The AVR32UC register file is shown below.

Figure 4-3. The AVR32UC Register File

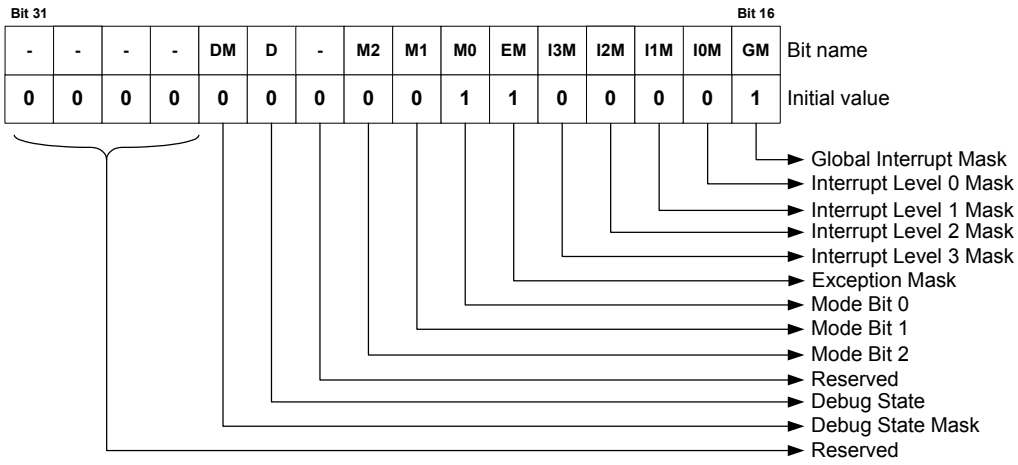
Application	Supervisor	INT0	INT1	INT2	INT3	Exception	NMI	Secure
Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0	Bit 31 Bit 0
PC	PC	PC	PC	PC	PC	PC	PC	PC
LR	LR	LR	LR	LR	LR	LR	LR	LR
SP_APP	SP_SYS	SP_SYS	SP_SYS	SP_SYS	SP_SYS	SP_SYS	SP_SYS	SP_SEC
R12	R12	R12	R12	R12	R12	R12	R12	R12
R11	R11	R11	R11	R11	R11	R11	R11	R11
R10	R10	R10	R10	R10	R10	R10	R10	R10
R9	R9	R9	R9	R9	R9	R9	R9	R9
R8	R8	R8	R8	R8	R8	R8	R8	R8
R7	R7	R7	R7	R7	R7	R7	R7	R7
R6	R6	R6	R6	R6	R6	R6	R6	R6
R5	R5	R5	R5	R5	R5	R5	R5	R5
R4	R4	R4	R4	R4	R4	R4	R4	R4
R3	R3	R3	R3	R3	R3	R3	R3	R3
R2	R2	R2	R2	R2	R2	R2	R2	R2
R1	R1	R1	R1	R1	R1	R1	R1	R1
R0	R0	R0	R0	R0	R0	R0	R0	R0
SR	SR	SR	SR	SR	SR	SR	SR	SR

SS_STATUS
SS_ADRF
SS_ADRR
SS_ADR0
SS_ADR1
SS_SP_SYS
SS_SP_APP
SS_RAR
SS_RSR

4.4.2 Status Register Configuration

The Status Register (SR) is split into two halfwords, one upper and one lower, see Figure 4-4 on page 26 and Figure 4-5 on page 27. The lower word contains the C, Z, N, V, and Q condition code flags and the R, T, and L bits, while the upper halfword contains information about the mode and state the processor executes in. Refer to the *AVR32 Architecture Manual* for details.

Figure 4-4. The Status Register High Halfword



All interrupt levels are by default disabled when debug state is entered, but they can individually be switched on by the monitor routine by clearing the respective mask bit in the status register.

Debug state can be entered as described in the *AVR32UC Technical Reference Manual*.

Debug state is exited by the *retd* instruction.

4.4.4 System Registers

The system registers are placed outside of the virtual memory space, and are only accessible using the privileged *mfsr* and *mtsr* instructions. The table below lists the system registers specified in the AVR32 architecture, some of which are unused in AVR32UC. The programmer is responsible for maintaining correct sequencing of any instructions following a *mtsr* instruction. For detail on the system registers, refer to the *AVR32UC Technical Reference Manual*.

Table 4-3. System Registers

Reg #	Address	Name	Function
0	0	SR	Status Register
1	4	EVBA	Exception Vector Base Address
2	8	ACBA	Application Call Base Address
3	12	CPUCR	CPU Control Register
4	16	ECR	Exception Cause Register
5	20	RSR_SUP	Unused in AVR32UC
6	24	RSR_INT0	Unused in AVR32UC
7	28	RSR_INT1	Unused in AVR32UC
8	32	RSR_INT2	Unused in AVR32UC
9	36	RSR_INT3	Unused in AVR32UC
10	40	RSR_EX	Unused in AVR32UC
11	44	RSR_NMI	Unused in AVR32UC
12	48	RSR_DBG	Return Status Register for Debug mode
13	52	RAR_SUP	Unused in AVR32UC
14	56	RAR_INT0	Unused in AVR32UC
15	60	RAR_INT1	Unused in AVR32UC
16	64	RAR_INT2	Unused in AVR32UC
17	68	RAR_INT3	Unused in AVR32UC
18	72	RAR_EX	Unused in AVR32UC
19	76	RAR_NMI	Unused in AVR32UC
20	80	RAR_DBG	Return Address Register for Debug mode
21	84	JECR	Unused in AVR32UC
22	88	JOSP	Unused in AVR32UC
23	92	JAVA_LV0	Unused in AVR32UC
24	96	JAVA_LV1	Unused in AVR32UC
25	100	JAVA_LV2	Unused in AVR32UC

The user must also make sure that the system stack is large enough so that any event is able to push the required registers to stack. If the system stack is full, and an event occurs, the system will enter an UNDEFINED state.

4.5.2 Exceptions and Interrupt Requests

When an event other than *scall* or debug request is received by the core, the following actions are performed atomically:

1. The pending event will not be accepted if it is masked. The I3M, I2M, I1M, I0M, EM, and GM bits in the Status Register are used to mask different events. Not all events can be masked. A few critical events (NMI, Unrecoverable Exception, TLB Multiple Hit, and Bus Error) can not be masked. When an event is accepted, hardware automatically sets the mask bits corresponding to all sources with equal or lower priority. This inhibits acceptance of other events of the same or lower priority, except for the critical events listed above. Software may choose to clear some or all of these bits after saving the necessary state if other priority schemes are desired. It is the event source's responsability to ensure that their events are left pending until accepted by the CPU.
2. When a request is accepted, the Status Register and Program Counter of the current context is stored to the system stack. If the event is an INT0, INT1, INT2, or INT3, registers R8-R12 and LR are also automatically stored to stack. Storing the Status Register ensures that the core is returned to the previous execution mode when the current event handling is completed. When exceptions occur, both the EM and GM bits are set, and the application may manually enable nested exceptions if desired by clearing the appropriate bit. Each exception handler has a dedicated handler address, and this address uniquely identifies the exception source.
3. The Mode bits are set to reflect the priority of the accepted event, and the correct register file bank is selected. The address of the event handler, as shown in Table 4-4, is loaded into the Program Counter.

The execution of the event handler routine then continues from the effective address calculated.

The *rete* instruction signals the end of the event. When encountered, the Return Status Register and Return Address Register are popped from the system stack and restored to the Status Register and Program Counter. If the *rete* instruction returns from INT0, INT1, INT2, or INT3, registers R8-R12 and LR are also popped from the system stack. The restored Status Register contains information allowing the core to resume operation in the previous execution mode. This concludes the event handling.

4.5.3 Supervisor Calls

The AVR32 instruction set provides a supervisor mode call instruction. The *scall* instruction is designed so that privileged routines can be called from any context. This facilitates sharing of code between different execution modes. The *scall* mechanism is designed so that a minimal execution cycle overhead is experienced when performing supervisor routine calls from time-critical event handlers.

The *scall* instruction behaves differently depending on which mode it is called from. The behaviour is detailed in the instruction set reference. In order to allow the *scall* routine to return to the correct context, a return from supervisor call instruction, *rets*, is implemented. In the AVR32UC CPU, *scall* and *rets* uses the system stack to store the return address and the status register.

4.5.4 Debug Requests

The AVR32 architecture defines a dedicated Debug mode. When a debug request is received by the core, Debug mode is entered. Entry into Debug mode can be masked by the DM bit in the

7.5 Analog characteristics

7.5.1 ADC

Table 7-5. Electrical Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Unit
V_{VDDANA}	Analog Power Supply		3.0		3.6	V

Table 7-6. Decoupling Requirements

Symbol	Parameter	Conditions	Typ.	Technology	Unit
C_{VDDANA}	Power Supply Capacitor		100	NPO	nF

7.5.2 BOD

Table 7-7. 1.8V BOD Level Values

Symbol	Parameter Value	Conditions	Min.	Typ.	Max.	Unit
BODLEVEL	00 1111b			1.79		V
	01 0111b			1.70		V
	01 1111b			1.61		V
	10 0111b			1.52		V

Table 7-7 describes the values of the BODLEVEL field in the flash FGPFR register.

Table 7-8. 3.3V BOD Level Values

Symbol	Parameter Value	Conditions	Min.	Typ.	Max.	Unit
BOD33LEVEL	Reset value			2.71		V
	1011			2.27		V
	1010			2.37		V
	1001			2.46		V
	1000			2.56		V
	0111			2.66		V
	0110			2.76		V
	0101			2.86		V
	0100			2.96		V
	0011			3.06		V
	0010			3.15		V
	0001			3.25		V
	0000			3.35		V

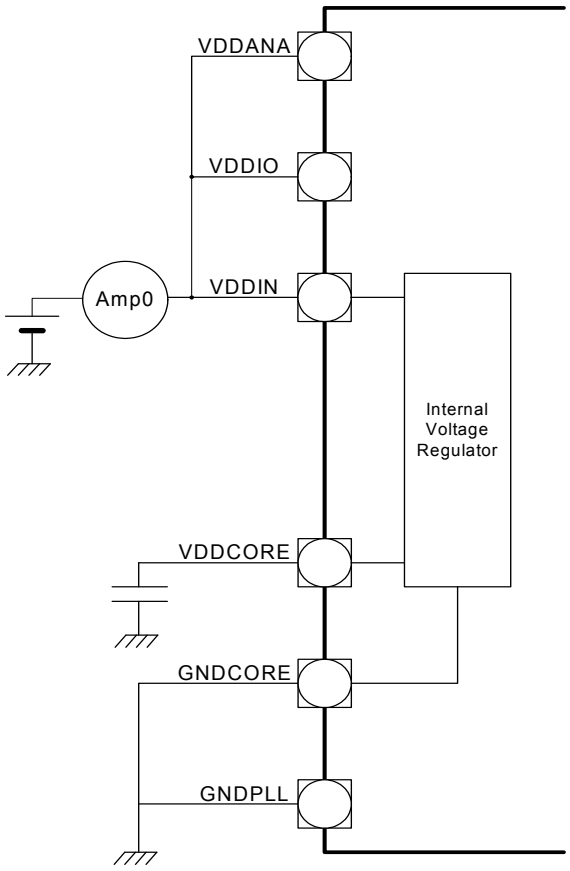
Table 7-8 describes the values of the BOD33.LEVEL field in the PM module

7.6 Power Consumption

The values in Table 7-12 and Table 7-13 on page 50 are measured values of power consumption with operating conditions as follows:

- V_{DDIO} = 3.3V
- T_A = 25°C
- I/Os are configured in input, pull-up enabled.

Figure 7-6. Measurement Setup



These figures represent the power consumption measured on the power supplies

Table 7-13. Typical Cuurent Consumption by Peripheral

Peripheral	Typ.	Unit
ADC	7	µA/MHz
AES	80	
ABDAC	10	
DMACA	70	
EBI	23	
EIC	0.5	
GPIO	37	
INTC	3	
MCI	40	
MSI	10	
PDCA	20	
SDRAM	5	
SMC	9	
SPI	6	
SSC	10	
RTC	5	
TC	8	
TWIM	2	
TWIS	2	
USART	10	
USBB	90	
WDT	2	

7.8.3 Main Oscillators

Table 7-19. Main Oscillators Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Unit
$1/(t_{CPMAIN})$	Oscillator Frequency	External clock on XIN			50	MHz
		Crystal	0.4		20	MHz
C_{L1}, C_{L2}	Internal Load Capacitance ($C_{L1} = C_{L2}$)			7		pF
ESR	Crystal Equivalent Series Resistance				75	Ω
	Duty Cycle		40	50	60	%
t_{ST}	Startup Time	f = 400 KHz f = 8 MHz f = 16 MHz f = 20 MHz		25 4 1.4 1		ms
t_{CH}	XIN Clock High Half-period		0.4 t_{CP}		0.6 t_{CP}	
t_{CL}	XIN Clock Low Half-period		0.4 t_{CP}		0.6 t_{CP}	
C_{IN}	XIN Input Capacitance			7		pF
I_{OSC}	Current Consumption	Active mode at 400 KHz. Gain = G0 Active mode at 8 MHz. Gain = G1 Active mode at 16 MHz. Gain = G2 Active mode at 20 MHz. Gain = G3		30 45 95 205		µA

7.8.4 Phase Lock Loop (PLL0, PLL1)

Table 7-20. PLL Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Unit
F_{OUT}	VCO Output Frequency		80		240	MHz
F_{IN}	Input Frequency (after input divider)		4		16	MHz
I_{PLL}	Current Consumption	Active mode (Fout=80 MHz)		250		µA
		Active mode (Fout=240 MHz)		600		µA

7.8.5 USB Hi-Speed Phase Lock Loop

Table 7-21. PLL Characteristics

Symbol	Parameter	Conditions	Min.	Typ.	Max.	Unit
F_{OUT}	VCO Output Frequency			480		MHz
F_{IN}	Input Frequency			12		MHz
Delta F_{IN}	Input Frequency Accuracy (applicable to Clock signal on XIN or to Quartz tolerance)		-500		+500	ppm
I_{PLL}	Current Consumption	Active mode @480MHz @1.8V		2.5		mA

Table 7-34. SMC Write Signals with No Hold Settings (NWE Controlled only)

Symbol	Parameter	Min.	Unit
SMC_{43}	Data Out Valid before NWE Rising	(nwe pulse length - 1) * t_{CPSMC} - 1.2	ns
SMC_{44}	Data Out Valid after NWE Rising	5	ns
SMC_{45}	NWE Pulse Width	nwe pulse length * t_{CPSMC} - 0.9	ns

Figure 7-7. SMC Signals for NCS Controlled Accesses.

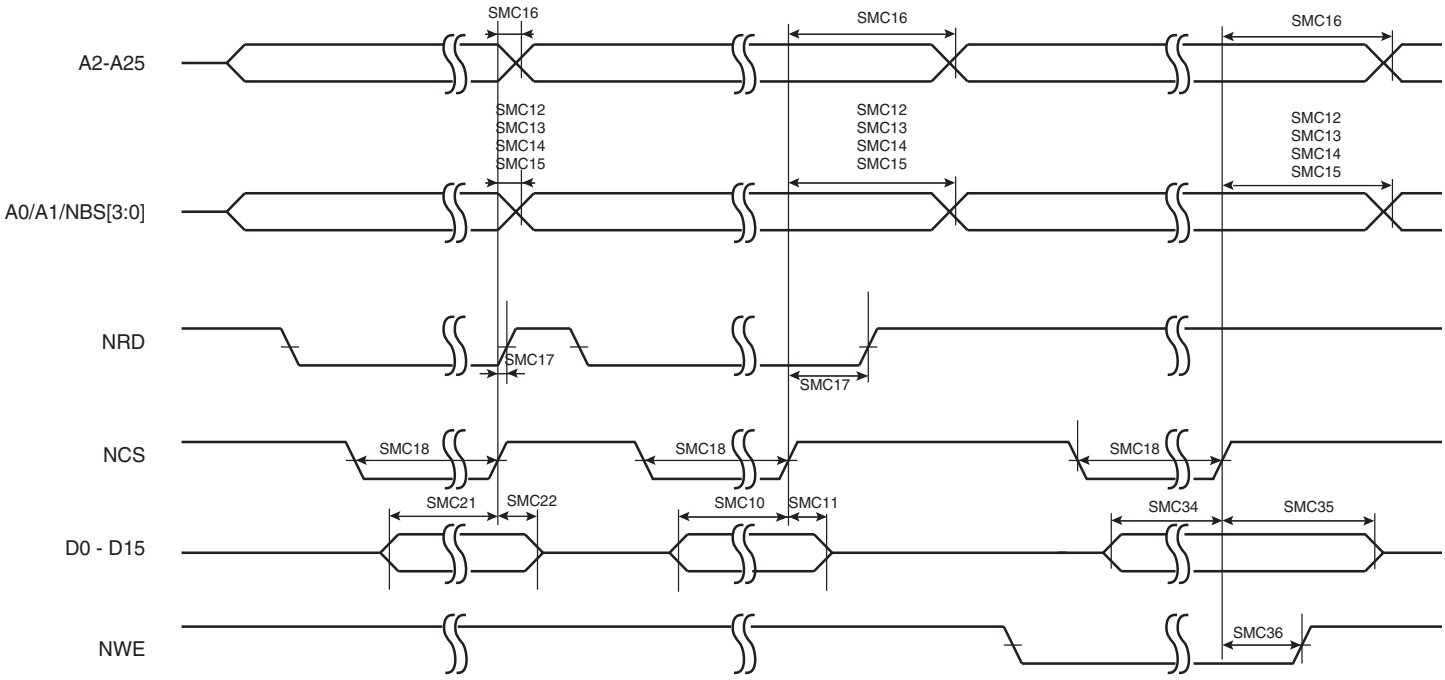
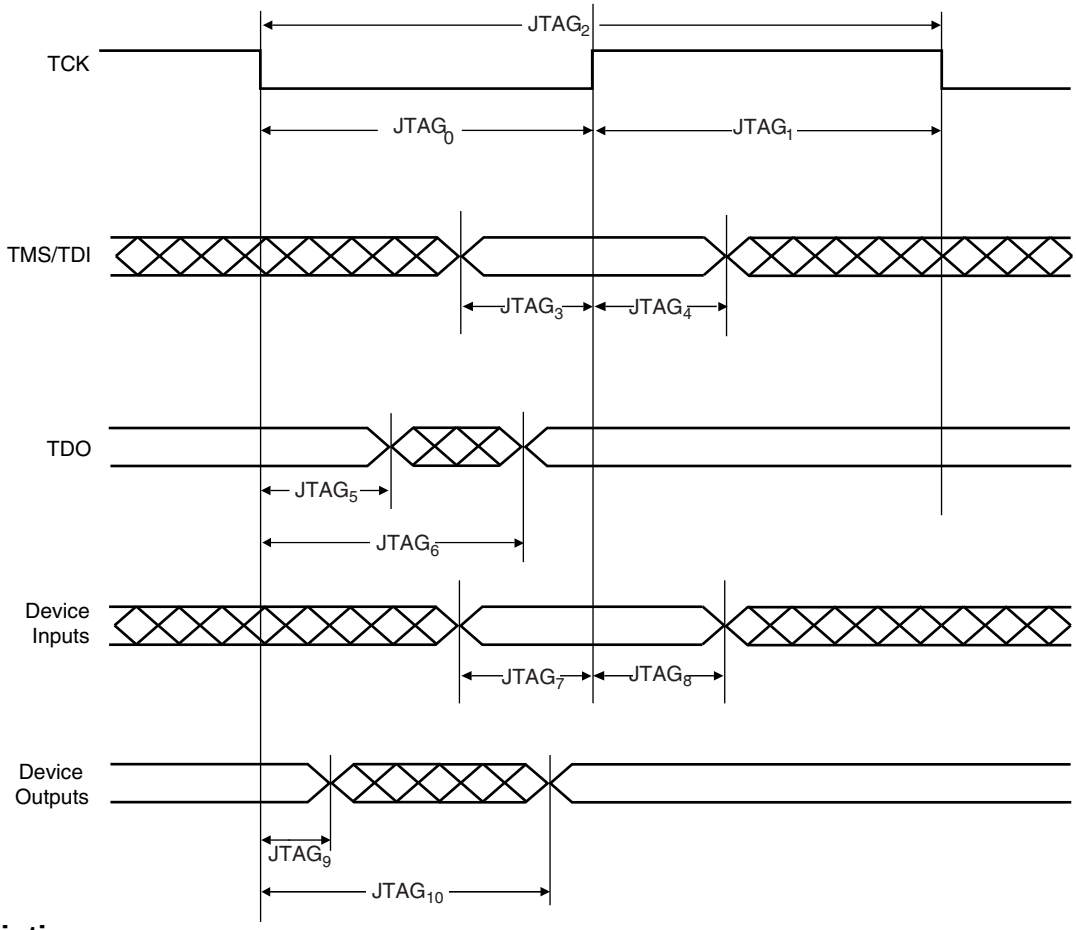


Figure 7-10. JTAG Interface Signals



7.13 SPI Characteristics

Figure 7-11. SPI Master mode with (CPOL= NCPHA= 0) or (CPOL= NCPHA= 1)

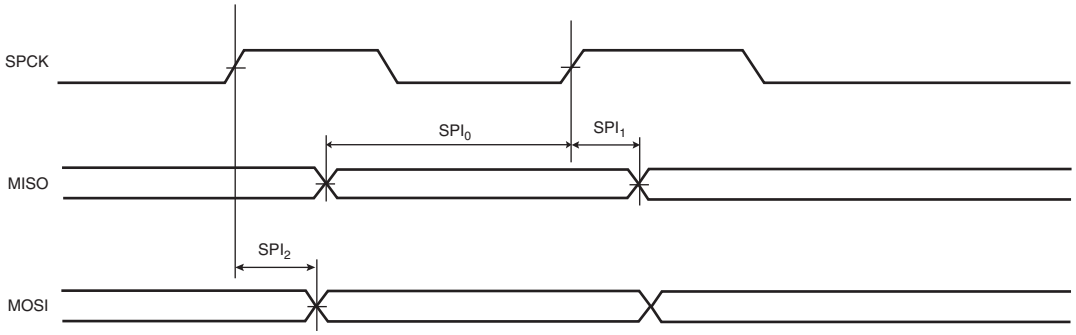
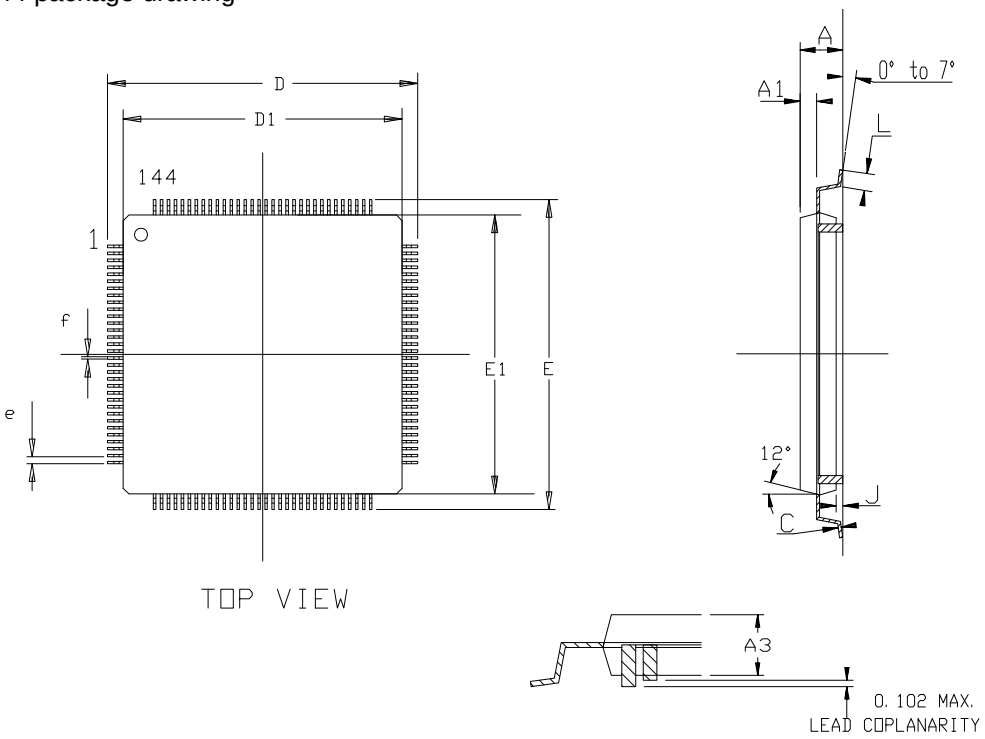


Figure 8-2. LQFP-144 package drawing



	MM			INCH		
	Min	Nom	Max	Min	Nom	Max
A	–	–	1.60	–	–	.063
C	0.09	–	0.20	.004	–	.008
A3	1.35	1.40	1.45	.053	.055	.057
D	21.90	22.00	22.10	.862	.866	.870
D1	19.90	20.00	20.10	.783	.787	.791
E	21.90	22.00	22.10	.862	.866	.870
E1	19.90	20.00	20.10	.783	.787	.791
J	0.05	–	0.15	.002	–	.006
L	0.45	0.60	0.75	.018	.024	.030
e	0.50 BSC			.0197 BSC		
f	0.22 BSC			.009 BSC		

Table 8-2. Device and Package Maximum Weight

1300	mg

Table 8-3. Package Characteristics

Moisture Sensitivity Level	MSL3

Table 8-4. Package Reference

JEDEC Drawing Reference	MS-026
JESD97 Classification	E3

SPI data transfer hangs with CSR0.CSAAT==1 and MR.MODFDIS==0
When CSR0.CSAAT==1 and mode fault detection is enabled (MR.MODFDIS==0), the SPI module will not start a data transfer.
Fix/Workaround
Disable mode fault detection by writing a one to MR.MODFDIS.

Disabling SPI has no effect on the SR.TDRE bit
Disabling SPI has no effect on the SR.TDRE bit whereas the write data command is filtered when SPI is disabled. Writing to TDR when SPI is disabled will not clear SR.TDRE. If SPI is disabled during a PDCA transfer, the PDCA will continue to write data to TDR until its buffer is empty, and this data will be lost.
Fix/Workaround
Disable the PDCA, add two NOPs, and disable the SPI. To continue the transfer, enable the SPI and PDCA.

10.1.8 Power Manager

OSC32 not functionnal in Crystal Modes (OSC32CTRL.MODE=1 or OSC32CTRL.MODE=2)
OSC32 clock output is not active even if the oscillation signal is present on XIN32/XOUT32 pins.
OSC32RDY bit may still set even if the CLK32 is not active.
External clock mode (OSC32CTRL.MODE=0) is not affected.

Fix/Workaround
None.

Clock sources will not be stopped in STATIC sleep mode if the difference between CPU and PBx division factor is too high
If the division factor between the CPU/HSB and PBx frequencies is more than 4 when going to a sleep mode where the system RC oscillator is turned off, then high speed clock sources will not be turned off. This will result in a significantly higher power consumption during the sleep mode.
Fix/Workaround
Before going to sleep modes where the system RC oscillator is stopped, make sure that the factor between the CPU/HSB and PBx frequencies is less than or equal to 4.

10.1.9 PDCA

PCONTROL.CHxRES is non-functional
PCONTROL.CHxRES is non-functional. Counters are reset at power-on, and cannot be reset by software.
Fix/Workaround
Software needs to keep history of performance counters.

Transfer error will stall a transmit peripheral handshake interface
If a transfer error is encountered on a channel transmitting to a peripheral, the peripheral handshake of the active channel will stall and the PDCA will not do any more transfers on the affected peripheral handshake interface.
Fix/Workaround
Disable and then enable the peripheral after the transfer error.

Fix/Workaround
For higher polling time, the software must freeze the pipe for the desired period in order to prevent any "extra" token.

10.2.5 ADC

Sleep Mode activation needs additional A to D conversion
If the ADC sleep mode is activated when the ADC is idle the ADC will not enter sleep mode before after the next AD conversion.
Fix/Workaround
Activate the sleep mode in the mode register and then perform an AD conversion.

10.2.6 USART

ISO7816 info register US_NER cannot be read
The NER register always returns zero.
Fix/Workaround
None.

The LIN ID is not transmitted in mode PDCM='0'
Fix/Workaround
Using USART in mode LIN master with the PDCM bit = '0', the LINID written at the first address of the transmit buffer is not used. The LINID must be written in the LINIR register, after the configuration and start of the PDCA transfer. Writing the LINID in the LINIR register will start the transfer whenever the PDCA transfer is ready.

The LINID interrupt is only available for the header reception and not available for the header transmission
Fix/Workaround
None.

USART LIN mode is not functional with the PDCA if PDCM bit in LINMR register is set to 1
If a PDCA transfer is initiated in USART LIN mode with PDCM bit set to 1, the transfer never starts.
Fix/Workaround
Only use PDCM=0 configuration with the PDCA transfer.

The RTS output does not function correctly in hardware handshaking mode
The RTS signal is not generated properly when the USART receives data in hardware handshaking mode. When the Peripheral DMA receive buffer becomes full, the RTS output should go high, but it will stay low.
Fix/Workaround
Do not use the hardware handshaking mode of the USART. If it is necessary to drive the RTS output high when the Peripheral DMA receive buffer becomes full, use the normal mode of the USART. Configure the Peripheral DMA Controller to signal an interrupt when the receive buffer is full. In the interrupt handler code, write a one to the RTSDIS bit in the USART Control Register (CR). This will drive the RTS output high. After the next DMA transfer is started and a receive buffer is available, write a one to the RTSEN bit in the USART CR so that RTS will be driven low.

ISO7816 Mode T1: RX impossible after any TX
RX impossible after any TX.

10.3.5 ADC

Sleep Mode activation needs additional A to D conversion
If the ADC sleep mode is activated when the ADC is idle the ADC will not enter sleep mode before after the next AD conversion.
Fix/Workaround
Activate the sleep mode in the mode register and then perform an AD conversion.

10.3.6 USART

ISO7816 info register US_NER cannot be read
The NER register always returns zero.
Fix/Workaround
None.

The LIN ID is not transmitted in mode PDCM='0'
Fix/Workaround
Using USART in mode LIN master with the PDCM bit = '0', the LINID written at the first address of the transmit buffer is not used. The LINID must be written in the LINIR register, after the configuration and start of the PDCA transfer. Writing the LINID in the LINIR register will start the transfer whenever the PDCA transfer is ready.

The LINID interrupt is only available for the header reception and not available for the header transmission
Fix/Workaround
None.

USART LIN mode is not functional with the PDCA if PDCM bit in LINMR register is set to 1
If a PDCA transfer is initiated in USART LIN mode with PDCM bit set to 1, the transfer never starts.
Fix/Workaround
Only use PDCM=0 configuration with the PDCA transfer.

The RTS output does not function correctly in hardware handshaking mode
The RTS signal is not generated properly when the USART receives data in hardware handshaking mode. When the Peripheral DMA receive buffer becomes full, the RTS output should go high, but it will stay low.
Fix/Workaround
Do not use the hardware handshaking mode of the USART. If it is necessary to drive the RTS output high when the Peripheral DMA receive buffer becomes full, use the normal mode of the USART. Configure the Peripheral DMA Controller to signal an interrupt when the receive buffer is full. In the interrupt handler code, write a one to the RTSDIS bit in the USART Control Register (CR). This will drive the RTS output high. After the next DMA transfer is started and a receive buffer is available, write a one to the RTSEN bit in the USART CR so that RTS will be driven low.

ISO7816 Mode T1: RX impossible after any TX
RX impossible after any TX.
Fix/Workaround
SOFT_RESET on RX+ Config US_MR + Config_US_CR.

11.7 Rev. B – 08/09

1. Updated the datasheet with new device AT32UC3A4.

11.8 Rev. A – 03/09

1. Initial revision.

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